

# Schauderwald

Following the trail of the Whispering Way from Castle Gallenstein, our heroes faced the precarious task of journeying through an old hunting path through the feared Schauderwald, a well known murkwood of Ginstermark. This forest has spawned many harrowing tales of horrors found within its depths and folk would be ill advised to stray off the few secured paths. Nonetheless, our heroes are undeterred, unwilling to give up precious time to allow the Whispering Way agents to escape; they braved the unsecured forest roads through the Schauderwald's heart!

Not unexpected, our heroes are encountered with the lurking monsters commonly found in murkwoods before they made their way to the only haven of civilization found within these cursed woods: Askanor Lodge.

## WEAVER

Common among the vile denizens of the Schauderwald are predatory spiders. These insects grow to tremendous sizes within the corrupted woods and are not easily deterred by fire or steel. Fortunately in most cases, these large arachnids are solitary predators, but unfortunately are exceptions to this.

Gathering spiders are always seen as an ill omen in Ginstermark, as it is understood that only supernatural forces of vile intent would be able to cause these creatures to cooperate. Tamers take these sightings of converging arachnids seriously, as it is a telltale sign that a weaver may have manifested within an area.

Weavers are malign fey of both otherworldly beauty and grotesque horror. On top of a bulbous, short limbed spider body sits a female form of unparalleled beauty. Crowned upon its figure is a hideous insectoid head in mockery to its alluring upper body.

Due to its bulbous body, the weaver's mobility is diminished, but it rarely leaves an area it manifests in and makes it its den. The twisted fey uses its webbing to perform an enchanting tune to command arachnid creatures within miles of its domicile that flock to please their new monstrous queen. Diligently, the charmed spiders will provide for their queen, feeding her the morsels of their hunt and expanding her webbed domain.

The weaver's enchanting tune does not only affect arachnids though. As many fey, the weaver possesses an alluring power for the minds of mortals who must resist the enchanting pull of her haunting melody, lest they be drawn right into the monster's den. Those who fully succumb to her melody present themselves willingly in front of the weaver, ecstatic over the prospect of serving this grotesque beauty as a feast.

### WEAVER NAILS

Resourceful adventurer's might decide to harvest the weaver's poison coated nails. A party that manages to slay a weaver can be rewarded with 1d4+1 weaver nails. Weaver nails are treated as magical darts. When you hit a creature with an attack made with weaver nails, it must succeed a DC 13 Constitution saving throw or be paralyzed until the end of your next turn.

## WEAVER

*Huge fey, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 142 (15d12 + 45)

**Speed** 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	12 (+1)	10 (0)	17 (+3)

**Proficiency** +3

**Saving Throws** Con+6, Wis +3, Cha +6

**Skills** Perception +3, Performance +6

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, frightened, unconscious

**Senses** darkvision 120 ft., tremorsense 30 ft., passive

Perception 13

**Languages** Common, Sylvan

**Challenge** 7 (2,900 XP)

**Spider Domination.** Each spider or ettercap that starts its turn within 120 ft. of the weaver and can hear it must succeed on a DC 14 Wisdom saving throw or be charmed by the weaver for 24 hours. A charmed creature is dominated by the weaver as if under the effect of the *Dominant Monster* spell. Creatures with an Intelligence of 2 or lower automatically fail the saving throw.

### ACTIONS

**Multiattack.** The weaver makes two attacks with its claws, one of which can be replaced with a Web Shot attack.

**Claws. Melee Weapon Attack:** +6 to hit, reach 10 ft., one target. *Hit:* 19 (3d10 + 3) slashing damage plus 9 (2d8) poison damage and creature must succeed on a DC 14 Constitution saving throw or be poisoned until the end of the weaver's next turn. A poisoned creature is paralyzed for the duration. The nails of the weaver break off and remain stuck in the creature. The creature must repeat the saving throw at the beginning of each of its turns until a creature spends an action to remove the nails.

**Web. Ranged Weapon Attack:** +6 to hit, range 60 ft., one creature. *Hit:* The creature is grappled and restrained by the weaver (escape DC 14). The web strand can be attacked (AC 15; 10 hit points; immunity to poison and psychic damage). At the beginning of the creature's turn, it must succeed on a DC 14 Strength saving throw or be pulled 20 ft. towards the weaver.

