

Monsters (J)

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Jackalwere

Shape-Shifting Trickster of the Wilds

Habitat: Desert, Grassland; **Treasure:** Implements

Indistinguishable from jackals in their natural form, jackalweres shape-shift to deceive others. These shape-shifters can take three forms: a jackal, a human, or a monstrous hybrid of the two. Jackalweres are easily mistaken for **werewolves**, but jackalweres aren't supernaturally afflicted—their jackal forms are their natural state. Jackalweres also possess magical gazes capable of putting foes to sleep, allowing jackalweres to play their tricks unimpeded or get the upper hand over threats.

Jackalweres dwell in inhospitable wildernesses and pride themselves on their cleverness. They take offense at those who travel through their lands without leaving a gift of treasure or fresh game. Roll on or choose a result from the Jackalwere Tricks table to inspire how a jackalwere repays such slights.

Jackalwere Tricks

1d4	The Jackalwere Tricks Travelers By...
1	Guiding them into wildernesses, then abandoning them.
2	Mapping a shortcut through a monster's lair.
3	Putting them to sleep, then stealing mounts or supplies.
4	Sharing the location of hidden treasure, which turns out to be sunlight on sand or water.

JACKALWERE

Small Fiend, Chaotic Evil

AC 12 **Initiative +2 (12)**

HP 18 (4d6 + 4)

Speed 40 ft.

Skills Deception +4, Perception +4, Stealth +4

Senses Darkvision 90 ft.; Passive Perception 14

Languages Common

CR 1/2 (XP 100; PB +2)

Traits

Pack Tactics. The jackalwere has Advantage on an attack roll against a creature if at least one of the jackalwere's allies is within 5 feet of the creature and the ally doesn't have the **Incapacitated** condition.

Actions

Multiaction. The jackalwere makes two Rend or Slam attacks.

	MOD	SAVE		MOD	SAVE		
STR	11	+0	+0	INT	13	+1	+1
DEX	15	+2	+2	WIS	11	+0	+0
CON	12	+1	+1	CHA	10	+0	+0

Rend (Jackal or Hybrid Form Only). Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Piercing damage.

Slam (Human or Hybrid Form Only). Melee Attack Roll: +4, reach 5 ft. Hit: 4 (1d4 + 2) Bludgeoning damage.

Sleep Gaze (Recharge 5–6). Wisdom Saving Throw: DC 10, one creature the jackalwere can see within 30 feet (Constructs and Undead succeed automatically). *Failure:* The target has the **Unconscious** condition for 10 minutes or until it takes damage or a creature within 5 feet of it takes an action to wake it. *Success:* The target is immune to this jackalwere's Sleep Gaze for 24 hours.

Bonus Actions

Shape-Shift. The jackalwere **shape-shifts** into a Medium human or a Medium jackal-humanoid hybrid, or it returns to its true form (that of a Small jackal). Other than its size, its game statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

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