Werebeasts

Rules for player characters · D&D 5e 2014

English translation of the current French rules. This is not a new rules edition. French reference checked against the site backup of November 11, 2026.

At the table

Use this booklet for the complete rules and the final quick reference for reminders. Only acquired gifts and weaknesses apply to your character. The separate fillable sheet records choices and resources; it does not calculate rules.

Read the complete rules online

Contents

Overview and progression	2
The bite and the moon	3
Family passive traits	4
Taking your werebeast form	4
Gifts of the body	5
Gifts of instinct	6
The eight weaknesses	8
Rites and cures	9
Special cases and magic	10
Dungeon Master's guide	11
Quick reference	12

Overview and progression

A supernatural reward. This curse adds abilities to your character. Its weaknesses do not precisely offset its benefits: the DM takes this into account when rewarding the party. No traits from a bestiary lycanthrope are added.

One curse, six families. Canines, bears, rodents, predatory fish, birds, or insects: your family comes from the creature that infected you or is chosen with the DM at character creation. When you reach stage 1, permanently choose an animal from that family and one of its passive traits. You are not required to take the infector's animal or passive trait.

Two forms, one character. Your original form and your werebeast form share your size, equipment, and abilities. There is no separate animal stat block. The curse changes neither your race, creature type, nor alignment; your decisions remain your own. The complete transformation rules appear under 'Taking your werebeast form'.

Stage	Name	Min. character level	Max. essence	Gifts / weaknesses
1	Emerging Werebeast	1	2	1 / 1
2	Werebeast	5	3	2 / 2
3	Greater Werebeast	11	4	3 / 3
4	Ancestral Werebeast	17	5	4 / 4

Method 1: choose together. Agree with the DM on one of the following two methods. At stage 1 and at each ascension, choose one gift and one weakness with the DM independently: their numbers do not pair them together. Keep your acquired traits, without duplicates. Each gift immediately gains the improvements for your stage. Your family passive trait remains separate.

Method 2: roll the dice. Roll 1d8 for the gift and 1d8 for the weakness separately on the lists numbered 1 to 8, without adding the results together. Reroll only the die that produces a duplicate or an ineligible trait. Agree on exclusions with the DM before rolling, without changing them after an unwelcome result. Exclude traits entirely negated by your permanent features; choose constraints suited to the campaign. Here, a curse 'gift' does not replace an Ability Score Improvement.

No. (1d8)	Gift	Weakness
1	Keen Senses	Searing Silver
2	Bestial Weapons	Imperious Moon
3	Supernatural Hide	Ravenous Hunger
4	Wild Recovery	Painful Transformation
5	Mighty Leap	Bestial Mark
6	Bestial Cry	Hypersensitive Senses
7	Pack Link	Fire Aversion
8	Untamed Will	Wolfsbane Aversion

Essence and save DC. Maximum: stage + 1; regained on a long rest, except as specified by Ravenous Hunger. Your transformation and gifts share this reserve. At stage 1, permanently choose Constitution or Wisdom: bestial save DC = 8 + your proficiency bonus + the chosen modifier. Meals, transformations, rites, and ascensions restore no points. You cannot benefit from more than one long rest in a 24-hour period.

Finding the rules. Infection and the moon: 'The bite and the moon'. Families: 'Family passive traits'. Transformation: 'Taking your werebeast form'. Gifts: 'Gifts of the body' and 'Gifts of instinct'. Weaknesses: 'The eight weaknesses'. Rites:

'Rites and cures'. Special cases: 'Special cases and magic'. DM guidance: 'Dungeon Master's guide'. Play aid: 'Quick reference'.

The bite and the moon

Infection is a choice made by the transmitter • Your decisions remain your own as the curse develops

Transmitting the curse. A stable werebeast of stage 2 or higher can declare an infectious attack before making an attack roll with the natural weapon granted by this module. If it deals damage to a living creature other than a construct or undead, that creature makes a Constitution saving throw against the werebeast's bestial save DC. Failure starts incubation in the infector's family. A willing target can choose to fail, as an exception specific to this feature.