**Weaver's Song.** The weaver plays its webs like a harp. Every non-fey creature within 300 ft. of the weaver that can hear the song must succeed on a DC 14 Wisdom saving throw or be charmed until the song ends. The Weaver must take an action on its subsequent turns to continue the Song. It can stop playing at any time. The song also ends if the Weaver is incapacitated or dies. A charmed creature must move on its turn towards the Weaver by the most direct route. The creature doesn't avoid opportunity attacks, but avoids damaging terrain, such as lava or a pit. At the end of the charmed creatures turn and whenever it takes damage from a source other than the weaver, it can repeat the saving throw. If a creature's saving throw is successful, the charm effect ends on it. A target that successfully saves is immune to the weaver's performance for the next 24 hours.

### REACTIONS

**Malevolent Strike.** When a creature enters the weaver's reach after being pulled by its web, or a creature charmed by the weaver's song ends its turn within its reach, the weaver makes 2 attacks with its claws against the triggering creature.

## DM Tuz Table Scraps: Schauderwald Creatures

# Silverhide Hunters

# Werewolves

In the following I present an array of werewolves that I featured in my game. While they might have many similarities to conventional werewolves featured in the SRD, the werewolves here are an alternative design of werewolves. Their immunity to non-silver weapons was replaced with a powerful regenerative ability that can be circumvented with silver. This allows parties without access to silver at least a fighting chance against lycanthropes and to further create engaging combat scenarios in which the players must choose their targets carefully if they want to keep the lycanthrope's regeneration suppressed. The werewolves' shape changing ability was changed to a bonus action to create more dynamic options for werewolves in combat.

## WEREWOLF (ALTERNATIVE)

Medium humanoid (shapechanger)

**Armor Class** 11 (or 12, natural armor, in wolf or hybrid form)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft. (40 ft. in wolf form)

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

**Proficiency** +2

**Skills** Perception +3, Stealth +3

**Senses** passive Perception 13

**Languages** Common (can't speak in wolf form)

**Challenge** 2 (450 XP)

**Regeneration.** The werewolf regains 20 hit points at the start of its turn if it has at least 1 hit point. If the werewolf takes damage from a weapon made out of silver, this trait doesn't function at the start of the werewolf's next turn.

**Keen Hearing and Smell.** The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### ACTIONS

**Multiattack.** The werewolf makes two attacks: two with its weapon (humanoid or hybrid form) or one with its bite and one with its claws (hybrid form).

**Bite (Wolf or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and if the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with lycanthropy.

**Claws (Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

**Longsword (Hybrid or Humanoid Form Only; One-Handed).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

**Longsword (Hybrid or Humanoid Form Only; Two-Handed).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

**Shortbow (Hybrid or Humanoid Form Only; One-Handed).** *Ranged Weapon Attack:* +3 to hit, range 120/240 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

### BONUS ACTIONS

**Shapechange.** The werewolf polymorphs into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, 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. Once the werewolf uses this bonus action it can't use it again until the end of its next turn.

The werewolves of the Silverhide pack pride themselves on their coordinated takedown strategies. The skilled hunter's do not rely on close combat weapons when engaging their prey. Rather they prefer using their teeth and claws in a ferocious combat style, which they believe is closer to the werewolves' natural origins.

Even among the lycan tribes of the Schauderwald, the Silverhides are known to be territorial creatures who quickly become aware of any intruders upon their hunting grounds. Once a trespasser has been located, they strike quickly and without mercy. Their victims' bloodied remains are then added to the many gruesome wards found at the fringes of the Silverhide's territories.

## SILVERHIDE HUNTER

Medium humanoid (shapechanger)

**Armor Class** 14 (hide armor, or 12, natural armor, in wolf form)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	10 (0)	14 (+2)	10 (0)

**Proficiency** +2

**Skills** Perception +6, Stealth +4, Survival +4

**Senses** passive Perception 16

**Languages** Common (can't speak in wolf form)

**Challenge** 4 (1,100 XP)

**Regeneration.** The silverhide hunter regains 20 hit points at the start of its turn if it has at least 1 hit point. If the werewolf takes damage from a weapon made out of silver, this trait doesn't function at the start of the silverhide hunter's next turn.

