

EXPANDED THERIANTHROPE

HOME BREW



Therianthropy

Therianthropy is a magical curse that can be inflicted on humanoids granting them to turn into bestial hybrids. While some view this ability as a boon as it grants supernatural strength, agility, and endurance; many see it as a curse that must be eradicated from the Material Plane due to the violent tendencies associated therian wereshapes.

Therianthropy Traits

There are numerous types of therianthropes; however they all share the same base characteristics. All therianthropy can be contracted from a single bite from a werecreature. However, it is believed that the most powerful of therian is able to curse the mind of a creature cursing it with therianthropy with a single gaze.

Creatures infected with curse possessed height senses, enhanced speed, endurance and regeneration. They also have an uncanny resilience against any form of weaponry, non-magical and magical alike. However, they seem to show a particular vulnerability to silver which halts their regenerative traits. Applying such a coating to weapons is highly recommended for engaging therian.

Power of the Moon

All therians show a special connection to the moon. The presence of moonlight further empowers their abilities. It is believed that under a full moon, therians are nigh unstoppable and thus they tend to come out in large numbers to take advantage of this boon. This lunar connection also grants them particular resilience to many form of light-based magic.

Spellshifter and Lunar Magic

Some therians, known as spellshifter, possess a special attunement to the moon, even more than the rest of their kin. As a result, they are able to cast spells using the magical energy generated by moonlight. Such abilities can include call forth packs of wolves, calling down columns of moonfire, or transforming their opponents into harmless beasts.

Therian Tactics

In combat, therians often mimic the tactics of their bestial form. For example a wererat would rely primarily on ambushes and guerilla tactics while a werebear or werewolf would charge into the midst of the fray using their superior and endurance to annihilate their foes.

As most therians tend to be part of a close knit pack, they tend to fight in groups of 4 (1d6) or more each utilizing their forms particular strengths and weaknesses to fight as a formidable pack.

Despite their superior strength, therians are elusive fighters using their abilities to shapeshift into beasts to avoid detection until their time to strike.

Moon Touched Weapons

Because of their connection to the moon, many therians uses weapons that specifically resonate with the moon. To other creatures, these weapons are no different from a mundane weapon. However, in the presence of a therian, it acquires magical properties as it resonates with the magical power of their curse. In the presence of moonlight, these weapons begin to glow a silvery hue as it becomes empowered by moonlight.

Only when wielded by a therian, moon-touched weapons count as magical for the purposes of overcoming resistance and deals an additional 1d8 radiant damage when in moonlight or under a full moon. These weapons do not require attunement

Silver Weakness

Therians are acute aware of their weakness and will instantly begin to disengage in the presence of silvered weapons, at least until gain an opportunity to turn the tables. Such tactics would be resorting to hit and run tactics specifically focusing and attempting to separate those wielding silver weapons so they can be dispatched one by one. If the therian is a spellshifter, it may resort to polymorphing that target to render them useless.

If the battle still does not go in their favor, they are not afraid to retreat as their natural healing will quickly recover they wounds and strike before their opponent can even recover from the first engagement.



THERIAN PACKS

THERIAN COMMUNITIES

Therians typically live in small communities or packs as they tend to be reviled by most of civilization if they reveal their true form. For many therians, their pack means everything to them. A therian exiled from its pack will do anything to find another pack or return into its favor.

TYPES OF PACKS

Therian communities have many sizes and compositions. Some therian packs may consist only of one type of therian such as a weretiger or werewolf while other is a haven for all kinds of therian's regardless of their bloodline. Most packs have up to 7(2d6 members) but the largest have been known to have 50 or even more.

PACK LEADERS

All therians packs are led by a single pack lord. These individuals typically are chosen by the community by individuals who have proven their worth. For larger therian packs, they are often led by a powerful alpha therian. If a leader has proven to be weak or incapable, others may challenge for the position, which as the potential to turn into a bloody duel.

PACK MAGIC

Therian packs are more than just a social element of therian society for it is a magical pact between members. Members often have to prove themselves to the pack in order to join this magical union. Once initiated, therians are able to unlock the true power of their wereshapes and call upon the aid of their pack in the time of need. Although some packs have 50 or more members, individual pack magic typically binds up to 7 (2d6) members at a time.

So for example a large pack may have 4 or 5 smaller packs binding each member together.

THERIAN PACK ABILITIES

Therians that are magically bonded into a pack gain access to the following abilities.

Pack Sense All pack members knows the general direction of another member of its pack as long as they are on the same plane of existence

Pack Resolve While within 60ft. of a pack member it can see, the therian can end a condition affecting it at the start of its turn.

Pack Actions (5/day)

The pack as a whole has a wide range of abilities that can be used by any one of the members each day. Any member can use these abilities(if applicable), but the pack as a whole can only use them 5 times a day.

Call of the Wild (1 action) The therian can call (1d4) wild beasts (of the appropriate type) to come to its aid. For this creature's statistics, you can use *Summon Beast* spell as if it were cast a 4th level. This ability does not count as a spell for the purposes of *Counterspell*, *Dispel Magic*, or *Antimagic Field*. Wisdom is the modifier for this ability.

Call of the Pack(1 action) The therian can summon another willing member of the pack for aid. The pack member magically teleports to a location within 120ft. of the therian.

Pack Magic(1 action) If a therian has the spellcasting capability, it can expend one of its spell slots to grant another member the ability to cast that spell. This spell lasts for the next 24 hours or until used. Wisdom is the spellcasting modifier for these spells.



THERIAN TEMPLATE

medium humanoid (shapechanger), varies

Armor Class 16 (Natural Armor)

Hit Points 68 (9d8+27)

Speed 40ft., 40ft. climb, 40ft. swim

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Str +6, Dex+6, Con+6, Wis+6

Skills Athletics +6, Acrobatics +6, Perception +9, Stealth +6, Intimidation +6

Damage Resistances bludgeoning, piercing, and slashing damage from weapons attacks that aren't silvered or are not silvered

Condition Immunities Poisoned

Senses passive Perception 19, darkvision 120ft.

