

Werehawk (Lycanthropis Aves)

Lycanthrope	Werehawk														
Type	Lycanthrope														
Infectious to;	Humans														
Found in	Sea of Dread, Sea of Dawn only														
Terrain	Sea Islands														
Frequency	Extinct since 593 AC (small chance surviving in HW)														
Organization	pack														
Activity Cycle	any														
Diet	Carnivore (Predator)														
AL	Lawful further as host														
NA	1 (1d3)														
Length	as host x 0.8(incl. Tail)														
Wingspan	Human Size x 6														
ST (PR)	as Host +1														
IN	as host +1														
WI	as host -3														
DX	as host														
CO	as host +1														
CH	as host														
Languages	Hawk														
Spellcaster Limits;	na														
AC	7	6											5		
AV	0														
BM	x 0.5														
Levels	Club	Whelp	Scamp	NM	1	2	3	4	5	6	7	8	9	t/m 36	
XP Needed	-12,000	-9,000	-6,000	0	12,000	36,000	84,000	180,000	372,000	672,000	972,000	1,272,000	1,572,000	+300,000	
HD	1*	2*	3*	4*	5*	6*	7*	9*	9*	10**				10+**	
HP	1d8	2d8	3d8	4d8	5d8	6d8	7d8	8d8	9d8	10d8			+2	+2/VI	
MV +100cn/st adj.	Hawk						Hawkman								
0-1000cn	15/5' FL 360/120' MF 2B						60/20' MF 180/60' MF 3B								
1001- 2000 cn	0 FL 180/60' MF 2B						30/10' MF 90/30' 3B								
2001+ cn	0						0								
THACO	19	18	17	16	15	14	13	12	11	10				Level	
Attacks	1 bite														
Damage	1d4	1d6	1d8												2d4
Attacks	2 claws														
Damage (each)	1	1d2	1d3											1d4	
Special Attacks; A	Forced Beastform, Lockjaw														
B	Half Damage normal Weapons														
C	Beast Tongue														
D	Free Change														
E	Quart Damage normal weapons														
F	Immune to Normal Weapons														
G	Beast Summoning														
H	Healing Increase														
I	Werebeast summoning														
J	Heat Vision														
K	Hawkman														
Special Defenses;	Senses= Low, Sound= Medium, Sight=Far Sight														
Weakness	Silver, Wolfsbane, Animal Reactions														
Immune to;	Lycanthropy, Charm Person,														
Natural Skills	Hiding														
Primary Skill	Agriculture														
Extra Vulnerable to;	0														
AM	0														
Fighter	1	2	3	4	5	6	7	8	9	10				F/VI	
ML	8														
XP	-13,000	-9,000	-6,000	0	12,000	36,000	84,000	180,000	372,000	672,000				+300,000	
TT	as host														
Body Weight	as host x 1.5														



The Werehawk is most likely an extinct lycanthropic species. The disease could still slumber in some of the resident Seahawk of the small isles of the Sea of Dread or some examples could be placed on similar abandoned isles of the Hollow World.

The Werehawk was a specimen of great allure, brown wings on top, a brown head, and a brownish-yellowish beak and sharp claws. It was a predator that surveyed the sea and ground for prey of any kind between 1' and 6'.

Silent Dive

With a silent dive, they surprised the prey on a 1-4 on 1d6, instantly clawing with both claws at the creature with double damage due the speed and impact. The prey must make an Dexterity check or drop any item held. The Werehawk will then fly as fast as possible upwards, inflicting automatic claw damage each round. If the prey is resisting or trying to combat, the dropping technique is used. Simply let the prey drop from great height on solid surface, hoping to kill it by falling damage.

They make their lairs, as nest-like houses high up the mountains on remote single islands, where they have sight over a wide area.

Lockjaw= Continued bite damage without hitroll.(keep rolling damages in any continued case as normal)

Other abilities as per PC4 Werebeasts.

Far Sight

All Werehawks, hawks, eagles, rocs, and other birds of prey have the ability of far sight. Far sight sense is determined by strength of the eyes. With Birds of Prey this is determined by the creature's intelligence, according to this table. It actually enables the eyes to 'zoom in' on an area and see it as if much closer. It is however blocked as with any sight by fog, foliage, or any other obstructions.

Human Statistics

The Human ability statistics are as per Human normal. Human HD and level are as per class as normal. These affected humans always have liquid excrements. Creatures with a high sense will detect a windy feathery scent on the affected human.

