



“Vulcan Werewolf” by Christopher Ginn @ [www.TheDungeonGeek.net](http://www.TheDungeonGeek.net)  
Adobe Photoshop, Generative Prompting, Adobe Lightroom, + ProCreate

## WEREWOLF, VULCAN

*Medium humanoid (Fire Genasi, Shapechanger), chaotic evil*

**Armor Class** 13 in humanoid form, 14 (natural armor) in wolf or hybrid form  
**Hit Points** 76 (9d8 + 36)  
**Speed** 30 ft. (40 ft in wolf form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	18 (+4)	10 (+0)	11 (+0)	10 (+0)

**Skills** Perception +6, Intimidation +6

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** fire

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Primordial (Ignan)

**Challenge** 6 (2300 XP) **Proficiency Bonus** +3

**Shapechanger.** The Werewolf, Vulcan can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Keen Hearing and Smell.** The Werewolf, Vulcan has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### ACTIONS

**Multitask (Humanoid or Hybrid Form Only).** The Werewolf, Vulcan makes two attacks: two with its scimitar (Humanoid Form) or one with its bite and one with its claws (Wolf or Hybrid Form).

**Spellcasting.** While in its humanoid or hybrid form, the Werewolf, Vulcan casts one of the following spells, requiring no material components and using Constitution as the spellcasting ability (spell save DC 15):

At will: produce flame

1/day each: burning hands, pyrotechnics

**Bite (Wolf or Hybrid Form Only).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and 4 (1d8) fire damage. If the target is a Fire Genasi, it must succeed on a DC 14 Constitution saving throw or be cursed with werewolf lycanthropy.

**Claw (Wolf or Hybrid Form Only).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (3d4 + 3) slashing damage and 4 (1d8) fire damage.

**Scimitar (Humanoid Form Only).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.



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