**Keen Hearing and Smell.** The silverhide hunter has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The silverhide hunter has advantage on an attack roll against a creature if at least one other allied creature is within 5 feet of the creature and the ally isn't incapacitated.

### ACTIONS

**Multiattack.** The silverhide hunter makes three attacks: two with its claws and one with its bite. If both claw attacks hit the same target, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Bite (Wolf or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and if the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with lycanthropy.

**Claws (Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

**Longbow (Hybrid or Humanoid Form Only; One-Handed).** *Ranged Weapon Attack:* +3 to hit, range 120/240 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

### BONUS ACTIONS

**Shapechange.** The silverhide hunter polymorphs into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, 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. Once the silverhide hunter uses this bonus action it can't use it again until the end of its next turn.

## DM Tuz Table Scraps: Schauderwald Creatures

### Primal Remnant

## Primal Werewolves

While the pack of the primals is among the smallest of the Schauderwald tribes, the werewolves of the primal pack tower over the rest of their brethren with natural vigor and strength. Better described as 'Dire Werewolves' the primals are intimidating monstrosities that can tear apart a grown boar with bare claws.

Within the Schauderwald, the primal werewolves operate as a kind of peacekeeper between the different packs. Squabbles among the packs are put to a sudden hold over the threat of the primals getting involved. All packs of the Schauderwald respect the Primals, with the exception of the renegade group of mutants called the Hexeater pack.

### PRIMAL WEREWOLF

Large humanoid (shapechanger)

**Armor Class** 13 (or 14, natural armor, in direwolf or hybrid form)

**Hit Points** 127 (15d10 + 45)

**Speed** 30 ft. (50 ft. in direwolf or hybrid form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	10 (0)	13 (+1)	11 (0)

**Proficiency** +3

**Skills** Athletics +7, Perception +7, Stealth +6

**Senses** passive Perception 17

**Languages** Common (can't speak in wolf form)

**Challenge** 6 (2,300 XP)

**Regeneration.** The primal werewolf regains 30 hit points at the start of its turn if it has at least 1 hit point. If the werewolf takes damage from a weapon made out of silver, this trait doesn't function at the start of the werewolf's next turn.

**Keen Hearing and Smell.** The primal werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

#### ACTIONS

**Multiattack.** The werewolf makes two attacks: two with its weapon (humanoid or hybrid form) or one with its bite and one with its claws (hybrid form).

**Bite (Wolf or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage and if the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with lycanthropy. If the primal werewolf is in direwolf form and the target is a creature, it must also succeed on a DC 14 Strength saving throw or be knocked prone.

**Claws (Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Greatsword (Hybrid or Humanoid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

#### BONUS ACTIONS

**Shapechange.** The primal werewolf polymorphs into a large wolf-humanoid hybrid or into a direwolf, or back into its true form, which is a medium humanoid. Its statistics, other than its AC, 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. Once the primal werewolf uses this bonus action it can't use it again until the end of its next turn.

Hidden away within the deepest sanctuary of the Schauderwald's lycan packs lies the ancient draconic ruin known as the Stairs to the Moon, an old observatory created in the times before Dragon Fall. This historic place has been repurposed by the lycan tribes as many of the existing draconic ruins throughout history in sign of the defeat over the dragons. The Stairs of the Moon is the seat of the lycan's packlord, the one to rule over the other packs of the Schauderwald.

Underneath the Stairs of the Moon lies a ritualistic site of spiritual importance to the forest's lycans. It is there where the werewolves have laid to rest one of their most treasured relics: a bone of Bloodseeker, the primal beast, creator of their kind. As such, the Stairs of the Moon are considered a sanctuary and sacred ground that must not be tarnished. Fighting among the werewolves is strictly prohibited in the presence of Bloodseeker's remains.

Despite their vigilance, treacherous powers have befallen the lycan's of the Schauderwald. A corrupting force has made its way into the werewolves' sanctuary and has disturbed the ancient bones of the once mighty beast. The primordial energy still innate to these remains manifest themselves into a nature spirit of a wolflike form that haunts the once peaceful sanctuary.

Humanoids possessed by the Primal Remnant transform into werewolves of their own right for the duration of the possession. Add the **Regeneration**, the **Shapeshift** bonus action, and the attacks listed below to the possessed humanoid's statistics.

