JACKALWERE

Medium-Size Shapechanger

Hit Dice: 4d8+12 (30 hp)
Initiative: +2 (Dex)

Speed: 30 ft (50 ft in jackal form)

AC: 16 (+2 Dex, +4 natural)

Attacks: Bite +5 melee; or longsword +4 melee

Damage: Bite 2d4+1; or longsword 1d8+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Sleep gaze

Special Qualities: Alternate form, damage reduction 10/+1, darkvision

Saves: Fort +7, Ref +6, Will +5

Abilities:
Str 13, Dex 15, Con 16, Int 12, Wis 14, Cha 12

Skills:
Bluff +5, Disguise +4, Hide +8, Listen +4, Move Silently +6, Spot +6, Wilderness Lore +3

Feats:
Scent, Track, Weapon Finesse (bite)

Climate/Terrain:
Temperate land

Organizatıon:
Solitary or pack (2-4)

Challenge Rating:
4

Treasure:
Standard

Alignment:
Always chaotic evil

Advancement:
By character class

First and foremost, the jackalwere is not a lycanthrope. Therefore, they do not carry and infect their victims with lycanthropy.

The jackalwere is a shapechanger. It can assume the form of a jackal (its true form), any Medium-size humanoid, or a combination of the two. The jackalwere is the bane of humankind. They love the taste of human, elf, and halfling flesh.

COMBAT
The jackalwere usually changes into its humanoid form when it detects the approach of living creatures. It will disguise itself as a merchant, peasant, or similar humanoid in order to lure its prey in.

When ready to attack, the jackalwere changes shape into its hybrid form. It will almost always assume this shape when engaged in combat, as it gains the ability to use a weapon, as well as utilizing its bite.

If attacked in its full humanoid form, the jackalwere will seek escape, long enough to assume its hybrid form.

Alternate Form (Su):
A jackalwere’s natural form is that of a jackal. In jackal form it retains its damage reduction and can use its sleep gaze attack. It can also assume two other forms. The first is a Medium-size humanoid. The second from is that of a Medium-size, jackal-humanoid hybrid. Changing forms is a standard action.

In humanoid form, the jackalwere gains all the abilities of the form (for example, a jackalwere in dwarf form has dwarven racial traits). The jackalwere keeps its ability scores and can use its sleep gaze. It retains its special qualities of damage reduction, but cannot use its bite attack.

In hybrid form, a jackalwere looks like a bipedal jackal. In hybrid form, the jackalwere can use weapons and natural attacks, all of its special attacks, and it retains all special qualities.

A jackalwere remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the jackalwere
revert to its natural form when killed. A true seeing spell, however, reveals its natural form if it is in humanoid or hybrid form.

**Sleep Gaze (Su):** 30 feet, Will save negates DC 13; affected as sleep spell cast by a 12th-level sorcerer. Note that creatures with more than 5 or more HD can be affected.

The Jackalwere first appeared in the 1e MM (Gary Gygax, 1977)