Farsight		
Int	Sense	Zoom
0-8	None	100'=100'
9-12	Low	100yard=100'
13-15	Medium	500 yard=100'
16+	High	1mile=100'



Werehawk history

- 406 AC The ACDC managed to stabilize the disease—a much-weakened form, as it now appeared, with victims' vulnerability to Wolfsbane and silver apparently the result of yet another magic-induced mutation. Only aggressive animal carriers and human Lycanthropes continued to spread Lycanthropy. Gradually, dominant weretypes emerged; wolf, boar, tiger, bear, bat, fox, and giant hawk.
- 443-445 AC Ruaidhri saw his family and friends killed by werehawks during the plague of werecreatures in Minrothad. He incited other elves and Humans led by himself to fall upon the Lycanthropes of Trader Island in the Minrothad decimating the human-lycanthropes population in the process, in an attempt to purge the islands of Lycanthropes in what they call the Silver Purge. Similar events take place in Undersea, underwater with the Tritons and Aquarendi as the Night of the Long Knives. Many Weresharks flee to deeper waters. Werecreatures know this time as the Great Persecution.
- 445-450 AC A few Lycanthropes remained in Minrothad, living in fear of discovery. The rest fled, following the shipping lanes to foreign ports. Some settled in coastal cities, establishing new identities, while others migrated to the interiors. Scattered groups braved the unknown waters, searching for new land where they could live in peace. In the decades following the Great Persecution Lycanthropes established themselves with colonies on every continent. It is difficult to determine what became of the Giant Werehawk. Every other weretype of the time has since managed to reestablish itself. No were hawk sightings were recorded since, when a "hero" known as the Silver Hunter purged a tiny island in the Sea of Dread of its resident hawkmen.
- 582 AC The last known of these magnificent creatures the Werehawk was exterminated, thus removing Hawk Lycanthropy from the world. Some eggs are however bought by mages, and can have been be target of Raise Dead Spells, and a few individual Werehawks could secretly be placed and hidden by other immortals (Kaladan, or Koryis are suspected) somewhere in the Hollow World.
- Unknown** *Ruaidhri Hawkbane as he was called has become an initiate immortal of thought by his Epic quest to rid the world of all werehawks. He is angry, chaotic and bitter. He has no allies as his purpose is too single minded. Immortals of entropy sometimes aid the Silver Hunter without his knowledge, as done with his quest of the were hawks. He has extended his hatred to all lycanthropes and shapeshifters and seeks an end to them. He expends most of his energy inciting were hunts.*
- 1016 AC Rumors are in Hollow World Nithia that a Hawkman named Horus brought great wisdom to some local farmers, it is unknown if this was a Werehawk, or some other creature. Horus was already identified as a known name in Nithia's Immortal past on the Outer World, as well as being the first Pharaoh in the Hollow world in 500BC. It is unknown if these are the same personality passing through time, and as such it is doubted by sages.. Horus is detailed in my Immortals PDF; http://pandius.com/Immortals_of_Mystara.pdf page 277-279
- Reminder;** Aaracokra (AD&D2 and later versions) are similar to Werehawks in appearance yet those are not canon Mystara, and even if allowed by the DM they are not Lycanthropic, but a totally different race. Similarities are as between a Hawk and an Eagle then. Aaracokra have six limbs -2 arms, 2 wings, 2 legs, Hawkmen always have either 2 legs and 2 arms or 2 wings, they do not receive extra arms. Even Their Hawkmen form has only arms or wings. Only Horus the Hawkgod has extra arms when flying, this suggesting he is possibly not a Lycanthrope Hawkmen but a personality Idolizing the hawk.
- Hawkmen from the DC comics or Flash Gordon Movie (if used in Mystara) are also different; these are winged humans idolizing Hawks and mimicking their appearance by clothing and masks.
- The sacred Hawk of Andahar of Urzud, could well have been a Werehawk. Similar to the Nithan tales.

