

On the seventh day of Christmas the raccoons sent to me



The Nine Wereswans of Cardan

High up in the rugged valleys of Upper Cardan live nine brothers, so the legend goes. They are hermits one and all, seeing each other only once every year, and outsiders preferably never.

The many versions of the story state different reasons, but one thing stays constant. The swan brothers are burdened by a curse that makes them change into giant swans. Some even say the brothers turn into monstrous grotesques of human and swan flesh fused into one. What is one to make of this?

The one other thing that is common to all the accounts is that they are benevolent, or at least not evil. They are supposed to have helped lost or wounded travellers, or to have provided sage advice. What can a man who changes into a big bird know, I hear you ask! Well all of this is probably just a misunderstanding of centuries old bedtime stories for naughty little brats. There's no place for swan-men among all the other monstrosities populating the wilds.

It is however curious that a similar legend was told in Bedachian highlands half the world away. I got it from an old musty scroll a genie once traded with me, and you know how they hoard junk from all over.

Now scram, all of you! I have work to do, not just yap about crazy bird people.

Wereswan

Medium humanoid (human, shapechanger), any good

Armour Class 10, 11 in swan or hybrid form

Hit Points 45 (7d8 + 14)

Speed 30 ft. (swim 30 ft. in hybrid and swan form, and fly 50 ft. in swan form)

STR	DEX	CON	INT	WIS	CHA
13/+1	15/+2	13/+1	13/+1	15/+2	14/+2

Skills Perception +4

Damage immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 14

Languages Common (can't speak in swan form)

Challenge 3 (700 XP)

Shapechanger. As an action the wereswan can change between forms - humanoid, Large swan hybrid or Large swan. The statistics remain the same in every form, except its size and AC. Worn or carried equipment isn't transformed. At death the wereswan returns to its humanoid form, which is its true form.

Innate Spellcasting (1/Day). The wereswan can innately cast Sleep as a 2nd level spell without material components. Charisma is its spellcasting ability.

ACTIONS

Multiattack (Humanoid or Hybrid form only). The wereswan makes two attacks with its sword in humanoid form, or any two attacks in hybrid form.

Beak (Swan or Hybrid form only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage. Humanoids are cursed with lycanthropy on a failed DC 10 Constitution saving throw.

Longsword (Humanoid or Hybrid form only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d10 + 1) slashing damage.

Wing (Swan form only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4(1d6 + 1) bludgeoning damage.



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