

## Wereweasel\* (by Richard T. Balsley)

**Armor Class:** 5 (8)†

**Hit Dice:** 4+1\* (M)

**Move:** 180' (60')

**Attacks:** 1 bite + special

**Damage:** 2d4

**No. Appearing:** 1d6 (2d6)

**Save As:** Fighter 4

**Morale:** 8

**Treasure Type:** C

**Intelligence:** 11

**Alignment:** Chaotic

**XP:** 200

† The number in parentheses is the creature's armor class when in human form.

*Monster Type:* Monster, Enchanted (Common).

Wereweasels, like most lycanthropes, are humans that can take the form of giant weasels. They tend to hunt singly or in small groups (1d3+1), but have many of the same instincts as giant weasels in regards to single-minded focus on prey, using their sense of smell to track and preferring to pursue wounded over other available targets. Like giant weasels, when they bite an opponent, they hold on and cause 2d4 points of damage each round from blood loss until either their prey or the wereweasel is slain. Wereweasels prefer darker environments and have infravision up to 30'.

*Terrain:* Variable, but prefers caverns, ruins, and woods.

## Wereweasel Character Creation

### Ability Score Modifiers

St	In	Wi	Dx	Co	Ch
-1	+1	-1	+2	—	-1

Wereweasels aren't the most well-known lycanthrope in the Known World, but they're not as uncommon as one may assume. Wereweasles tend to be aloof when not looking for their next meal or whatever they're interested in the moment. As they prefer forests, wereweasles are predominantly found in places like Darokin, Glantri, and Karameikos. In beast form, their sense of smell is excellent and they have limited infravision to stalk prey. As giant weasels, they communicate as much through physical movement as the do hisses, trills, chirps, squeals, and dooks.

## Wereweasel Alignment

Wereweasles are Chaotic creatures. Giving into their animalistic and curious natures, these creatures are tenacious and crave excitement. They can bring down creatures larger than themselves, but they will go after anything that presents itself as a good time.

While not inherently destructive or vindictive, wereweasles are fond of trickery and misdirection. Their ability to bounce around without confusing themselves tends to confuse friend and foe alike. They delight in these antics, but rarely go out of their way to be malicious towards enemies.

If they're not hungry, wereweasels rarely bite unless they feel threatened or think it would be hilarious for someone to be a wereweasel like them. That said, if the wereweasel sees someone as potential prey when in beast form, they may become the focus of the hunt until sunrise.

### Infravision

Wereweasels have a limited infravision of 30' that they use to aid in their hunting of prey. Along with their sense of smell, it's how they stalk a target. Most of their prey do not have the ability to see in poor lighting, giving the wereweasel the element of surprise more often than not.

This infravision doesn't help the wereweasel see prey at a distance, but it does allow them to close in with ruthless efficiency when up close. Combined with their ability to bounce around as a distractive technique, their infravision ensures that they can strike their prey before they have a chance to defend themselves. Wereweasels can't distinguish friend or foe by sight, however. They must rely on smell while in beast form.

### Player Character Wereweasels

Wereweasels are wild spirits and prefer the wilderness over other locations. That said, when in an urban setting, they seek out the rowdiest quarters of a town since there are plenty of interesting things to do and see. Smaller settlements have less value to wereweasels, but ironically are safer places when forced to transform from human to giant weasel.

Wereweasels living in the wild may share a space with a cohort of giant weasels, but they aren't pets even if they share affections with the wereweasel. They cohabit while still remaining aloof because they enjoy each other's company.

Wereweasels tend to be lanky in human form. Their base coat may match their hair color when in beast form, but their markings are varied like many weasels to match their environments and season as much as patterns (e.g. masked or not). Beyond this, there are few differences between a wereweasel and a giant weasel. The eyes of a wereweasel in beast form are the same color as in their human form and they are slightly smaller than giant weasels.

Wereweasel Level Advancement Table				
Experience Table	XP	HD	Special Abilities	AC
Cub	-12,800	1d8+1	I	7
Whelp	-9,600	2d8+1	II, III	7
Scamp	-6,400	3d8+1	IV, V	6
(NM)	0	4d8+1	VI, VII	5
1	12,800	5d8+2	—	
2	38,400	6d8+2	—	
3	89,600	—	VIII	
4	192,000	7d8+2	—	
5	396,800	8d8+2	IX	
6	696,000	9d8+3	—	
7	996,000	—	X (Weasel)	
8	1,296,000	10d8+3	—	
9*	1,596,000	+2 hp	Weasel-Man	

\* +300,000 XPs per level thereafter  
+2 hit points per level thereafter  
Constitution bonus no longer applies

## Special Abilities

- I. Must take weasel form the night of the full moon, as well as the night immediately preceding or following. Can take weasel form any night the moon is visible.
- II. Normal Weapons do half damage (round up). Can transform at night (even without the moon).
- III. Can speak with weasels and wereweasels while in weasel form.
- IV. Can take weasel form at any time, including daytime.
- V. Normal weapons do only  $\frac{1}{4}$  damage (round up).
- VI. Immune to normal weapons.
- VII. Can summon 1d2 giant weasels (or 10d2 normal weasels), provided some are in the area. Animals arrive in 1d4 rounds if in the immediate vicinity; otherwise 1d4 turns. At 2<sup>nd</sup> level, the wereweasel can summon 1d4 giant weasels (10d4 normal weasels); at 4<sup>th</sup> level 1d6 (or 10d6); at 6<sup>th</sup> level 1d8 (or 10d8); and at 8<sup>th</sup> level 1d10 (or 10d10). Every four levels thereafter, add d10 (or 10d10).
- VIII. Can recover 1d4+1 hit points for every full day and night of rest while remaining in were-form; increase by +1 every 3 additional levels.
- IX. Can summon 1d4 wereweasels, in addition to normal and giant weasels. Every five levels, add 1d4.

## Wereweasel Special Ability — War Dance of Confusion

X. (Weasel) — *War Dance of Confusion*. At 7<sup>th</sup> level and above, wereweasels in were-form can dance around and magically create *confusion* in opponents for 3d4 rounds. The effect allows them to bounce around in combat and disorient opponents within 30' of the wereweasel. Victims may make a save vs. Spells to avoid being *confused*. Wereweasels may *confuse* creatures three times per day.

## The Weasel-Man

At 9<sup>th</sup> level (1,596,000 XPs), a wereweasel gains the ability to transform into a weasel-man. This beast-man form has the head of a weasel and the body of a human with a thin, fur-covered tail. A weasel-man has all the capabilities that come with mastering the beast-man form: See “Were-Heroes” in PC4 Night Howlers.

## Combat

A wereweasel's natural Armor Class at *normal monster* level is 5. Move in were-form is 180' (60"). When entering combat, wereweasels in either human or were-form must make a Wisdom check. Failure means the wereweasel goes berserk, attacking at a +2 to hit and fighting to the death. Use the Wisdom of the current form.

Wereweasels attack with their bite doing 2d4 damage (*cubs* and *whelps* do only 1d4). After that, they cause 2d4 (1d4 for *cubs* and *whelps*) damage from blood loss from latching on to their target.

A wereweasel's morale is usually 8 (11 if berserk).

## Carrying Capacities

A wereweasel can carry 2,000 cn at full speed; 4,000 cn at half speed. For wereweasels in beast-form armor, the barding multiplier is x1.