Languages Common and one language of your choice (can't speak in beast form)

Proficiency Bonus +3

Challenge 5 (1800xp)

Magical Attacks The therian attacks count as magical for the purpose of overcoming resistance.

Keen Senses The therian has advantage on Wisdom (Perception) checks relying on hearing, sight, or smell.

Therian Evolution You have advantage on Strength, Dexterity, and Constitution saving throws.

Therian Regeneration At the start of each of your turns, you regain 10 hitpoints as long as you have at least one hitpoint and haven't taken damage from silvered weapons

Actions

Multiattack The therian can make two attacks with its flail or crossbow (humanoid and hybrid form) or one bite and two with its claws (hybrid or beast form)

Moonblade *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 8 (1d10+3) slashing damage. If the therian starts its turn in moonlight, this attack deals an additional 5 (1d8) radiant damage.

Moonbow (Humanoid or Hybrid Form Only)* *Ranged Weapon Attack:* +6 to hit, 150/600ft., one target. *Hit:* 6 (1d8+3) piercing damage. If the therian starts its turn in moonlight, this attack deals an additional 5 (1d8) radiant damage.

Bite. (Beast or Hybrid Form only) *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with therianthropy on a failed saving throw. If a creature fails this saving throw, its hitpoint maximum is reduced by this effect. Creatures with therianthropy is immune to this feature. Upon a successful saving throw, creatures are immune to be cursed by this lycanthorpe for the next 24 hours.

Claw. (Beast or Hybrid Form only) *Melee Weapon Attack:* +7 to hit, 5ft., one target. *Hit:* 8 (1d8+3) slashing damage.



THERIAN SPELLSHIFTER TEMPLATE

medium humanoid (shapechanger) , varies

Armor Class 16 (Natural Armor)
Hit Points 68 (9d8+27)
Speed 40ft., 40ft. climb, 40ft. swim

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Str +6, Dex+6, Con+6, Wis+6
Skills Athletics +6, Acrobatics +6, Perception +9, Stealth +6, Intimidation +6
Damage Resistances bludgeoning, piercing, and slashing damage from weapons attacks that aren't silvered or are not silvered
Condition Immunities Poisoned
Senses passive Perception 19, darkvision 120ft.
Languages Common and one language of your choice (can't speak in beast form)
Proficiency Bonus +3
Challenge 7(2900xp)

Magical Attacks The therian attacks count as magical for the purpose of overcoming resistance.

Keen Senses The therian has advantage on Wisdom (Perception) checks relying on hearing, sight, or smell.

Lunar Magic Spells that emit light or daylight counts as moonlight

Therian Evolution You have advantage on Strength, Dexterity, and Constitution saving throws.

Therian Regeneration At the start of each of your turns, you regain 10 hitpoints as long as you have at least one hitpoint and haven't taken damage from silvered weapons

SPELLCASTING

The therian is an 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks).

Cantrips(at will) Light, Dancing Lights

1st Level(4/long rest) Disguise Self, Faerie Fire*, Guiding Bolt, Hutner's Mark, Speak with Animals

2nd Level(3/long rest) False Life, Darkness, Invisibility, Moonbeam*, Summon Beast

3rd Level(3/long rest) Daylight*, Conjure Animals

4th Level(3/long rest) Greater Invisibility, Polymorph

5th Level Spells(2/long rest) Dawn*, Flame Strike*, Holy Weapon*

Actions

Multiattack The therian can cast a spell and make a bite and two claw attacks on its turn

Bite.(Beast or Hybrid Form only) Melee Weapon Attack: +6 to hit, 5ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with therianthropy on a failed saving throw. If a creature fails this saving throw, its hitpoint maximum is reduced by this effect. Creatures with therianthropy is immune to this feature. Upon a successful saving throw, creatures are immune to be cursed by this lycanthorpe for the next 24 hours.

Claw.(Beast or Hybrid Form only) Melee Weapon Attack: +6 to hit, 5ft., one target. *Hit:* 8 (1d8+3) slashing damage.



ALPHA THERIANS

Alpha therians are the most powerful and ancient of therians. It is believed that they acquired their immense power after decades or even centuries of slowly absorbing lunar magic. They have evolved to the point wherein they are able to command and even create other therians with a single thought. When under a full moon, alpha therians extremely powerful and nigh unstoppable as they are able to benefit from the true potential of the moon.

CURSED PRESENCE

The very presence of a alpha therian is able to evoke a primal fear with the hardiest of individuals causing their limbs to lock up in terror. Their very presence is able to draw out the inner beast in every individual cursing them with therianthropy with just a single gaze. Creatures already inflicted to this curse are at risk of falling under the control of this entity as they are able to force a creature to transform at their command.

ALPHA MOONCASTERS

The most powerful of all therians are mooncasters who wiled the terrible might and endurance of a standard alpha therian but is capable of wielding lunar magic with unparalleled skill. They have mastered the ability to mask their true nature thanks to their ability to conjure magical disguises and even change their forms allowing themselves to integrate themselves deep within society unnoticed. When subterfuge fails, they are capable spellcasters capable of calling down the full fury of the moon upon their opponents.

ALPHA GOALS

Having mastered their therian abilities, many alphas find themselves leading numerous packs of therians. Some create these clans to provide sanctuary and haven to those the therian curse. However, some have been come more extreme and zealous in their goal for sanctuary. As many therians are often the target of adventurers and monster hunters, some alphas have devoted themselves and seeking vengeance and annihilating those who devote themselves to hunting therian kind.

