

# GLD6 Jackalwere CR0-20

By Dan Hass



Jackalwere are servants to evil masters. They are vicious and cruel. In general, they are perfect opponents for heroes of all levels. Presented here are variants of the jackalwere appropriate for any tier of play.

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## Supplement Summary

*GLD6 Jackalwere CR0-20* is a 5th Edition supplement designed to provide jackalweres appropriate to any encounter level. It requires a *Player's Handbook (PHB)*, a *Monster Manual (MM)*, and a *Dungeon Master's Guide (DMG)*.

As the title suggests, this supplement presents the **jackalwere** (*MM* p.193) scaled down to a CR0 creature and scaled up to CR20 (with a bonus CR23 version, too). It follows the guidelines for modifying a monster as described in the *DMG* beginning on p.273. Additionally, it addresses the holistic approaches to CR based on the *MM* p.9 and the encounter guidelines from the *DMG* p.82.

## Using this Supplement

There are 24 stat blocks for the **jackalwere**. The stat blocks use the CR1/2 *MM* entry as a foundation, and references only the differences between the version presented in this supplement and the *MM* version. For example, across all CRs, the **jackalwere** has the same Immunity to bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered.

### Scaling Strategy

Each jackalwere variant uses the *DMG*'s process for Modifying a Monster (p.273). The modified jackalwere is then examined in consideration to the definition presented in the *MM* p.9, and using the encounter building XP guidelines (*DMG* p.82) to validate that a group of 4 of the modified jackalwere are the expected challenge for a group of 4 adventurers. Several specific versions at different CRs are then playtested against typical adventurer archetypes.

### Legendary Actions

A Legendary jackalwere gains 3 legendary actions per round chosen from the following.

**Adjust.** The jackalwere moves up to half its speed without provoking opportunity attacks.

**Blinding Spittle.** A creature within 30 ft. of the jackalwere must succeed on a Dexterity saving throw equal to 8 + the jackalwere's proficiency bonus + Dexterity modifier or be blinded until it uses an action to clear the spittle from its eye.

**Disarm.** A creature the jackalwere can see within 5 ft. must succeed on a Dexterity (Acrobatics) check equal to 8 + the jackalwere's proficiency bonus + the jackalwere's Dexterity modifier or an item or weapon the creature is holding leaves its grip and lands at a location the jackalwere chooses within 30 ft.

## Campaign Expectations

There are certain expectations about a DM's game that should be considered. For example, the jackalweres' immunity presumes that several of the PCs won't have silvered or magic weapons and cannot deliver damage with spells. If this is not the case, the jackalweres are going to be much weaker than expected. In this specific case the DM should significantly increase the jackalwere's hit points to adjust for the fact that her campaign is different from the expectations.

The statblocks have traits indicated with \* that the DM can include or remove to adjust for her specific campaign.

Specifically, the CR calculations presume the DM is not using variant rules such as Feats and Multiclassing. If this is not the case, adjustments need to be made to the statblocks to reflect the DM's campaign. The statblocks of the jackalweres present optional traits (such as the Alert feat) to reflect this possibility. These traits allow the jackalwere to present the expected challenge with regard to her campaign.

This method of adjustment continues with Magic Enhancements. Many DMs prefer to give out more magic items as rewards than the low magic expectations of 5<sup>th</sup> edition. To allow for this, and still present the expected challenge, the jackalwere statblocks list magical enhancements that the DM can implement or ignore to adjust the challenge of the jackalwere for her specific campaign's circumstances.

Finally, jackalwere are generally not appropriate as solo creatures. However, there are times when a DM wants to present a solo jackalwere as a major villain. To facilitate this, some of the jackalwere statblocks include suggested Legendary Actions the DM can implement to present the jackalwere as a solo monster encounter.

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## CR 0 Jackalwere Pup

**Jackalwere Pup***Small humanoid (shapechanger), chaotic evil***Hit Points** 3 (1d6)**Challenge** 0 (10 XP)**\*Alert.** Per the Feat (PHB 165).**Actions****Bite (Jackal or Hybrid Form Only).** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.**Mace (Human or Hybrid Form Only).** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.*Pups*

Jackalwere pups aren't proficient with weapons yet. They haven't discovered how to apply their Dexterity to their bite attack, either.

## CR 1/8 Jackalwere Whelp

**Jackalwere Whelp***Small humanoid (shapechanger), chaotic evil***Hit Points** 10 (3d6)**Challenge** 1/8 (25 XP)**\*Alert.** Per the Feat (PHB 165).**Actions****Bite (Jackal or Hybrid Form Only).** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.**Mace (Human or Hybrid Form Only).** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

## CR1/4 Jackalwere Juvenile

**Jackalwere Juvenile***Medium humanoid (shapechanger), chaotic evil***Hit Points** 13 (3d8)**Challenge** 1/4 (50 XP)**\*Alert.** Per the Feat (PHB 165).**Actions****Bite (Jackal or Hybrid Form Only).** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.**Scimitar (Human or Hybrid Form Only).** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

## CR 1 Improved Jackalwere

**Improved Jackalwere***Medium humanoid (shapechanger), chaotic evil***Armor Class** 13**Hit Points** 27 (6d8)

DEX 16 (+3), INT 14 (+2)