One attempt per long rest. The attempt is expended as soon as that attack deals damage to an eligible target, regardless of the saving throw's result. An attack that misses or deals no damage does not expend it. Ordinary wounds do not transmit the curse. Another bite does not extend incubation and does not affect a werebeast. The curse is not a disease; immunity to disease is not enough to prevent it.

Incubation: 24 hours. You do not yet gain any werebeast traits. At the twelfth hour, make a DC 12 Wisdom saving throw: on a failure, you have disadvantage on ability checks until incubation ends, without exhaustion. At the twenty-fourth hour, if you have not been cured, you reach unstable stage 1. Completing a sealing earlier immediately brings you to this stage and makes you stable (see 'Rites and cures').

First transformation. When you reach stage 1, choose your animal and family passive trait, then gain your first traits using the agreed method. A free 10-minute transformation begins: you cannot use the bonus action to return to your original form before it expires. At 0 HP, you gain the stage and the 72-hour timer begins, but the transformation does not manifest. It does not wait for the full moon. Your essence is full the very first time you reach this stage; after a cure, follow the reinfection rule under 'Special cases and magic'.

Instability: 72 hours. The timer starts when you reach stage 1, even if your first transformation is delayed. After 72 hours without a sealing or purge, the eight gifts on the list become unusable and their effects end. The transformation, family passive trait, weaknesses, and full moon remain active. Sealing restores access to your gifts without restoring essence. You never advance automatically.

An announced calendar. The DM announces a single full-moon night per cycle, regardless of how long the moon appears full. If no cycle is defined, choose a fixed date every 28 days. Clouds, a roof, and being underground do not prevent the transformation. Changing regions or planes creates no additional event for this cycle: keep the chosen calendar.

Resist or transform. At sunset on that night, if you are conscious and have at least 1 HP, you can spend 1 essence without an action to resist this event. Otherwise, if you have at least 1 HP, a free transformation begins and ends one hour after that sunset. You cannot use the bonus action to return to your original form before that deadline. Imperious Moon changes the cost and adds disadvantage, but not the duration.

If you are already transformed. Resisting preserves your transformation and its normal end time. If you do not resist, the transformation becomes forced until the lunar deadline; its end is set to whichever is later, that deadline or the end of your already active form. This extension counts as a renewal for Painful Transformation. The full moon restores no resources and never forces you to attack.

Unconsciousness and 0 HP. A transformation does not wake an unconscious character. If you are at 0 HP or dead when the event occurs, you do not transform; later healing does not trigger that transformation again. Falling to 0 HP also ends a transformation, without another trigger for that event. Delays caused by antimagic or another transformation are detailed under 'Special cases and magic'.

Family passive traits

One permanently chosen family passive trait • Active only in werebeast form

Your base traits remain. Your size and speeds remain those of your character, regardless of family. A passive trait adds only the stated benefit. A new speed adds to your available movement options without removing the others or reducing a higher speed you already have. Passive traits offered within the same family do not stack.

Canines. Wolf, dog, fox, jackal… Natural weapon: bite, piercing damage. Choose **Pursuit**: your walking speed increases by 3 meters; or **Vigilance**: add your proficiency bonus to initiative rolls. Vigilance must be active when you roll and does not change initiative that has already been determined. Do not add your proficiency bonus twice; if a feature already added a fraction of it, use the full bonus instead of that fraction.

Bears • Stability. Brown bear, polar bear, black bear… Claws: slashing damage. Your carrying capacity and the weights you can push, drag, or lift are doubled. You have advantage on Strength saving throws and Strength (Athletics) checks to avoid being knocked prone. This passive trait changes neither your size category nor your reach.

Rodents. Rat, mouse, squirrel, beaver… Natural weapon: bite, piercing damage. Choose **Climber**: a climbing speed equal to your walking speed; or **Swimmer**: a swimming speed equal to your walking speed + 3 meters. Keep any higher speed you already have for that movement mode. Swimmer does not change how you breathe. Climber requires handholds and does not let you move along a ceiling.