Others view their ability as a gift that is meant to be shared to the rest of the world. Some purposely seek out others who they deem strong and worthy enough for the gift of therianthropy. Some alphas interpret this view as the world is their ultimate hunting ground wherein the weak are hunted. While under the power of the full moon, their packs unite in a massive hunting raid viciously slaying those who they deem weak while infecting the strong.

Despite some stigma held against them, some therians seek to do good in the world by providing guidance and refuge for those who are inflicted with their curse. Others strive to seek out and stop other therians that poses a threat to civilization.

THERIAN ALPHA TEMPLATE

medium humanoid (shapechanger), varies

Armor Class 18 (Natural Armor)

Hit Points 171 (18d8+90)

Speed 40ft., 40ft. climb, 40ft. swim

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	21 (+5)	10 (+0)	21 (+5)	15 (+2)

Saving Throws Str +10, Dex+8, Con+10, Wis+10

Skills Athletics +10, Acrobatics +8, Perception +15, Stealth +8, Intimidation +12

Damage Resistances bludgeoning, piercing, and slashing damage from weapons attacks that aren't silvered or are not silvered

Condition Immunities Poisoned

Senses passive Perception 25, darkvision 120ft.

Languages Common and one language of your choice (can't speak in beast form)

Proficiency Bonus +5

Challenge 14(11500xp)

Aura of the Alpha Other therians within 60ft. of the alpha therianthrope has advantage on saving throws against being charmed or frightened.

Frightful Presence Each creature of the therian's choice within 120ft. of it must succeed a DC 18 saving throw. On a failed saving throw, creatures become frightened for one minute. Creature's frightened in this manner are considered paralyzed for the duration. A creature can repeat it saving throw at the end of each of its turns, ending the effect upon a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to being frightened in this manner for the next 24 hours.

Magical Attacks The therian attacks count as magical for the purpose of overcoming resistance.

Keen Senses The therian has advantage on Wisdom (Perception) checks relying on hearing, sight, or smell.

Legendary Resistances(3/day) The therian can choose to succeed a saving throw that it failed. Upon using this feature, it can take an additional action as part of this feature.

Therian Evolution You have advantage on Strength, Dexterity, and Constitution saving throws.

Therian Regeneration At the start of each of your turns, you regain 30 hitpoints as long as you have at least one hitpoint and haven't taken damage from silvered weapons

Actions

Multiattack The therian can make three attacks with its moonblade or moonbow (humanoid and hybrid form) or one bite and two with its claws (hybrid or beast form)

Moonblade *Melee Weapon Attack:* +10 to hit, 5ft., one target. *Hit:* 10 (2d6+5) slashing damage. If the therian starts its turn in moonlight, this attack deals an additional 9(2d8) radiant damage.

Moon(Humanoid or Hybrid Form Only)* *Ranged Weapon Attack:* +8 to hit, 150/600ft., one target. *Hit:* 6 (1d8+3) piercing damage. If the therian starts its turn in moonlight, this attack deals an additional 9(2d8) radiant damage.

Bite.(Beast or Hybrid Form only) *Melee Weapon Attack:* +10 to hit, 5ft., one target. *Hit:* 10 (2d10+5) piercing damage. If the target is a humanoid, it must succeed on a DC 18 Constitution saving throw or be cursed with therianthropy on a failed saving throw. If a creature fails this saving throw, its hitpoint maximum is reduced by this effect. Creatures with therianthropy is immune to this feature. Upon a successful saving throw, creatures are immune to be cursed by this lycanthorpe for the next 24 hours.

Claw.(Beast or Hybrid Form only) *Melee Weapon Attack:* +10 to hit, 5ft., one target. *Hit:* 14 (2d8+5) slashing damage.

Legendary Actions (3/ turn)

Therian Rush (1 action) The Therian can move up to its movement speed without provoking opportunity attack.

Therian Recovery(1 action) The therian can end one condition or spell effect on itself.

Therian Gaze(2 action) The therian targets one creature it can see within 60ft with a feral gaze. That creature must succeed a DC 18 Wisdom saving throw. On a failed saving throw, creatures contract lycanthropy. Upon a successful saving throw, creatures are immune to being cursed in this manner for the next 24 hours.

Call of the Moon (2 actions) The therian target one creature cursed with Therianthropy that it can see within 120ft. of it. That creature must succeed a DC 18 Wisdom saving throw. On a failed saving throw, that creature is charmed by the therian and polymorphs into its hybrid form. While charmed, the creature cannot shift into its other form and fully obeys the therian's commands. It can repeat the saving throw whenever it takes damage from any source ending it upon a success. Upon a successful saving throw, creatures are immune to this feature for the next 24 hours.

THERIAN ALPHA

MOONCASTER TEMPLATE

medium humanoid (shapechanger), varies

Armor Class 18 (Natural Armor)
Hit Points 171 (18d8+90)
Speed 40ft., 40ft. climb, 40ft. swim

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	21 (+5)	10 (+0)	21 (+5)	15 (+2)

Saving Throws Str +10, Dex+8, Con+10, Wis+10
Skills Athletics +10, Acrobatics +8, Perception +17, Stealth +8, Intimidation +12
Damage Resistances bludgeoning, piercing, and slashing damage from weapons attacks that aren't silvered or are not silvered
Condition Immunities Poisoned
Senses passive Perception 27, darkvision 120ft.
Languages Common and one language of your choice (can't speak in beast form)
Proficiency Bonus +6
Challenge 17(18000xp)

Aura of the Alpha Other therians within 60ft. of the alpha therianthrope has advantage on saving throws against being charmed or frightened.

Frightful Presence Each creature of the therian's choice within 120ft. of it must succeed a DC 18 saving throw. On a failed saving throw, creatures become frightened for one minute. Creature's frightened in this manner are considered paralyzed for the duration. A creature can repeat it saving throw at the end of each of its turns, ending the effect upon a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to being frightened in this manner for the next 24 hours.