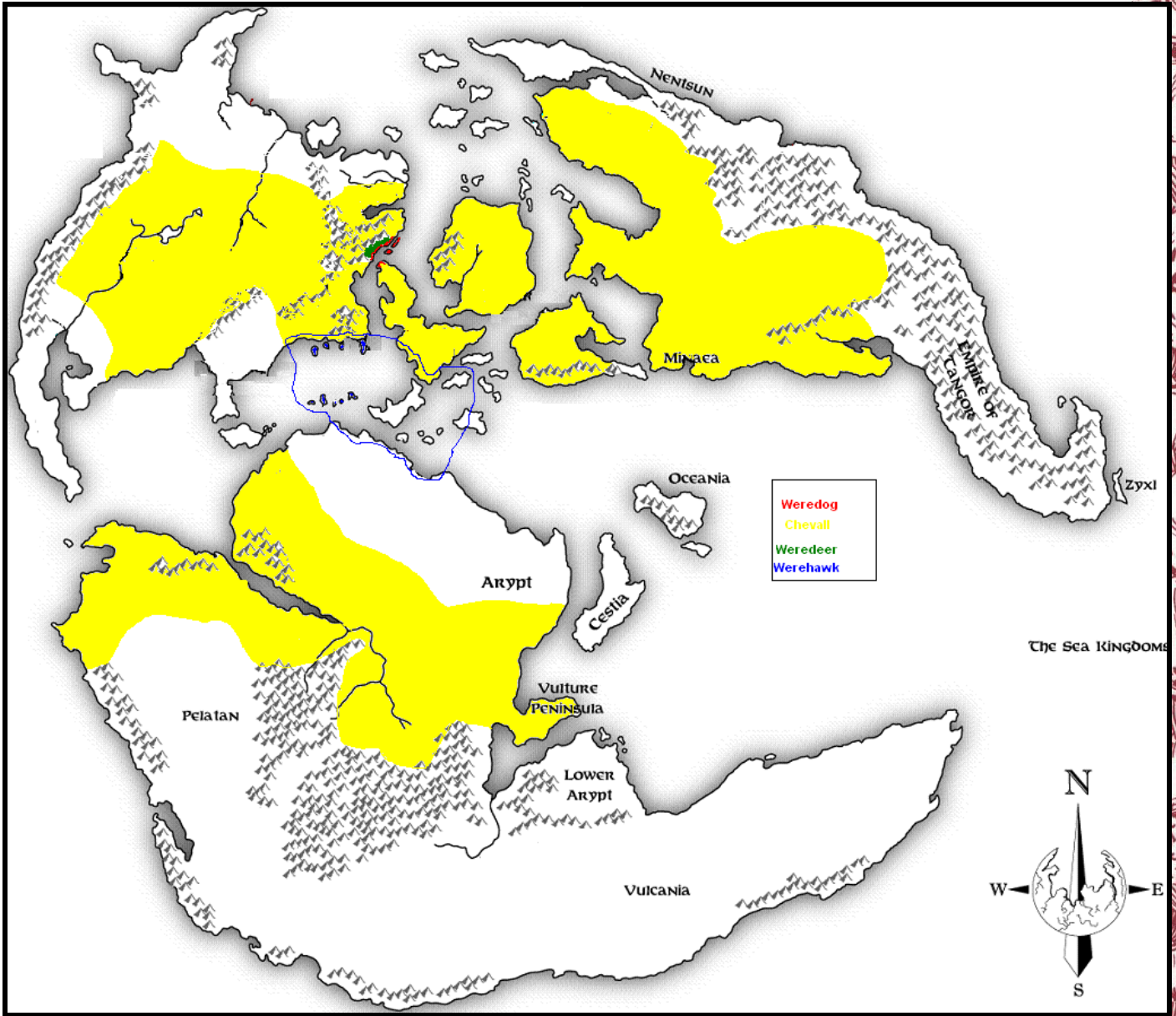
Heat Vision

This ability is gained at 7th level. Werehawks can use their already heightened visual sight yet some better. Three times a day, plus one additional time per two experience levels above 7th level the Werehawk can survey an area from high above with heat vision. He needs 8 hours of sleep minimal or 24 hours of not using the ability to recharge. This infravision-like ability reveals all sources of warmth in difference to its surroundings. The area affected is a cone of 100 yards diameter up to the werehawk's location no matter the altitude. All creatures within the area are revealed as moving globs of warmth from as far as the Werehawk can see. But unlike infravision this ability can be used in daylight as well as at night, and the creature is not blinded by sudden bright light. Instead it can be blinded by extreme warmth, looking right into the summer sun, or an exploding volcano will blind the Werehawk unless saved vs. spells. During the blindness the source of heat will still be displayed in the eyes of the Werehawk as last seen. This blindness will last for 1 turn, and thereafter being colorblind for a full day.

The Hawk man

At 9th level (1,572,000 xp), a Werehawk gains the ability to transform into a Hawk man. This Beastman form looks like a human with wings with long fingers at the end, clawed feet and a head with beak of a Hawk, an overall covering of feathers clearly reveals the creature for what it is. A Hawkmen has all the capabilities that come with mastering the Beastman form. Were not given, always use the lycanthropic statistics, don't mix human and lycanthropic statistics were not mentioned to do so.





Living areas Chevall (yellow), Weredog (Red), Weredeer (green), and former area Werekhawk (Blue line and filled isles).



Description of Horus in Nithian