Predatory fish • Aquatic. Shark, barracuda, pike… Bite: piercing damage. You can breathe air and water and gain a swimming speed equal to your walking speed. Your walking speed, size, and other movement modes remain unchanged: this passive trait adds aquatic mobility.

Birds. Raven, hawk, owl… Beak: piercing damage. Choose a single passive trait: **Mimic**, to reproduce a sound or phrase you have heard before, lasting no more than 10 seconds; **Observer**, to have advantage on Wisdom (Perception) checks that rely on sight; or **Winged**, described below. To deceive through mimicry, contest your Charisma (Deception) against Wisdom (Insight). Mimicry does not translate a language or replace a spell component.

Insects. Mantis, beetle, ant, wasp… Mandibles or grasping limbs: slashing damage. Choose **Grasping**: you have advantage on Strength (Athletics) checks to grapple; or **Winged**, described below. Grasping uses your hands under the normal grappling rules. Your limbs grant no additional hand or attack.

Winged • birds or insects. Stage 1: your standing jumps use the distances normally available with a running start, limited by your available movement. **Stage 2:** you gain a flying speed equal to your walking speed, but must end each of your turns on a surface capable of supporting you; otherwise, you fall. Outside initiative, land at the end of each movement, no later than after 6 seconds of flight. **Stages 3 and 4:** you no longer have to land at those intervals.

The limits of wings. This flight does not allow you to hover. You fall if you are knocked prone, if this flying speed becomes 0, or if an effect prevents all movement. These restrictions apply only to the flight granted here. Armor and a shield do not prevent this passive trait from working: your equipment continues to function. Encumbrance and other movement restrictions still apply.

Appearance and abilities. Visible wings, thick fur, or a stinger grant nothing by themselves. A bird with Mimic does not also gain Winged. Speeds from your race or class remain available under their own rules.

Taking your werebeast form

The same character • A hybrid appearance • Explicitly defined abilities

Activation. Bonus action • 1 essence • 1 hour • no concentration. Take your werebeast form. Returning to your original form costs a bonus action but no essence, except during a forced transformation. Voluntarily renewing the duration requires a new activation at its full cost; the duration then becomes 1 hour from that renewal. Durations do not add together.

Retained statistics. You keep your ability scores, current and maximum HP, Hit Dice, proficiencies, racial traits, class features, conditions, and ongoing effects. The transformation does not heal you or end concentration. External effects, such as a spell that changes your size or movement, continue to apply normally.

Size and movement. Your size category remains what it is without this transformation. All your speeds remain available at their normal values. Swimming and climbing follow your normal rules unless a passive trait or gift expressly grants a benefit. A speed added by a passive trait does not replace the others; if you already have a higher speed for that mode, keep it. Your class bonuses continue to apply normally, without being counted twice.

Equipment and AC. Your equipment adjusts to your appearance and continues to function normally. It does not merge with your body. Your AC calculation remains unchanged; armor, shields, and items keep their effects. No family profile imposes a new AC formula.

Speech and actions. You can speak, manipulate objects, use your weapons, and cast spells normally. Your hands remain usable. Your animal appearance removes neither these options nor your abilities; it grants no additional hands, actions, or attacks. A decorative appendage does not act independently of you.

Shared natural weapon rules. In werebeast form, you have the natural weapon specified by your family. It counts as a melee weapon with which you are proficient: reach 1.5 meters; damage 1d6 + your choice of Strength or Dexterity modifier, using the same ability for the attack roll. You can use it for an attack as part of the Attack action, but it grants no additional attack. It is neither an unarmed strike nor a finesse weapon, even if you use Dexterity.

Weapon properties. This weapon does not have the light, heavy, or two-handed properties. At stage 3, its attacks count as magical only for overcoming resistance and immunity to nonmagical attacks and damage. Bestial Weapons can replace its damage die. Your other features apply only if their requirements are met; no traits from another natural weapon are imported.

