



## WEREASS

**O**f all the lycanthropes to roam the world, none are so obnoxious as the wereass. These braying jackasses refuse to take their world seriously, and they behave as though they are living in an inconsequential game. While they are not as malicious or predatory as other lycanthropes, a wereass's penchant for chaos and tomfoolery often leads to it being despised by all who cross its path.

Humanoids afflicted with this form of lycanthropy assume the aspects of a donkey. In their fully humanoid form, their ears, nose, and mouth are slightly exaggerated, and their braying laughter grates the ears of everyone in their presence. In their hybrid and donkey form, their hooves grant them a powerful kick, and they are fond of trampling others while they're down.

Wereass's treat the world around them as though it's all a game with no consequences. They are always searching for their next source of pleasure and amusement. Theft, sabotage, and inciting chaos are some of a wereass's favorite hobbies. A wereass will sometimes aid adventures in their quests if they seem interesting enough, though they make for unreliable allies at best. Even if a wereass doesn't outright betray its party, it will still attempt to goad those around it into making chaotic and shortsighted choices. Such suggestions from a wereass might include:

"Why bargain with a merchant when you can steal?" "Do we really need to return these items we were sent to retrieve?" "Don't you think it would be funny if we mooned the king during his monologue?"

Wereasses are incredibly stubborn, and when others call them out on their misbehavior, they double down and make even more of an ass of themselves. Even when it looks like a wereass is losing in combat, its sheer stubbornness will kick in and make it all the more difficult to subdue. Brass weapons are one of the few ways to cow a wereass, and they avoid incurring the wrath of individuals with such weapons.

Wereasses are always in search of kindred spirits, which are most often found amongst adventuring parties.

Wereasses gravitate towards individuals who have little regard for the consequences of the world they engage with. They will stalk this fellow jackass, watching with amusement as the individual careens through their adventures with reckless abandon, failing to take anything seriously. Once the individual is deemed worthy, the wereass will approach as an unassuming donkey until it is close enough to bite its target and pass on the curse.

### PLAYER CHARACTERS AS WEREASSES

The Monster Manual provides a general description of lycanthropy and how it effects player characters. The following information applies specifically to wereasses. The character gains a strength of 16 if their score is not already higher. Attack and damage rolls for the hooves are based on Strength. For the Trampling Charge trait, the DC is  $8 + \text{the character's proficiency bonus} + \text{Strength modifier}$ .

## WEREASS

Medium humanoid (human, shapechanger), chaotic neutral

**Armor Class** 12

**Hit Points** Hit Points 120 (16d8+48)

**Speed** 30 ft. (40 ft. in donkey form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	10 (+0)	14 (+2)	14 (+2)

**Skills** Athletics +5, Intimidation +4, Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common (can't speak in donkey form)

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

**Keen Hearing.** The wereass has advantage on Wisdom (Perception) checks that rely on hearing.

**Regeneration.** The wereass regains 10 hit points at the start of its turn. If the wereass takes acid damage or damage from a brass weapon, this trait doesn't function at the start of the wereass's next turn. The wereass dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Stubborn.** While the wereass has half its hit points or less, it gains advantage on all saving throws.

**Trampling Charge (Donkey or Hybrid Form Only).** If the wereass moves at least 20 feet straight toward a creature and then hits it with its hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone.

If the target is prone, the wereass can make another attack with its hooves against it as a bonus action.

### Bonus Actions

**Shapechanger.** The wereass polymorphs into an ass-humanoid hybrid or into a donkey, or back into its true form, which is humanoid. Its statistics 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.

### Actions

**Multiaction** The wereass makes two attacks. Its bite and hooves can each only be used once as part of this action.

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

**Flail. (Humanoid or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

**Hooves. (Donkey or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

**Sling. (Humanoid or Hybrid Form Only).** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

## WEREASSES IN YOUR ADVENTURES

The following tables provide you with some ways you can incorporate wereasses into your adventures.

### WEREASS ADVENTURES

d6 Plot Hook

1 A chaotic party member is being stalked by a wereass seeking to pass the curse to a fellow jackass.

2 The party encounters a rival group of adventures (secretly wereasses) who botch and sabotage every quest they embark upon.

3 A wereass disguised as a quest giver tries to send the party on a pointless (and possibly immoral) adventure.

4 A party member's reckless behavior has attracted the ire of a higher power who has cursed the transgressor into a wereass.

5 A wereass gifts the party a donkey in return for a favor. The gifted donkey is actually the wereass, and he sabotages the party's efforts every chance he gets.

6 A wereass gang turns a town into their own chaotic playground with their destructive rollicking.

### ART CREDIT

- Noggle Bridgebreaker - Thomas M. Baxa, Wizards of the Coast
- Noggle Ransacker - Alex Horley-Orlandelli, Wizards of the Coast



## **0.0.0 CHANGES**

- First commit

## **0.0.1 CHANGES**

- First draft

## **1.0.0 CHANGES**

- Public post

## **1.0.1 CHANGES**

- Italicized words in the Actions section

## **1.0.2 CHANGES**

- Italicized words in the Actions section

## **1.0.3 CHANGES**

- Changed hit die to d8s
- Moved Skills list before Damage Immunities
- Removed comma in Languages
- Clarified wording on Stubborn so it doesn't stay in effect if the wereass is healed above half its hit points
- Spelled out "feet" in Trampling Charge
- Removed "knocked" from last sentence in Trampling Charge to bring the wording in line with existing creatures
- Added period to end of Bite attack
- Limited Bite to once per multiattack

## **1.1.0**

- Replace damage immunity with regeneration

## **1.2.0**

- Hit points lowered
- Constitution lowered