Magical Attacks The therian attacks count as magical for the purpose of overcoming resistance.

Keen Senses The therian has advantage on Wisdom (Perception) checks relying on hearing, sight, or smell.

Legendary Resistance(3/day) Upon failing a saving throw, the therian can choose to succeed. Upon using this feature, the therian can cast a spell as part of this feature.

Shapechanger The therian can use its action to polymorph into a hybrid, a beast, or back into its true form, which is humanoid. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Therian Evolution You have advantage on Strength, Dexterity, and Constitution saving throws.

Therian Regeneration At the start of each of your turns, you regain 30 hitpoints as long as you have at least one hitpoint and haven't taken damage from silvered weapons

Actions

Multiattack The therian can cast 1 spell and make one bite attack and two with its claws

Bite.(Beast or Hybrid Form only) *Melee Weapon Attack:* +11 to hit, 5ft., one target. *Hit:* 16 (2d10+5) piercing damage. If the target is a humanoid, it must succeed on a DC 18 Constitution saving throw or be cursed with therianthropy on a failed saving throw. If a creature fails this saving throw, its hitpoint maximum is reduced by this effect. Creatures with therianthropy is immune to this feature. Upon a successful saving throw, creatures are immune to be cursed by this lycanthrope for the next 24 hours.

Claw.(Beast or Hybrid Form only) *Melee Weapon Attack:* +11 to hit, 5ft., one target. *Hit:* 14 (2d8+5) slashing damage.

SPELLCASTING

The therian is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks).

Cantrips(at will) Light, Dancing Lights

1st Level(4/long rest) Disguise Self, Faerie Fire*, Guiding Bolt, Hunter's Mark, Speak with Animals

2nd Level(3/long rest) Alter Self, Darkness, Invisibility, Moonbeam*, Summon Beast

3rd Level(3/long rest) Daylight*, Conjure Animals

4th Level(3/long rest) Greater Invisibility, Polymorph

5th Level Spells(2/long rest) Dawn*, Flame Strike*, Holy Weapon*

6th Level Spells(2/long rest) Tenser's Transformation, Sunbeam*

7th Level Spells(1/long rest) Regeneration*

8th Level Spells(1/long rest) Animal Shapes, Feeblemind, Sunburst*

9th Level Spells(1/long rest) Mass Polymorph, True Polymorph

Legendary Actions (3/ turn)

Therian Rush (1 action) The Therian can move up to its movement speed without provoking opportunity attack.

Therian Recovery(1 action) The therian can end one condition or spell effect on itself.

Cast a Spell((2 action) The therian can cast a spell

Therian Gaze(2 action) The therian targets one creature it can see within 60ft with a feral gaze. That creature must succeed a DC 18 Wisdom saving throw. On a failed saving throw, creatures contract lycanthropy. Upon a successful saving throw, creatures are immune to being cursed in this manner for the next 24 hours.



BUILDING A THERIAN

Because therians can take a number of forms whether it be werewolves, werebears, wererats, weremammoths, werewhales, or even werespiders. In order to build your own custom therian, this guide will provide a template as well as a number of special traits that can be added to the base therian template. To create a therian, you can select one Therian Tactic, Therian Mobility, and a Therian Mobility option. These options will provide a wide array of abilities that will allow you to create a therian custom to your setting.

THERIAN OPTIONS

Assuming you choose one ability from each category, you can expect the CR of that creature to increase by 1. If you choose two options from any category, the CR will most likely increase by 2. It is recommended no more than two abilities from a single section be added at a time as it will be hard to gauge the creature's CR accurately from there.

LUNAR POWERS

All therians revere the moon as it is the source of its power. Whenever in the presence of moonlight or a full moon, therians become empowered in a variety of ways. This power can be manifested in numerous ways. Some therians are only able to display a few of these powers at a time, while the most powerful are able to acquire all of these effects.

When building your Therian, determine how many abilities lunar powers it could acquire while under moonlight or a full moon. If you are designing an alpha therian, it is very likely it can benefit from all of the lunar powers simultaneously. While under these effects, the CR of the Therian can increase again by 1. If all these features are used, it increases again by 2.

For example, the alpha werebear as seen in the appendix would be a CR 18 with all of its lunar boons.

Many therians often undergo various trials or rituals to fully unlock their full potential of their lunar abilities so these can provide interesting plot hooks as players learn more about therians in order to fight them.

ALPHA THERIAN BOONS

Alpha therians have a number of various powerful abilities at their disposal that only they have access to. When designing your Alpha Therian, it is recommended you only choose one of the effects for its special ability.



Therian Tactics

- **Aggressive** As a bonus action, the therian can move up to its movement speed towards a hostile creature it can see.
- **Ambush Predator** The therian has advantage on attack rolls against surprised creatures or creatures that have not acted yet in combat. Upon using this feature, it can make one additional bite, flail, or crossbow attack as part of action.
- **Bloodlust** When the therian takes the Attack action against a creature below half its hitpoint maximum, it can make an additional flail or bite attack against that creature.
- **Brutal** The therian can deal a critical hit on a 19-20. Upon a critical hit, it can triple the damage die.
- **Charge** If the therian moves at least half its movement speed in a straight line towards a creature that, it can force that creature to make a Strength saving throw with a DC of 8 + its Strength bonus + its proficiency bonus. On a failed saving throw, creatures are knocked prone. The therian can use its bonus action to make an additional bite or flail attack against that creature.
- **Magical Strikes** Whenever the therian makes an attack with its bite or claws, it can deal an additional 5 (1d8) damage of one of the following damage types: acid, cold, fire, force, lightning, poison, necrotic, or radiant.
- **Multi-limbed** Upon hitting a creature with a claw attack, that creature is grappled and restrained (escape DC is equal to 8 + its Strength bonus + its proficiency bonus). While grappled in this manner, the therian can use its bonus action to make an additional claw attack against that creature.
- **Pack Tactics** If the therian makes an attack against a creature that is within 5ft. of one of the therian's allies, the therian has advantage on attack rolls against that creature as long as its allies are not incapacitated.
- **Siege Monster** The therian deals double damage to buildings and objects.