Ending the transformation. Your werebeast form ends when its duration expires, at 0 HP, on death, or when another effect replaces your statistics with those of another creature. You return to your original form unless that other effect gives you its own form. Your family passive trait and gifts restricted to werebeast form stop working; gifts usable in any form follow their own text.

Other transformations. You cannot voluntarily take werebeast form while an effect replaces your statistics with those of another creature, including Wild Shape, *Polymorph*, or the Pooka's Animal Transformation. During such an effect, none of your werebeast gifts can be activated; their ongoing effects are suspended and their durations continue, unless their own text ends them. Forced transformations follow the timeline under 'Special cases and magic'.

Magic and concentration. The transformation and gifts are magical but are not spells. A transformation does not interrupt concentration and can coexist with Rage if its other requirements are met. None of these rules grants a second bonus action or reaction. Antimagic, dispelling, and creature types are covered under 'Special cases and magic'.

Gifts of the body

Gifts 1 to 4 • A passive effect requires no additional essence

Shared rules. You must possess the gift and pay any stated cost, including additional costs. A passive gift works while its form requirement is met and no rule suspends it. An activation follows the rules for its action: being incapacitated also prevents bonus actions and reactions. None of these gifts is a spell.

1 • Keen Senses

Passive • werebeast form. Permanently choose sight, hearing, or smell when you acquire this gift. You have advantage on Wisdom (Perception) checks that rely on that sense. The gift does not automatically reveal hidden or invisible creatures.

Stage	Improvement
2	You also have advantage on Wisdom (Survival) checks to track using the chosen sense.
3	You gain darkvision out to 18 meters during the transformation, or keep your longer range.
4	This range becomes 36 meters, without reducing a longer range.

2 • Bestial Weapons

Passive • werebeast form. Your werebeast natural weapon's damage die becomes a d8. If you have another rule that replaces this die, choose which one to apply; the dice do not add together.

Stage	Improvement
2	The die becomes a d10.
3	The die becomes a d12.
4	Once on each of your turns, when this weapon hits, you can deal an additional 1d6 damage of the same type.

3 • Supernatural Hide

Reaction • 1 essence • werebeast form. When an attack would deal bludgeoning, piercing, or slashing damage to you, roll 1d6 + your stage and reduce that damage by the result, to a minimum of 0. Decide after the attack's damage is determined, but before applying it to HP and before your resistances or vulnerabilities. If more than one of those types is present, divide the reduction among them.

Stage	Improvement
2	The reduction becomes 2d6 + your stage.
3	The reduction becomes 3d6 + your stage.
4	The reduction becomes 4d6 + your stage.

Limits of the hide. The gift does not reduce any damage from an attack made with a silvered weapon or silvered ammunition. It does not reduce other damage types, protect against effects that are not attacks, or grant permanent resistance. Consequences triggered by damage actually taken then apply (see 'Special cases and magic').

4 • Wild Recovery

Bonus action • 1 essence • original or werebeast form. Spend and roll from 1 up to a number of your available Hit Dice equal to your stage. For each die, regain HP equal to the roll + your Constitution modifier, to a minimum of 0. Only dice from your character levels qualify; a transformation provides no additional dice. If you multiclass, choose from your available dice.

Limits of recovery. This healing restores no Hit Dice, does not regrow limbs, and cannot be used at 0 HP. After damage from a silvered weapon or silvered ammunition, it is blocked until the end of your next turn; outside initiative, for 6 seconds. It is not a short rest and does not trigger its benefits. Effects that expressly modify Hit Dice rolled to heal yourself, including the Periapt of Wound Closure, apply normally.

Gifts of instinct

Gifts 5 to 8 • Here, 'any form' means original or werebeast form

5 • Mighty Leap

Passive • werebeast form. Your long jump and high jump distances are doubled. A jump uses your movement and remains limited by the movement you have available. The gift grants neither a flying speed nor immunity to falls. You must have a walking speed to benefit from it.

