

Tome of Lycanthropy: Skinwalker

This is Supplemental Material

Skinwalker

Skinwalker are rare lycanthropes that are created from only two ways. The first is the result of a druid from the circle of lycanthropy that fails to make peace with its inner beast, the second is the result of a doppelganger being cursed with lycanthropy. In both cases the individual and the curse morphs to become something else. An individual becomes a predator with an appetite for humanoid flesh that will stalk its prey, waiting for it to be alone, quietly ending its life, and finally devouring its body. Once the body has been devoured the skinwalker can take the form of that humanoid. The curse of lycanthropy that afflicts the skinwalker morphs to allow it to shape change into many beasts and humanoids. Many skinwalkers don't even remember their true form since they are constantly changing from one form to another. This constant change of physical forms makes them hard to be found by magical means and resistant to magic. Spellcasters that survived an encounter with a skinwalker say that the creature's ever changing physical form was able to reflect their spells back to them. A skinwalker can no longer spread the curse lycanthropy with its bite, instead its bite has a chance to deform a humanoid creature.

Skinwalkers tend to be solitary creatures that move from city to city, leaving only once the city becomes alarmed by all the missing people. Some skinwalkers prefer to stay in the wilderness and prey on any humanoids that enter its territory. Though extremely rare there have been reports of skinwalkers working in packs. A pack of skinwalkers can easily and quietly devour an entire village or town

Skinwalker Curse

A skinwalker can only be cured from its curse by a wish spell. On full moons and blood moons skinwalkers are driven to an insanity fueled rage. They kill and devour any living creature till the moon sets. On new moons however, they lose all their powers given to them by the curse until the moon sets. This temporary vulnerability is taken advantage by druids from the circle of lycanthropy who send out hunting parties to find any skinwalker and put them to rest.

Skinwalker

Medium monstrosity (Shapechanger), Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 80 (8d8 + 44)

Speed 40 ft., climb 40 ft. (Skinwalker form only)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	13 (+1)	12 (+1)	13(+1)

Skills Deception +5, Perception +5, Stealth +9

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered.

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 15

Languages Common (druidic if it was a druid)

Challenge 9 (5,000 XP)

Ambusher. The skinwalker has advantage on attack rolls against any creature it has surprised.

Keen Senses. The skinwalker has advantage on Wisdom (Perception) checks that rely on smell and hearing.

Mimicry. The skinwalker can mimic any sounds it has heard, including voices. A creature that hears that sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

Nondetection. The skinwalker can't be targeted or detected by any divination magic or perceived through magical scrying sensors.

Regeneration. The skinwalker regains 10 hit points at the start of its turn if it has at least 1 hit point. If the skinwalker takes damage from a silvered weapon, this trait doesn't function at the start of the skinwalker's next turn.

Shapechanger. The skinwalker can use a bonus action to polymorph into a small or medium humanoid it has killed and devoured or back to its true form. Additionally, the skinwalker can polymorph into a beast form – bat, bear, boar, crocodile, rat, raven, shark, tiger, and wolf. Any equipment it is wearing or carrying is absorbed or borne by the new form (the skinwalker's choice). It reverts back to its true form when it dies and its statistics, other than size remain the same in each humanoid form and its Intelligence, Wisdom, and Charisma scores remain the same while in a beast form.

Spell Turning. The skinwalker has advantage on saving throws against any spell that targets only the skinwalker (not an area). If the skinwalker's saving throw succeeds and the spell is of 7th level or lower, the spell has no effect on the skinwalker and instead targets the caster.

Surprise Attack. If the Skinwalker surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 4d6 damage from the attack.

Actions

Multiattack (Humanoid Only). The skinwalker makes two attacks its melee attacks.

Multiattack (Skinwalker Form Only). The skinwalker makes three attacks: two with its claws, and one with its bite.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., Hit: (1d8 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 16 Constitution saving throw or become magically deformed for 1 minute. While deformed the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., Hit: (2d6 + 4) slashing.

Slam (Humanoid Form Only). Melee Weapon Attack: +8 to hit, reach 5 ft., Hit: (1d6 + 4) bludgeoning damage.