**Bite (Wolf or Hybrid Form Only).** *Melee Weapon Attack:* +X (Strength modifier + proficiency bonus) to hit, reach 5 ft., one target. *Hit:* Y (1d8 + Strength modifier) piercing damage and if the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with lycanthropy.

**Claws (Hybrid Form Only).** *Melee Weapon Attack:* +X (Strength modifier + proficiency bonus) to hit, reach 5 ft., one target. *Hit:* Y (2d4 + Strength modifier) slashing damage.

## Autumnwind

While the lycans of the Schauderwald are not capable of mastering the arcane arts, their connection to the primordial weave is well developed through their connection to the ancient beast Bloodseeker. Each of the packs has at least one druid as a spiritual advisor for their kin. Autumnwind is both the druid and leader of the broken-ones pack, an uncommon occurrence within the Schauderwald packs. As both, Autumnwind is a careful leader who values her pack's harmony with the natural order. When packlord Sage was killed by Marris Mordnacht, Autumnwind did not question his rise to power and adhered to the traditions.

While Autumnwind is loyal to Mordnacht, she is also not letting her guard down around him. She is aware of Mordnacht's ferocity and temper, but also respects his might. Her loyalty is not unconditional though. Autumnwind is no fool and is aware of the spreading accusations of Mordnacht's unjust claim to the position of packlord. She keeps a watchful eye on him, for if these accusations were proven to be true, she would ensure that the treacherous usurper would be toppled.

## PRIMAL REMNANT

Medium Undead

**Armor Class** 16 (natural armor)

**Hit Points** 55 (10d8 + 10)

**Speed** fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	10 (0)	16 (+3)	12 (+1)

**Proficiency** +3

**Damage Resistances** acid, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 13

**Challenge** 6 (2,300 XP)

**Bound.** When the remnant is destroyed, it will reform the next day at midnight at the relic.

**Silver Repulsion.** If the remnant takes damage from a silver weapon, it has disadvantage on all attack rolls until the end of its next turn. A creature possessed by the remnant that takes damage from a silver weapon can repeat the saving throw against the possession.

**Turn Immunity.** The remnant is immune to abilities and effects that turn undead.

**Incorporeal Movement.** The remnant can move through other creatures and objects, as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

### ACTIONS

**Multiattack.** The remnant makes two attacks with its spectral claws.

**Spectral Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d8) cold damage.

**Possession (Recharge 4-6).** One humanoid that the remnant can see within 5 ft. of it must succeed on a DC 14 Charisma saving throw or be possessed by the remnant; the remnant then disappears, and the target is incapacitated and loses control of its body. It then transforms into a werewolf in hybrid form. The remnant now controls the body but doesn't deprive the target of awareness. The remnant can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. A creature that is afflicted with lycanthropy makes the saving throw with disadvantage.

The possession lasts until the body drops to 0 hit points, the remnant ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the remnant reappears in an unoccupied space within 5 ft. of the body. The target is immune to this remnant's **Possession** for 24 hours after succeeding on the saving throw or after the possession ends.

## AUTUMNWIND

Medium humanoid (shapechanger)

**Armor Class** 16 (barkskin)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	10 (0)	18 (+4)	14 (+2)

**Proficiency** +3

**Skills** Nature +3, Perception +7, Survival +7

**Senses** passive Perception 17

**Languages** Common, Duridic (can't speak in wolf form)

**Challenge** 6 (2,300 XP)

**Active Spells.** Autumnwind casts *Freedom of Movement* on herself at the beginning of each day.

**Regeneration.** Autumnwind regains 20 hit points at the start of her turn if she has at least 1 hit point. If Autumnwind takes damage from a weapon made out of silver, this trait doesn't function at the start of her next turn.

**Keen Hearing and Smell.** Autumnwind has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### ACTIONS

**Bite (Wolf or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage and if the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with lycanthropy.

**Claws (Hybrid Form Only).** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

**Quarterstaff (Hybrid or Humanoid Form Only; One-Handed).** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

**Quarterstaff (Hybrid or Humanoid Form Only; Two-Handed).** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

**Flame Blade (Hybrid or Humanoid Form Only, requires Conjure Flame Blade).** *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) fire damage.