Stage	Improvement
2	You can make a standing jump as though you had taken the normally required running start.

Stage	Improvement
3	The distance multiplier becomes three.
4	The distance multiplier becomes four.

6 • Bestial Cry

Action • 1 essence • werebeast form. Choose up to a number of creatures equal to your stage that you can see within 9 meters and that can hear you. Each must succeed on a Wisdom saving throw against your bestial save DC or be frightened of you until the end of your next turn. Whether it succeeds or fails, it is then immune to your Bestial Cry for 24 hours.

A supernatural voice. The cry can be a howl, croak, stridulation, or supernatural vibration. Predatory fish can produce it underwater; targets must still be able to hear it. It fails where no sound can be produced. The fear ends if you leave werebeast form. Each target's 24-hour immunity applies even if its saving throw was rerolled and persists if you change form.

7 • Pack Link

Action • 1 essence • any form • 1 hour. Choose up to a number of willing creatures equal to your stage within 3 meters of you, on the same plane, and sharing a language with you. You and each of them can voluntarily exchange telepathic messages while you are within 18 meters of each other and on the same plane.

A willing link. The recipients communicate with you, not directly with each other. A creature can end its participation without an action. Exceeding the range or changing planes suspends communication without pausing the duration. A new activation ends your previous link. The link requires no concentration and persists between original and werebeast forms; a transformation that replaces your statistics suspends it. It does not read thoughts, command anyone, or infect the participants.

Stage	Link improvement
2	Up to two recipients.
3	Three recipients; communication range 36 meters.
4	Four recipients.

8 • Untamed Will

Reaction • 1 essence • any form. When you fail a saving throw against an effect that would make you charmed or frightened, reroll it before applying its consequences, with the same modifiers and advantage or disadvantage conditions. You must use the new result. You can use this gift only once per saving throw.

Stage	Improvement
2	You can also use it against an effect that would make you poisoned.
3	The paralyzed condition also becomes eligible.
4	The stunned condition also becomes eligible.

Avoiding a condition. This gift takes effect before the condition is applied, so the condition you are trying to avoid has not yet removed your reaction. A preexisting inability to react blocks you normally. The gift does not let you reroll a later saving throw to end a condition you already have, and does not work without a saving throw. It creates no permanent immunity.

The eight weaknesses

Active at every stage and in your other forms, except where suspension is expressly stated

1 • Searing Silver

Once per turn, when an attack made with a silvered weapon or silvered ammunition would deal damage to you, add your proficiency bonus to the damage of that weapon's type before resistances and vulnerabilities. Simply touching a silver object does not hurt you. This weakness creates no general vulnerability and does not negate a class or racial resistance.

2 • Imperious Moon

Resisting the full-moon event costs 2 essence instead of 1. If you do not pay, the forced transformation follows the normal 1-hour duration. During that hour, you have disadvantage on Wisdom checks other than Perception and Survival. This disadvantage does not apply to saving throws. You retain your decisions.

3 • Ravenous Hunger

Your daily food requirement is doubled, even if a trait or effect normally removes your need to eat. Your water requirement is unchanged. At the end of a long rest, if you have not consumed two days' worth of food in the previous 24 hours, you regain only a number of essence points equal to half your maximum, rounded down, without exceeding that maximum. Your remaining points do not decrease; the other benefits of the rest are normal.

Food and magic. For deprivation, use the 2014 food rules with this doubled requirement, without a second exhaustion system. One ordinary day's worth of food provides half your daily requirement. An effect that provides a day's worth of nourishment likewise provides half: two goodberries can therefore meet your need, with their usual healing. No raw flesh or killing is required.

4 • Painful Transformation

Each time you enter werebeast form or renew its duration, you lose HP equal to your proficiency bonus, without dropping below 1 HP. This loss ignores your temporary HP, cannot be reduced or transferred, and is not damage: it requires no concentration saving throw. Forced transformations trigger it; returning to your original form and resuming after suspension by antimagic do not.

