WEREBADGER

Medium-Size Shapechanger

Hit Dice: 5d8+5 (27 hp)

Initiative: +0; +3 (+3 Dex) as badger or hybrid

Speed: 30 ft; 30 ft, burrow 10 ft as badger or hybrid

AC: 18 (+3 Dex, +5 natural) as badger or hybrid

Attacks: Unarmed strike +0 melee; 2 claws +3 melee, bite +2 melee as badger or hybrid

Damage: Unarmed strike 1d3 subdual; claw 1d4+2, bite 1d6+1

Face/Reach: 5 ft by 5 ft/5 ft; 5 ft. by 5 ft/5 ft as badger or hybrid

Special Attacks: Rage, curse of lycanthropy as badger or hybrid

Special Qualities: Badger empathy; plus scent, damage reduction 15/silver as wolf or hybrid

Saves: Fort +8, Ref +7, Will +4

Abilities: Str 14, Dex 17, Con 19, Int 10, Wis 10, Cha 10 as badger or hybrid*

Skills: Listen +8, Move Silently +7, Search +4, Spot +8**

Feats: Multiattack, Weapon Finesse (bite) as badger or hybrid

Climate/Terrain: Temperate forest, hill, plains, and underground

Organization: Solitary or family (2-5)

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

* In human form, the werebadger has the following ability scores: Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

** In human form, the werebadger has the Craft or Profession (any one) +6, Knowledge (any one) +4.

Werebadgers in humanoid form have one distinguishing (although not unheard of) trait; a streak of silver hair in either their hair or beard (if possessed).

COMBAT

Werebadgers can assume a hybrid form as well as an animal form. In hybrid or badger form, they can rage just as normal dire badgers do.

Alternate Form (Su): A werebadger can assume a bipedal hybrid form or the form of a dire badger. The bipedal form is Medium-size with claws, thick fur, and the head of a badger.

The animal form is that of a dire badger.

Rage (Ex): A werebadger that takes damage in combat flies into a beserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and –2 AC. The creature cannot end its rage voluntarily.


See the Monster Manual (for Third Edition) page 217 for more information on the Lycanthrope template.