Therian Mobility

- **Amphibious** The therian can breathe in air and in water and it can swim outside another creature's reach without provoking opportunity attack.
- **Behemoth** The therian's size counts as Large and its reach increases by 5ft. Its hit die increases accordingly.
- **Chameleon** The therian can use its bonus action to Hide. It can use the Hide action even if there is no suitable cover around it.
- **Diminutive** The therian's size counts as Small and can move through the space of a creature one size larger than it without expending extra movement. Its hit die changes accordingly.
- **Flyby** The therian gains a flying speed of 40ft. It can fly outside a creature's reach without provoking opportunity attack.
- **Nimble** The therian can move outside a creature's reach without provoking opportunity attack. It can use its bonus action to take the Dash action.
- **Powerful Leap** The distance of the therian's long jump is tripled; every foot of its walking speed that it spends on the jump allows it to move 2 ft.
- **Shadow Skulker** While in dim light or darkness, the Therian can use its bonus action to Hide. While in darkness, the therian counts as invisible to creatures that rely on sight to see it.
- **Spider Climb** The therian can climb difficult surfaces without needing to make an ability check.
- **Terrain Adept** The therian has advantage on Stealth checks in one of the following conditions or terrain: ample plant cover, icy or snowy terrain or snowfall, or rocky terrain. While these conditions are met, it can use its bonus action to Hide. Its movement and visibility is also unaffected by difficult terrain or conditions caused by each respective environment.

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Therian Defenses

- **Deadly Body** Whenever a creature grapples or hits a therian with a melee attack while within 5ft. of it, it take 7 (2d6) damage. This damage can be from one of the following damage types.
- **Feral Frenzy** If the therian starts below its hitpoint maximum, it can make melee weapon attacks against all creature within range.
- **Last Stand** If the therian starts below its hitpoint maximum, it gains resistance to all damage.
- **Magic Resistance** The therian has advantage on saving throws against spells and magical effects.
- **Relentless** If the drops to 0 hitpoints, it can make a DC 10 Constitution saving throw. On a successful saving throw, the Therian regains 1 hitpoint. Upon each success, the DC increases by 5. This DC resets after a short or long rest.
- **Resistant Body** The therian can gain resistance to one damage type of your choice.
- **Wounded Fury** If the therian starts below its hitpoint maximum, it has advantage on all of its attack rolls

Lunar Powers

- **Lunar Aegis** Therians have advantage on saving throws and ability checks
- **Lunar Healing** Therians can recover an additional 10 hitpoints from its regeneration. Additionally, it can end one of the following effects on it: blinded, deafened, exhausted, paralyzed, or stunned.
- **Lunar Weapon** Moonblade and moonblows become fully empowered under a full moon. They deal a critical hit on an 19-20 and can deal an additional 1d8 radiant damage when activated.
- **Moon Casting*** Whenever the therian deals radiant damage, it can treat the roll as its maximum value instead of rolling
- **Moon Fury** While under a full moon, therian gain a +3 bonus to attack rolls, damage rolls, and saving throws.
- **Moonhide** The therian gains immunity to radiant damage.
- **Moon Veil** Therians can change their forms as a bonus action. Their humanoid and beast form can take the form of any humanoid or beast respectively. This feature does not affect the therian's statistics.
- **Power of the Moon** Therians do not suffer from the effects of silvered weapons.

Alpha Therian Boons

- **Alpha's Howl(Recharge 5-6)** The therian unleashes a howl driving all nearby therians into a frenzy. Until the end of its next turn, the alpha and any therian within 60ft. that can hear it gains advantage on attack rolls, ability checks, and saving throws. It it takes the Attack action, it can make one additional attack as part of that action.
- **Breath Attack(5-6)** Creatures within a 30ft. cone must succeed a DC 18 Dexterity saving throw or take 55 (10d10) damage. The damage can be one of the following damage types (acid, cold, fire, lightning, necrotic, poison, or thunder)
- **Therian Spirit Beast(1/long rest)** As an action, the therian can call two therian spirit beasts to come to its aid.

These creatures resemble spectral copies of its beast form and share the same statistics and attacks of your Therian's beast form except that they cannot be charmed or frightened and do not have any legendary actions or resistances.

They act on initiative count 20 (losing all ties) and count as allies to the Therian. When they drop to 0 hitpoints, they disappear in a cloud of smoke.

MOONLIGHT AND LUNAR MAGIC

Since therianthropes gain a lot of their power from the moon, therians with the ability to spellcast gain a special connection to the radiant energy of the moon. Because of the nature of the moon, it differs from most convention forms of radiant light.

Lunar magic infuses any source of magical light created from their spell effect, giving it a magical nature akin to daylight. Spells that traditionally cast dim light, bright light, or sunlight instead generate moonlight which can serve as a boon to many abilities that therian's possess.

However, this nature of this magic does not provide them an advantage against creatures vulnerable to sunlight such as vampires or shadows.

Spells listed with an * are respectively altered by Lunar Magic emitting moonlight instead of dim light, bright light, or sunlight.



PLAYER THERIANTHROPY

One of the risks of fighting therians is acquiring therianthropy. Upon contracting this curse, humanoid have about 24 hours before the curse begins to fully take form.

Unfortunately, the signs of this disease are rarely prevalent until it full begins to set in. The primary symptom is that the infected bite seems to weak the individual more than a conventional attack. However, when its affects fade is typically when therianthropy presents itself.