5 • Bestial Mark

Your original form retains visible marks: eyes, teeth, fur, feathers, or chitin plates. You have disadvantage on Charisma (Deception) checks to hide your werebeast nature, including with an ordinary disguise. This does not affect your other social interactions. A magical effect that actually conceals these marks works normally.

6 • Hypersensitive Senses

After taking thunder damage, you cannot take reactions until the end of your next turn. Outside combat, the effect lasts 6 seconds. An ordinary noise, however loud, is not enough to trigger it.

7 • Fire Aversion

After taking fire damage, voluntary transformations and gift activations cost 1 additional essence until the end of your next turn; outside initiative, for 6 seconds. Further injuries renew the duration without adding the extra costs together. Passive gifts, forced transformations, returning to your original form, and the cost of resisting the moon are unchanged. A reaction already used against the triggering hit is not charged extra retroactively.

8 • Wolfsbane Aversion

A creature you can see within 3 meters can use its action to brandish a bunch of wolfsbane before you. Make a DC 12 Wisdom saving throw. On a failure, you are frightened of it until the end of your next turn. Whether you succeed or fail, you are then immune to this presentation by that same creature for 24 hours. A plant that is merely present does not form a barrier.

Rites and cures

Homebrew procedures • No rite restores essence or replaces a rest

Shared rules. A willing officiant, who can be the bearer, conducts the rite beside them. No spellcaster level or proficiency is required, except for an expressly required final spell. The bearer remains conscious and willing throughout their participation. An interruption longer than 1 minute requires starting over; a shorter pause does not count toward the required duration. Offerings are consumed only on success.

Sealing. 1 hour, 25 gp. During incubation, this brings you to stage 1, triggers your first transformation, and makes you stable. After incubation, it stabilizes stage 1 and restores access to gifts that have become unusable. The officiant and bearer name the accepted animal and draw a ritual mark. The rite does not reroll any choice, change any trait, or restore essence; the very first time you reach stage 1, only its normal initial reserve applies.

Early purge. 1 hour, 25 gp. Until the curse has been sealed, this rite removes it completely, even after the instability deadline. *Remove Curse* or *Greater Restoration* (2014) also suffices at this point, without a rite. The consent required for the rite is not added to the requirements of a spell that does not demand it.

Ascension. You must be stable, have the required total character level, and have completed at least one long rest since you last reached a new stage. Perform an 8-hour rite; accept the new gift and weakness on success. Levels in all your classes count. You skip no stage; no killing or infecting others is required. You can remain at your stage indefinitely.

Stage reached	Minimum level	Offerings
2	5	100 gp
3	11	1,000 gp
4	17	5,000 gp

Purge after sealing. Perform an 8-hour rite. At its end, an officiant casts the spell listed below on you, with its normal rules and components. Their cost and any spellcaster's fee are in addition to the offerings. *Greater Restoration* can replace *Remove Curse* at stages 1 and 2.

Current stage	Offerings	Final spell, 2014 version
1	100 gp	Remove Curse
2	500 gp	Remove Curse
3	1,500 gp	Greater Restoration
4	5,000 gp	Greater Restoration

An explicit homebrew exception. After sealing, these two spells remove the curse only as part of this purge; they can still produce their other normal effects. A cure removes the transformation, family passive trait, gifts, weaknesses, and pack links created by your gifts, without losing class levels. It restores no resources already spent.

Death and exceptional spells. Death alone and ordinary returns to life, including *Reincarnate*, do not purge this curse. *True Resurrection* (2014) removes it according to its effect on curses: do not confuse it with *Greater Restoration*. *Wish* can duplicate the final spell of a purge; a direct cure without a rite is one of its exceptional uses.

Special cases and magic

A consistent timeline • Explicit interactions with the 2014 rules

A deadline, not a fresh start. A forced transformation has an end time fixed when it is triggered: reaching stage 1 + 10 minutes, or sunset + 1 hour. A delay or suspension never postpones that deadline. If several forced transformations overlap, keep the latest end time without adding their durations together. The instability timer always starts when you reach stage 1.