**Spellcasting.** Autumnwind casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 15):

At will: *druidcraft*, *gust*, *produce flame*, *thorn whip*  
 1/day each: *faerie fire*, *thunderwave*, *conjure animals*, *dispel magic*, *plant growth*, *freedom of movement* (already cast),

### BONUS ACTIONS

**Shapechange.** Autumnwind polymorphs into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if it dies. Once the Autumnwind uses this bonus action she can't use it again until the end of her next turn.

**Conjure Flame Blade (1/day).** Autumnwind conjures a flaming blade into her empty hand. She gains access to her **Flame Blade** attack for 10 minutes. The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

## Marris Mordnacht

At the center of the unrest between the lycan packs of the Schauderwald stands an ambitious man named Marris Mordnacht, leader of the Silverhides. After coveting the position of packlord for years he was approached by mysterious outsiders clad in black. They offered him a quick path to the position of Schauderwald's packlord, for a price that is. Mordnacht was blinded by the offer to care about the true intention of these strangers and readily agreed. Too long had he to endure in the shadows of packlord Sage who was vexingly tolerant towards the civilized folk. The Silverhide would claim their rightful place at the top and would secure the Schauderwald for the lycans once and for all.

With the help of the stranger's black magic, Mordnacht lured packlord Sage into an ambush and slew her. As the tradition demanded, Mordnacht devoured her heart, except he did not eat it all. He surrendered half of it to the necromancers who aided him in Sage's assassination. For Mordnacht though, devouring part of the packlord's hard sufficed to signal his emerging reign.

### MARRIS MORDNACHT

Medium humanoid (shapechanger)

**Armor Class** 17 (mithral halfplate or 12 natural armor, in wolf form)

**Hit Points** 83 (11d8 + 33)

**Speed** 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	10 (0)	16 (+3)	13 (+1)

**Proficiency** +3

**Skills** Perception +6, Stealth +6

**Senses** passive Perception 16

**Languages** Common (can't speak in wolf form)

**Challenge** 7 (2,900 XP)

**Regeneration.** Marris regains 20 hit points at the start of his turn if he has at least 1 hit point. If Marris takes damage from a weapon made out of silver, this trait doesn't function at the start of his next turn.

**Keen Hearing and Smell.** Marris has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Legendary Resistance.** If Marris would fail a saving throw, he succeeds instead.

#### ACTIONS

**Multiattack.** Marris makes three attacks: two with his silver longsword and one with his silver dagger (humanoid or hybrid form), or one with his bite and two with his claws (hybrid form).

**Bite (Wolf or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and if the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with lycanthropy.

**Claws (Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Only one pack of the Schauderwald werewolves was ready to accept Mordnacht as their new packlord aside from his own. The others remained skeptical, as the circumstances of Sage's death were unclear and dubious. Further, rumors spread that Mordnacht only devoured half of her heart, making his claim to power illegitimate as by the old traditions. Mordnacht though was adamant in his position and soon the Schauderwald broke into a war between the packs loyal to Mordnacht and those who opposed them.

#### Mordnacht's Treasure:

Marris Mordnacht is armed with a silver longsword and a silver dagger. He wears a mithral halfplate and carries a potion of greater healing on his person.

**Silver Longsword (Hybrid or Humanoid Form Only; One-Handed).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

**Silver Dagger (Hybrid or Humanoid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

**Spellcasting.** Marris casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 14):

1/day each: *Alarm, Fog Cloud, Pass without Trace, Locate Object*

#### BONUS ACTIONS

**Shapechange.** Marris polymorphs into a wolf-humanoid hybrid or into a wolf, or back into his true form, which is humanoid. His statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. He reverts to its true form if it dies. Once Marris uses this bonus action he can't use it again until the end of his next turn.

**Hunter's Mark (1/short Rest).** Marris marks a creature he can see within 120 ft. of himself as his prey for one minute. Marris deals an additional 3 (1d6) to a marked creature with any of his attacks and is aware of the creature's location as long as it is within 1000 ft. of Marris.

#### LEGENDARY ACTIONS

Marris can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Marris regains spent legendary actions at the start of his turn.

**Move Hunter's Mark.** Marris moves his Hunter's Mark to another creature that he can see.

**Dagger.** Marris attacks with his silver dagger.

**Shapechange.** Marris uses his shapechange.

**Hunter's Pursuit (2 Actions).** Marris moves up to half of his speed towards a creature marked by him without provoking opportunity attacks and attacks with his longsword.