WOLFWERE

Medium-Size Shapechanger
Hit Dice: 5d8+5 (27 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft (50 ft in wolf form)
AC: 17 (+2 Dex, +5 natural)
Attacks: Bite +5 melee
Damage: Bite 1d6+1
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Song of lethargy
Special Qualities: Damage reduction 10/+1, SR 13, alternate form, darkvision 60 ft
Saves: Fort +5, Ref +6, Will +7
Abilities: Str 13, Dex 15, Con 13, Int 16, Wis 16, Cha 14
Skills: Bluff +10, Disguise +9, Hide +5, Listen +10, Move Silently +5, Spot +10, Wilderness Lore +8
Feats: Alertness, Improved Initiative, Scent, Track, Weapon Finesse (bite)

Climate/Terrain: Temperate land
Organization: Solitary or gang (2-4)
Challenge Rating: 4
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class

First and foremost, the wolfwere is not a lycanthrope. Therefore, it does not carry and infect others with lycanthropy. The wolfwere is a shapeshifter. It can assume the form of a wolf (its true form), a Medium-size humanoid, or a combination of the two. The wolfwere is the bane of humankind. They love the taste of human, elf, and halfling flesh.

COMBAT
The wolfwere usually changes into its humanoid form when it detects the approach of living creatures. It will disguise itself as a pilgrim, minstrel, merchant, etc. It usually carries a stringed instrument, so as not to arouse suspicion when it uses its song of lethargy.
When ready to attack, the wolfwere changes shape into its hybrid form. It will almost always assume this shape when engaged in combat, as it gains the ability to use weapons, as well as utilizing its bite. In hybrid form, a wolfwere favors the battleaxe or bastard sword.
If attacked in its full humanoid form, the wolfwere will seek escape, long enough to assume its hybrid form.
Song of Lethargy (Ex): 60-foot spread, Will save (DC 14) negates; or affected as by a slow spell as cast by an 8th-level sorcerer. Whether the save is successful or not, the creature cannot be affected by the song of lethargy from that wolfwere for one day.
Alternate Form (Su): A wolfwere's natural form is that of a wolf. It can assume two other forms. The first is a Medium-size humanoid. The second form is that of a Medium-size, wolf-humanoid hybrid. Changing forms is a standard action.
In humanoid form, the wolfwere gains all the abilities of the form (for example, a wolfwere in dwarf form has dwarven racial traits). The wolfwere keeps its ability scores and can use its song of lethargy. It
retains its special qualities of damage reduction and spell resistance, but cannot use its bite attack.

In hybrid form, a wolfwere looks like a bipedal wolf. The wolfwere can use weapons and natural attacks, and all of its special attacks and special qualities in this form.

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

The Wolfwere first appeared in module S4 (Gary Gygax, 1982).