While in another form. If your statistics are already replaced when the transformation should begin, it waits until that effect ends and lasts only for the time remaining. If werebeast form has already begun and then ends because another effect replaces your statistics, it does not resume automatically when that effect ends. A new activation is required, except for a forced transformation still awaiting its first physical manifestation.

Example of a delay. The moon forces a transformation from 8 p.m. to 9 p.m. You are already in Wild Shape at 8 p.m. and end it at 8:40 p.m.: you take werebeast form for the remaining 20 minutes. If you leave Wild Shape at 9:05 p.m., no transformation begins. Painful Transformation applies only when you actually enter the form, not while it is waiting.

Antimagic. The effects of this curse are suspended in an antimagic field, including the family passive trait and weaknesses; the curse is not cured. You return to your original appearance and cannot activate powers or spend essence to resist the moon while in the area. All timers continue to run. On leaving, a transformation whose duration has not expired resumes for the remaining time, without payment or another trigger of Painful Transformation.

The moon in an antimagic field. If the lunar event occurs while you are in the area and you have at least 1 HP, note its normal end time. The transformation waits; it manifests on leaving only if that deadline has not passed. If this is your first actual entry into that transformation, Painful Transformation then applies. If you are at 0 HP or dead when the event occurs, no delayed transformation is created. Choices and stage changes that occurred during the suspension are retained.

Order of damage. Determine the damage, add Searing Silver, then apply Supernatural Hide if appropriate. Next apply resistances and vulnerabilities, then temporary HP and HP. Fire Aversion, Hypersensitive Senses, and the block on Wild Recovery take effect after the relevant damage is taken, without changing a reaction already used against that hit. Damage absorbed by temporary HP is still damage taken; reducing it to 0 prevents these triggers.

Types and shapechangers. The curse does not change your type or make you a shapechanger. Another effect can change your type under its own rules. *Polymorph* and *Moonbeam* apply according to your preexisting traits: werebeast form alone grants neither a shapechanger's immunity to the first spell nor the special effects of the second. A moonbeam does not trigger the calendar's full moon.

Dispelling and other powers. *Dispel Magic* does not remove this curse or its gifts: they are not spells. *Counterspell* does not prevent their activation. Your racial traits and class features keep their own rules; silver bypasses a resistance only if its text says so. Pack Link is independent of similarly named class features.

Cure followed by reinfection. You start again at stage 1 with the same bestial ability choice and the same order of gifts and weaknesses at the stages you reach again. For a family you have had before, take your former animal and passive trait; a new family allows new choices for them. Regain the essence remaining before the cure, capped at the new maximum, or a full reserve if you have completed a long rest since that cure. The cure alone restores neither essence nor an expended transmission attempt; existing 24-hour immunities persist.

Death and timers. Death pauses incubation and the 72 hours of instability; those timers resume on return to life if the curse remains. Lunar deadlines and power durations are not held in reserve during death. No change of form, death, or return changes your curse's permanent choices.

Dungeon Master's guide

Campaign choices • Methods for assigning traits • What to observe in play

Additional power. This curse is a supernatural reward. Gifts and weaknesses do not mathematically cancel each other out. Passive traits that are free during a transformation can cover several encounters close together; scenes farther apart require more essence. Compare each PC's opportunities to contribute and all the rewards they receive, not just damage.

Families for play. The six families are not a complete zoological classification. They define appearances and a few specific benefits. A wererat is no smaller than a werewolf if their characters were the same size; a werefish keeps its walking speed. Stingers, feathers, and decorative limbs add no attack, poison, or extra hand.

Medium character, walking speed 9 meters	In werebeast form
Rat • Climber	Medium; walking speed 9 meters; climbing speed 9 meters.
Beaver • Swimmer	Medium; walking speed 9 meters; swimming speed 12 meters, normal breathing.
Wolf • Pursuit	Medium; walking speed 12 meters.
Shark • Aquatic	Medium; walking and swimming speeds 9 meters; breathes air and water.