However, it is good practice when bitten by a therian, is to use *Greater Restoration* or a similar or greater effect to nullify the effects of this disease. Additionally, abilities such as *Remove Curse* is capable of halting the initiatl stages of the disease

THERIANTHROPY CURE

Once full contracted, therianthropy is much harder to get rid of. (For this, it is up to the DM how full therianthropy can be reversed as this many be setting specific.) Such tactics may be discovering a forgotten spell, ritual, or medicine that is able to reverse the effects.

THERIANTHROPY STAGES

Those infected with Therianthropy experience various stages of the disease. Each stage provides additional benefits to the cursed individual but is subject to uncontrollable changes depending on the stage of the disease. At earlier stages, this curse is incredibly dangerous as the individual enters into a feral frenzy attacking anyone in range. However, as the disease progress, the individual gains more abilities as well as greater control of their wereshape.

STAGE PROGRESSION

It is entirely up to the DM how one can progress from different stages of the disease. Stage progression can be modeled after a certain number of transformations or full moons between each transformation or the individual could take part of therian rituals or even join a pack to acquire greater control of their abilities.

The only prerequisite recommend is the minimum player level as therian abilities can be extremely powerful in the right circumstances.

The goal of this model is to provide a fun but balanced way to include player therianthropy without ruining the fun for the player and DM. Plus this can provide a numerous of additional plot hooks as the players explores their life living with this curse/boon.

STAGE 1

If creatures inflicted with Therianthropy are not cured within the next 24 hours (by Greater Restoration or a similar or greater effect), it gains the following traits as it slowly begins to shift into a Therianthrope.

- You gain proficiency in Perception. If you are already proficient, you gain advantage on Perception checks that rely on sight, smell, or hearing.
- You gain darkvision up to 60ft. if you do not already have it. If you already possess darkvision, it increases to 120ft.
- You gain a climbing and swimming speed of 30ft. if you do not already have it
- You cannot benefit from resistance or immunity from bludgeoning, piercing, or slashing damage if the weapon is silvered. This includes class features such as Barbarian's Rage or resistances granted by other sources such as magical items.

WERESHAPING FEATURES

- If you are reduced to 0 hitpoints, your inner beast is unleashed causing you drop to 1 hitpoint instead. You can transform into your Hybrid form transforming into a standard therian (not an alpha). You can regain 10 hitpoints granted from your Regeneration as part of this feature.
- Your forms resembles that of the therian that infected you both in appearance and abilities.
- While in this state, you cannot retain any of your class features but retain your hitpoint maximum and your mental statistics. You gain the physical ability scores of your new form and gain an additional traits granted by your new form. This excludes any spellcasting abilities, legendary actions or resistance of your original form.
- While in this state, you are a mindless beast attacking the nearest creature within range.
- While in this form, you are unable to return to your humanoid or beast form at will.
- This feature lasts for 1 minute or until you are reduced to 0 hitpoints. Once this feature ends, you gain one level exhaustion and have no recollection of your actions.
- Upon using this feature, you cannot do so again until you finish a long rest.
- During a full moon, you automatically transform into your hybrid form until the next dawn. While in this state, you are a mindless beast acting on instinct. You are unable to distinguish allies from enemies. While in this form, you are unable to return to your humanoid or beast form until the transformation ends or you are reduced to 0 hitpoints. At the end of this duration, you gain 1 level of exhaustion and have no recollection of your own actions.

STAGE 2

Creatures progress to the second stage of Therianthropy as they gain better mastery and control of their curse. After the appropriate prerequisites (determined by the DM) and a minimum player level of 5, creatures can progress to stage four gaining the following characteristics

- You gain resistance to poison damage and have advantage on saving throws against being poisoned and diseased.
- You gain proficiency in Athletics and Acrobatics if you are not already. If you are already proficient, you gain advantage on Athletics and Acrobatics ability checks.

WERESHAPING FEATURES

- As an action, you can enter into your Therian form for up to one minute. Upon using this feature, you must succeed a Wisdom saving throw equal to the DC of the therian that infected you. Upon a failed saving throw, you become a mindless beast attacking all creatures in range. On a successful saving throw, you can enter your form with absolute control. Once you use this feature, you cannot do so again until you finish a long rest. After using this feature, you gain 1 level of exhaustion.
- If you start your turn below half your hitpoint maximum while in your Therian wereshape, you must succeed a Wisdom saving throw as mentioned above to retain control. On a failed saving throw, you mindlessly attack any creature within range.
- While in you are in your Therian form, you can use your action to shift into your beast form or humanoid. If you enter into your Humanoid form, your Therian transformation ends
- If you are reduced to 0 hitpoints, you can enter into your Therian form. You can only benefit from this feature if you have not expended prior uses of your Therian Transformation.
- During a full moon, you can make a saving throw to resist the urge to transform into your Therian form. Upon a failed save, you automatically transform but retain your full control of your body as the power of the moon grants you greater awareness while in your form. Your form reverts at the next dawn. At the end of this duration, you gain 1 level of exhaustion.

STAGE 3

You begin to view your curse as a boon to be mastered. As you begin to temper your curse, you can progress to the third stage of Therianthropy as they gain better mastery and control of their curse. After the appropriate prerequisites (determined by the DM) and a minimum player level of 10, creatures can progress to stage four gaining the following characteristics

- You begin to develop a natural connection to the moon granting you the following spells. You can cast *Dancing Lights* and *Light* at will. You can also cast *Hunter's Mark* as a 1st level spell and *Summon Beast* as a 2nd level spell once per long rest each without expending a spell slot. Wisdom is your spellcasting modifier for these spells.
- Your therian blood allows moonblades and moonbows to resonate with you. Whenever you wield a moonblade or moonbow, you can deal an additional 1d8 radiant damage upon a hit while under moonlight. While wielding these weapons, they count as magical for the purpose of overcoming resistance.
- While in your therian form, you can benefit from one lunar power of your choice.