**Skills** Deception +4, Perception +2, Stealth +5**Challenge** 1 (200 XP)**\*Alert.** Per the Feat (PHB 165).**\*Magic Enhancements.** The jackalwere benefits as if wearing a *cloak of elvenkind*.**Actions****Multiattack.** The jackalwere makes a bite attack and scimitar attack.**Bite (Jackal or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage.**Scimitar (Human or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

## CR 2 Exceptional Jackalwere

**Exceptional Jackalwere***Medium humanoid (shapechanger), chaotic evil***Armor Class** 13**Hit Points** 36 (8d8)

DEX 16 (+3), INT 14 (+2)

**Skills** Deception +4, Perception +2, Stealth +5**Challenge** 2 (450 XP)**\*Alert.** Per the Feat (PHB 165).**\*Magic Enhancements.** The jackalwere benefits as if wearing a *cloak of elvenkind*.**Actions****Multiattack.** The jackalwere makes a bite attack and two scimitar attacks.**Bite (Jackal or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.**Scimitar (Human or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

## CR 3 Advanced Jackalwere

**Advanced Jackalwere***Medium humanoid (shapechanger), chaotic evil***Armor Class** 15 (shield)**Hit Points** 45 (10d8)

DEX 16 (+3), INT 14 (+2)

**Skills** Deception +4, Perception +2, Stealth +5**Challenge** 3 (700 XP)**\*Alert.** Per the Feat (PHB 165).**\*Magic Enhancements.** The jackalwere benefits as if wearing a *cloak of elvenkind*.**Actions****Multiattack.** The jackalwere makes a bite attack, two scimitar attacks, and can use its *sleep gaze*.**Bite (Jackal or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.**Scimitar (Human or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

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## CR 4 Remarkable Jackalwere

**Remarkable Jackalwere***Medium humanoid (shapechanger), chaotic evil***Armor Class** 16 (shield)**Hit Points** 54 (12d8)

DEX 18 (+4), INT 14 (+2)

**Skills** Deception +4, Perception +2, Stealth +6**Challenge** 4 (1,100 XP)**\*Alert.** Per the Feat (PHB 165).**\*Magic Enhancements.** The jackalwere benefits as if wearing a *cloak of elvenkind*.**Actions****Multiattack.** The jackalwere makes a bite attack, two scimitar attacks, and can use its **sleep gaze**.**Bite (Jackal or Hybrid Form Only).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.**Scimitar (Human or Hybrid Form Only).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

## CR 5 Elite Jackalwere

**Elite Jackalwere***Medium humanoid (shapechanger), chaotic evil***Armor Class** 16 (shield)**Hit Points** 66 (12d8+12)

STR 14 (+2), DEX 18 (+4), CON 13 (+1), INT 14 (+2)

**Skills** Athletics +8, Deception +6, Perception +3, Stealth +7**Challenge** 5 (1,800 XP)**\*Alert.** Per the Feat (PHB 165).**\*Magic Enhancements.** The jackalwere benefits as if wearing a *cloak of elvenkind*. While in its possession, the jackalwere's scimitar functions as a *vicious weapon*.**Shield Master.** Per the Feat (PHB 170).**Actions****Multiattack.** The jackalwere makes a bite attack, three scimitar attacks, and can use its **sleep gaze**.**Bite (Jackal or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.**Scimitar (Human or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.**Sleep Gaze.** DC is increased to 12.

## CR 6 Superior Jackalwere

**Superior Jackalwere***Medium humanoid (shapechanger), chaotic evil***Armor Class** 16 (shield)**Hit Points** 80 (12d8+24)

STR 14 (+2), DEX 18 (+4), CON 15 (+2), INT 14 (+2)

**Skills** Athletics +8, Deception +6, Perception +3, Stealth +7**Challenge** 6 (2,300 XP)**\*Alert.** Per the Feat (PHB 165).**\*Magic Enhancements.** The jackalwere benefits as if wearing a *cloak of elvenkind*. While in its possession, the jackalwere's scimitar functions as a *vicious weapon*.**Shield Master.** Per the Feat (PHB 170).**Actions****Multiattack.** The jackalwere makes a bite attack, three scimitar attacks, and can use its **sleep gaze**.**Bite (Jackal or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.**Scimitar (Human or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.**Sleep Gaze.** DC is increased to 13.

## CR 7 Supreme Jackalwere

**Supreme Jackalwere***Medium humanoid (shapechanger), chaotic evil***Armor Class** 16 (shield)**Hit Points** 86 (13d8+26)

STR 14 (+2), DEX 18 (+4), CON 15 (+2), INT 14 (+2)

**Skills** Athletics +8, Deception +6, Perception +3, Stealth +7**Challenge** 7 (2,900 XP)**\*Alert.** Per the Feat (PHB 165).**\*Magic Enhancements.** The jackalwere benefits as if wearing a *cloak of elvenkind*. While in its possession, the jackalwere's scimitar functions as a *vicious weapon*.**Shield Master.** Per the Feat (PHB 170).**\*Savage Attacker.** Per the Feat (PHB 169).**Actions****Multiattack.** The jackalwere makes a bite attack, three empowered scimitar attacks, and can use its **sleep gaze**.**Bite (Jackal or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.**Empowered Scimitar (Human or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage plus 7 (2d6) necrotic damage.**Sleep Gaze.** DC is increased to 13.