Flight remains a strong option. At stage 2, Winged allows you to cross obstacles with a landing; continuous flight waits until stage 3, and therefore level 11. Weapons, armor, and spells remain usable. This benefit often exceeds mimicry in a combat-focused campaign: do not present all passive traits as strictly equivalent. A social choice can nevertheless suit the character and scenario.

Method 2: the two d8s. With the rolling method, roll two independent d8s at each stage, one for the gift and the other for the weakness. Reroll duplicates, a gift with no benefit even in its future improvements, and a weakness entirely negated by a permanent trait. Before rolling, exclude for all PCs any weaknesses that would always be ineffective or constantly prevent participation in the campaign. Partial overlap does not require a reroll.

Silver and instinct. Silver remains a specific countermeasure: it bypasses Supernatural Hide and briefly blocks Wild Recovery; only the Searing Silver weakness adds damage. There is no general immunity to ordinary weapons, automatic vulnerability to silver, imposed alignment, or obedience to the infector. The player retains their decisions during a forced transformation.

No stacking curses. A character cannot combine this curse with another playable curse from this collection. The first must be removed before the second can be contracted. Other curses, spells, and game effects follow their normal rules. This limit prevents combining progressions whose joint balance has not been established.

Useful playtesting. Over three to five sessions, record transformations, scenes covered by a single hour, essence spent, Hit Dice used, damage actually prevented by Supernatural Hide, and the impact of flight. Include a lunar event if you want to assess that weakness. Also check whether the constraints actually affect the character and whether the other PCs retain their place.

Rules status and credits. Original creation by Shuji; AI-assisted writing and mechanical analysis. Homebrew content for D&D 2014, without approval from Wizards of the Coast. Theoretical checks do not replace playtesting in your campaign.

Quick reference

Using this aid. A combat turn, a moonlit night, and resources to track. The full rules above give every condition.

Reference	Rule
Essence	Maximum = stage + 1; a long rest restores spent essence, except for Ravenous Hunger. No refund from a form, meal, or rite.
Bestial save DC	8 + proficiency bonus + the Constitution or Wisdom modifier chosen at stage 1.
Transforming	Bonus action, 1 essence, 1 hour, no concentration. Keep size, equipment, AC, HP, and abilities.
Reverting	Bonus action with no essence cost; this bonus action is forbidden during a forced transformation.
Natural weapon	1d6 + Strength or Dexterity; reach 1.5 m; proficiency. Not finesse, an unarmed strike, or a bonus attack.
Family passive trait	One permanent choice; active in werebeast form. Your other speeds remain available.
Full moon	One announced event per cycle. Resisting costs 1 essence, or 2 with Imperious Moon. Otherwise, a free transformation for 1 hour.
Recovery	Bonus action, 1 essence; spend up to your stage in Hit Dice from your character levels. Available in your original form.
Long rests	Follow your character's rules and the 2014 limit: at most one beneficial long rest per 24 hours.

Two common rulings. You can transform and then attack with your action. You cannot transform and then use Wild Recovery on the same turn: both require your bonus action. Supernatural Hide and Untamed Will share your reaction. A forced transformation costs neither an action nor essence.

Ravenous Hunger: example. At stage 3, your maximum is 4. Without the required two days' worth of food, a long rest restores 2 points: with 1 essence remaining, you reach 3; with 3 remaining, you reach 4. Two days' worth of magical food satisfies the need; water is not doubled.

Character. Name: _____ Race / type: _____
Family: _____ Animal: _____
Family passive trait: _____ Level: _____ Stage: _____
Bestial ability: Constitution / Wisdom · DC: _____
Essence: _____ / _____ · Available Hit Dice: _____

Gifts and weaknesses. Gifts: _____
_____
Weaknesses: _____
_____

Timeline. Transformation ends: _____ Forced: yes / no
Next lunar event: _____ Transmission available: yes / no
Pack Link: _____ Link ends: _____
Instability deadline, if applicable: _____