THERIAN TRANSFORMATION

- When you enter into your transformation, you can remain in your form for up to 1 hour.
- You are able to use your action to change from your humanoid or beast form. Upon shifting into your humanoid form, your transformation ends.
- While in your form, you are able to benefit from your class features and abilities while transformed.
- Upon using your therian transformation, you cannot do so again until you finish a long rest. Using this feature no longer inflicts a level of exhaustion.

STAGE 4

You have gained fully control of your therianthropy. Your therian blood enhances your endurances as well as your physical prowess. In addition to these benefits, your connection to the moon enhances your magical spells. After the appropriate prerequisites (determined by the DM) and a minimum player level of 15, creatures can progress to stage four gaining the following characteristics

- Your hitpoint maximum increases by your Player level.
- Your armor class is equal to 10 + your Constitution modifier + your Dexterity modifier while you are not wearing armor. You can use shields and still benefit from this feature.
- You gain proficiency in Strength, Dexterity, and Constitution saving throws. If you are already proficient in these skills, you gain advantage.
- Whenever you cast spells that give off light or sunlight, it counts as moonlight instead.
- While in your therian form, you can benefit from one additional lunar power.

WERESHAPING TRANSFORMATION

- When you enter into your transformation, you can remain in your form for up to three hours.
- You are able to use your action to change from your humanoid or beast form. Upon shifting into your humanoid form, your transformation ends.
- Upon using your Therian Transformation, you cannot do so again until you finish a short or long rest.

WEREWOLF

medium humanoid (shapechanger), varies

Armor Class 16 (Natural Armor)

Hit Points 68 (9d8+27)

Speed 40ft., 40ft. climb, 40ft. swim

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Str +6, Dex+6, Con+6, Wis+6

Skills Athletics +6, Acrobatics +6, Perception +9, Stealth +6, Intimidation +6

Damage Resistances bludgeoning, piercing, and slashing damage from weapons attacks that aren't silvered or are not silvered

Condition Immunities Poisoned

Senses passive Perception 19, darkvision 120ft.

Languages Common and one language of your choice (can't speak in beast form)

Proficiency Bonus +3

Challenge 6(2300xp)

Bloodlust When the werewolf takes the Attack action against a creature below half its hitpoint maximum, it can make an additional moonblade or bite attack against that creature.

Feral Frenzy If the werewolf starts below its hitpoint maximum, it can make melee weapon attacks against all creature within range.

Magical Attacks The werewolf's attacks count as magical for the purpose of overcoming resistance.

Moon Fury While under a full moon or moonlight, werewolf gain a +3 bonus to attack rolls, damage rolls, and its armor class.

Keen Senses The werewolf has advantage on Wisdom (Perception) checks relying on hearing, sight, or smell.

Pack Tactics If the werewolf makes an attack against a creature that is within 5ft. of one of the therian's allies, the therian had advantage on attack rolls against that creature as long as its allies are not incapacitated.

Therian Evolution The werewolf has advantage on Strength, Dexterity, and Constitution saving throws.

Therian Regeneration At the start of each of your turns, the werewolf regains 10 hitpoints as long as it have at least one hitpoint and haven't taken damage from silvered weapons

Actions

Multiattack The therian can make two attacks with its moonblade or moonbow (humanoid and hybrid form) or one bite and two with its claws (hybrid or beast form)

Moonblade *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 8 (1d10+3) slashing damage. If the werewolf starts its turn in moonlight, this attack deals an additional 5 (1d8) radiant damage.

Moonbow(Humanoid or Hybrid Form Only)* *Ranged Weapon Attack:* +6 to hit, 150/600ft., one target. *Hit:* 6 (1d8+3) piercing damage. If the werewolf starts its turn in moonlight, this attack deals an additional 5 (1d8) radiant damage.

Bite.(Beast or Hybrid Form only) *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with therianthropy on a failed saving throw. If a creature fails this saving throw, its hitpoint maximum is reduced by this effect. Creatures with therianthropy is immune to this feature. Upon a successful saving throw, creatures are immune to be cursed by this werewolf for the next 24 hours.

Claw.(Beast or Hybrid Form only) *Melee Weapon Attack:* +7 to hit, 5ft., one target. *Hit:* 8 (1d8+3) slashing damage.

WEREWHALE

medium humanoid (shapechanger), varies

Armor Class 16 (Natural Armor)

Hit Points 77 (9d10+27)

Speed 40ft., 40ft. climb, 40ft. swim

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Str +6, Dex+6, Con+6, Wis+6

Skills Athletics +6, Acrobatics +6, Perception +9, Stealth +6, Intimidation +6

Damage Resistances bludgeoning, piercing, and slashing damage from weapons attacks that aren't silvered or are not silvered, cold

Condition Immunities Poisoned

Senses passive Perception 19, darkvision 120ft.

Languages Common and one language of your choice (can't speak in beast form)

Proficiency Bonus +3

Challenge 16(15000xp)

Amphibious The werewhale can breathe in air and in water and it swim outside another creature's reach without provoking opportunity attack

Magical Attacks The werewhale's attacks count as magical for the purpose of overcoming resistance.

Keen Senses The werewhale has advantage on Wisdom (Perception) checks relying on hearing, sight, or smell.

Moon Shift Werewhales can change their forms as a bonus action. Their form can take the form of any beast or humanoid in their respective forms

Siege Monster The werewhale deals double damage to buildings and objects

Therian Evolution The werewhale has advantage on Strength, Dexterity, and Constitution saving throws.

Therian Regeneration At the start of each of your turns, the werewhale regains 10 hitpoints as long as it have at least one hitpoint and haven't taken damage from silvered weapons

Actions

Multiattack The werewhale can make two attacks with its moonmaul or moonbow (humanoid and hybrid form) or one bite and two with its claws (hybrid or beast form)

Moonmaul Melee Weapon Attack: +6 to hit, 5ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage. If the werewhale starts its turn in moonlight, this attack deals an additional 5 (1d8) radiant damage.

