

WERECROW

Intelligent, witty, and adaptable, werecrows find themselves at home in places both wild and civilized. Usually sociable, they form strong bonds with their families, fellow werecrows, and friends.

In their humanoid and hybrid forms, werecrows tend to favor lightweight, dark colored clothing with bold color accents and unique patterns. When anticipating danger, they are fond of strategies that keep them safely at a distance or allow them to escape quickly.

Birds of a Feather. Werecrows innately recognize other werecrows if they are within 30 feet of each other. They can speak to and understand normal crows, and will often spend time in bird form amongst the natural crows.

The Gift of a Curse. While sociable beings, werecrows will only bite others as a last resort when in danger. There are times, however, when a group of werecrows will share their curse with a willing person. Such an occurrence could happen when someone helps the werecrows in a time of danger, or the werecrows have seen some sort of sign that the person is destined to be one of them.

Useful Larceny. Werecrows will often steal things, not necessarily things that are shiny or worth a lot of money, but out of knowledge that various tools and materials are useful. Sets of thieves' tools are often carried by werecrows. They usually don't steal things people are actively using.

WERECROW

Medium humanoid (*shapechanger*), neutral

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft. (fly 50 ft. in crow and hybrid forms)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Skills Investigation +4, Perception +3

Damage Resistances bludgeoning, piercing, and slashing from non-silver sources

Senses passive Perception 13

Languages Common (can't speak in crow form)

Challenge 1 (200 XP)

Shapechanger. The werecrow can use its action to polymorph into a crow-humanoid hybrid or into a crow, or back into its human form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. If it dies, the werecrow reverts to its humanoid form after 1 minute.

Regeneration. The werecrow regains 1 hit point at the start of its turn.

When a moon is full and risen, the werecrow instead regains 3 hit points at the start of its turn.

If the werecrow takes damage from silver, this trait doesn't function at the start of its next turn. The werecrow dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Shortsword (Humanoid or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Shortbow (Humanoid or Hybrid Form Only). Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Beak (Crow Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 piercing damage. If the target is humanoid, it must succeed on a DC 10 Constitution saving throw or be cursed with werecrow lycanthropy.

Beak (Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage. If the target is humanoid, it must succeed on a DC 10 Constitution saving throw or be cursed with werecrow lycanthropy.

BONUS ACTIONS

Larceny. The werecrow uses thieves' tools to disarm a trap or open a lock, or it makes a Sleight of Hand check to grab an object it can hold in one hand (or foot in hybrid or crow form).

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