Moonbow(Humanoid or Hybrid Form Only)* Ranged Weapon Attack: +6 to hit, 150/600ft., one target. *Hit:* 6 (1d8+3) piercing damage. If the werewhale starts its turn in moonlight, this attack deals an additional 5 (1d8) radiant damage.

Bite.(Beast or Hybrid Form only) Melee Weapon Attack: +6 to hit, 10ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with therianthropy on a failed saving throw. If a creature fails this saving throw, its hitpoint maximum is reduced by this effect. Creatures with therianthropy is immune to this feature. Upon a successful saving throw, creatures are immune to be cursed by this werewhale for the next 24 hours.

Claw.(Beast or Hybrid Form only) Melee Weapon Attack: +6 to hit, 10ft., one target. *Hit:* 8 (1d8+3) slashing damage.

ALPHA WEREBEAR

Large humanoid (shapechanger), varies

Armor Class 18 (Natural Armor)

Hit Points 189 (18d10+90)

Speed 40ft., 40ft. climb, 40ft. swim

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	21 (+5)	10 (+0)	21 (+5)	15 (+2)

Saving Throws Str +10, Dex+8, Con+10, Wis+10

Skills Athletics +10, Acrobatics +8, Perception +15, Stealth +8, Intimidation +12

Damage Resistances bludgeoning, piercing, and slashing damage from weapons attacks that aren't silvered or are not silvered

Condition Immunities Poisoned

Senses passive Perception 25, darkvision 120ft.

Languages Common and one language of your choice (can't speak in beast form)

Proficiency Bonus +5

Challenge 16(15000xp)

Aura of the Alpha Other therians within 60ft. of the alpha werewolf has advantage on saving throws against being charmed or frightened.

Brutal The werewolf can deal a critical hit on a 19-20. Upon a critical hit, it can triple the damage die

Frightful Presence Each creature of the werewolf's choice within 120ft. of it must succeed a DC 18 saving throw. On a failed saving throw, creatures become frightened for one minute. Creature's frightened in this manner are considered paralyzed for the duration. A creature can repeat its saving throw at the end of each of its turns, ending the effect upon a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to being frightened in this manner for the next 24 hours.

Last Stand If the werewolf starts below its hitpoint maximum, it gains resistance to all damage.

Magical Attacks The werewolf's attacks count as magical for the purpose of overcoming resistance.

Keen Senses The werewolf has advantage on Wisdom (Perception) checks relying on hearing, sight, or smell.

Legendary Resistances(3/turn) The werewolf can choose to succeed a saving throw that it failed. Upon using this feature, it can take an additional action as part of this feature.

Siege Monster The werewolf deals double damage to buildings and objects

Therian Evolution You have advantage on Strength, Dexterity, and Constitution saving throws.

Therian Regeneration At the start of each of your turns, you regain 30 hitpoints as long as you have at least one hitpoint and haven't taken damage from silvered weapons. If in moonlight or a full moon, it regains 40 hitpoints and can end one of the following effects on it: blinded, deafened, exhausted, paralyzed, or stunned.

Actions

Multiattack The therian can use its Alpha Howl (if available) and can make three attacks with its moonblade or moonbow (humanoid and hybrid form) or it can make one bite and two with its claws (hybrid or beast form)

Moonblade Melee Weapon Attack: +10 to hit, 5ft., one target. *Hit:* 10 (2d6+5) slashing damage. If the therian starts its turn in moonlight, this attack deals an additional 9(2d8) radiant damage.

Moonbow(Humanoid or Hybrid Form Only)* Ranged Weapon Attack: +8 to hit, 150/600ft., one target. *Hit:* 6 (1d8+3) piercing damage. If the therian starts its turn in moonlight, this attack deals an additional 9(2d8) radiant damage.

Bite.(Beast or Hybrid Form only) Melee Weapon Attack: +10 to hit, 5ft., one target. *Hit:* 10 (2d10+5) piercing damage. If the target is a humanoid, it must succeed on a DC 18 Constitution saving throw or be cursed with therianthropy on a failed saving throw. If a creature fails this saving throw, its hitpoint maximum is reduced by this effect. Creatures with therianthropy is immune to this feature. Upon a successful saving throw, creatures are immune to be cursed by this lycanthorpe for the next 24 hours.

Claw.(Beast or Hybrid Form only) Melee Weapon Attack: +10 to hit, 5ft., one target. *Hit:* 14 (2d8+5) slashing damage.

Alpha's Howl(Recharge 5-6) The therian unleashes a howl driving all nearby therians into a frenzy. Until the end of its next turn, the alpha and any therian within 60ft. that can hear it gains advantage on attack rolls, ability checks, and saving throws. It takes the Attack action, it can make one additional attack as part of that action.

Legendary Actions (3/ day)

Therian Rush (1 action) The Therian can move up to its movement speed without provoking opportunity attack.

Therian Recovery(1 action) The therian can end one condition or spell effect on itself.

Therian Gaze(2 action) The therian targets one creature it can see within 60ft with a feral gaze. That creature must succeed a DC 18 Wisdom saving throw. On a failed saving throw, creatures contract lycanthropy. Upon a successful saving throw, creatures are immune to being cursed in this manner for the next 24 hours.

Call of the Moon (2 actions) The therian target one creature cursed with Therianthropy that it can see within 120ft. of it. That creature must succeed a DC 18 Wisdom saving throw. On a failed saving throw, that creature is charmed by the therian and polymorphs into its hybrid form. While charmed, the creature cannot shift into its other form and fully obeys the therian's commands. It can repeat the saving throw whenever it takes damage from any source ending it upon a success. Upon a successful saving throw, creatures are immune to this feature for the next 24 hours.

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