

ROXANNE 'ROXY' CONTESSA

Boisterous, loud, and brash as hell. This tomboy rarely shows signs of fear, charging into situations headfirst to save those in need. She may not be the wisest of rabbits, leaping headlong into danger, but she is by far one of the bravest. Equipped with a magical gauntlet that's nearly fused to her arm and a crystal-powered blade, she fights the forces of evil, possibly ruining a carrot farm or two long the way. A gal can get hungry saving the world, y'know.

TOO FAST FOR YOU

They say after so many victories, any warrior will not be defeated by their foes, but by their own ego. Roxanne is an example of such a saying. Cocky as the day is long, this lapinesque warrior is confident in her speed and abilities, using the opportunity to show off whenever she could.

BONDS UNBREAKABLE

Unlike many a combatant, she rarely fights for self-gain or prosperity of any sort. She fights on behalf of her family and village, venturing out into the world occasionally to deal with creatures and terrible situations both large and small. The most she'll ask for is food sent to her home, or the occasional snack. Why she does this? Because despite the cockiness, she knows deep, deep down that it's better to be liked than rich. Bonds of the battlefield between herself and her allies.

THE GAUNTLET

A strange item created by an artificer and smith while on her adventures. She put it on in the heat of the hour to combat some monstrous beast deforming the lands and ruining lives, and hasn't been able to take it off since. As it turns out, the crystals contained within bond to the gauntlet's wearer, making it near-impossible to remove without assistance. Not that Roxy minds, at least. Often taking the easy way out of situations, and using the gauntlet as mobile cover when she's not crushing some bandit's skull in her palm.



ROXANNE CONTESSA

Medium humanoid, neutral good

Armor Class 15 (natural armor)

Hit Points 172 (23d8 + 69)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	17 (+3)	12 (+1)	13 (+1)	18 (+4)

Saving Throws Dex +8, Wis +5

Skills Athletics +7, Acrobatics +8, Perception +5, Performance +8

Condition Immunities charmed, frightened,

Senses passive Perception 15

Languages Common

Challenge 13 (10,000 XP)

Bouncy Steps. If Roxanne uses the Disengage action, she can move up to half her speed without provoking attacks of opportunity.

Crystal-Powered Greatsword. Roxanne's weapon attacks are magical, and her Greatsword deals 2d8 radiant damage (included in the attack).

Flash And Flourish. Roxanne has advantage on any Performance-related checks while her weapon is drawn.

Legendary Resistance (2/Day). If Roxanne fails a saving throw, she can choose to succeed instead.

Padded Grip. Roxanne can wield a two-handed weapon in one hand.

Powerful Legs. Roxanne can jump double the distance for Long Jumps and High Jumps without a running start. Additionally, she can dash as a bonus action.

Actions

Multiattack. Roxanne can make three attacks, only one of which can be a dropkick or gauntlet attack.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 12 (2d6 + 5) slashing and 9 (2d8) radiant damage.

Dropkick. If the Roxanne moves at least 10 ft. before kicking a creature, they must succeed a DC 15 Athletics check or be pushed 20 ft., and knocked prone. Succeeding the check pushes the creature half the distance and doesn't knock them prone.

Gauntlet. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 16 (2d10 + 5) bludgeoning, piercing, or slashing damage. Roxanne could grapple the target for no damage. She cannot use her Gauntlet while grappling a creature this way.

Crush. While a creature is grappled by Roxanne's gauntlet, she can choose to crush them in her grip. Make an attack roll against the grappled creature, dealing 14 (2d8 + 5) bludgeoning damage to the target.

Rabbit Punch. *Unarmed Melee Attack.* +8 to hit, reach 5 ft., one target. *Hit* 4 bludgeoning damage. If Roxanne is behind a creature or hidden, the creature is stunned until the end of the turn.

Reactions

Block. If Roxanne has not used her Gauntlet attack and is targeted by a melee range attack, she can instead use it as a shield, granting an additional +4 to AC, possibly causing the attack to miss.

Kip-Up. When knocked prone, Roxanne can spend 5 feet of movement to jump back onto her feet.

Legendary Actions

Roxanne can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Roxanne regains spent legendary actions at the start of her turn.

Attack. Roxanne uses her Greatsword or Gauntlet attack.

Move. Roxanne can move up to her speed without provoking opportunity attacks.

Crush (Costs 2 actions). Roxanne uses her Crush action on a grappled opponent.

Dropkick (Costs 2 actions). Roxanne uses her Dropkick attack. If she hasn't already used her reaction, she can Kip-Up afterwards.

ROXANNE'S INVENTORY

CRYSTAL-POWERED GREATSWORD

Weapon (Greatsword), rare A greatsword with an absurdly long shaft and powered by crystals found often mined, it functions as a +2 greatsword and has the following benefits.

- Attacks with this weapon deal 2d8 radiant damage/
- Items and objects struck by this sword are cut through cleanly, the edges of the cut often left with burns.

CRYSTAL-POWERED GAUNTLET

Wonderous Item (Gauntlet) rare (requires attunement)

A large, oversized gauntlet enchanted by haywire magic that automatically forces attunement upon those who wear it.

If worn by a creature already attuned to 3 items, it forcibly severs the attunement of the last attuned item to attune to the new wearer.

While equipped, this gauntlet gives your Unarmed strikes +2 to attack and damage rolls. Additionally, your unarmed strikes with that hand now deal 2d10 bludgeoning, piercing, or slashing damage. You can instead deal no damage to grapple a creature singlehandedly.

THE WERERABBIT

Wererabbit, alone, could be considered kind. Borderline pacifistic tendencies, only responding to the thoughts of food and breeding, like most ordinary rabbits. What separates them from most lycanthropic species is, aside from the almost hive-mind-like tendencies around others of their kind, is their extraordinary speed. Using those two things to their advantage, a small band of wererabbits could demolish a farm as though they were a full swarm of locusts, save for being giant rabbits.

A herd of rabbits often live in underground dens, operating much like normal rabbits while they're not in their humanoid form. Breeding and eating, and when one feels hungry, they *all* feel hungry, making them the menace of any farm.



WERERABBIT

Medium humanoid (human shapechanger), chaotic neutral

Armor Class 10 in humanoid form, 15 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft. (50 ft., burrow 30 ft. in rabbit or hybrid form)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	14 (+2)	16 (+3)	10 (+0)

Skills Acrobatics +5, Deception +2, Perception +5, Survival +5,

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 15

Languages Common (can't speak in rabbit form)

Challenge 4 (1,100 XP)

Dropkick (Humanoid or Hybrid Form Only). *If the Wererabbit moves at least 10 feet before kicking a creature, they must succeed a DC 12 Athletics check or be pushed 20 feet, and knocked prone. Succeeding the check pushes the creature half the distance and doesn't knock them prone.

Keen Senses. The wererabbit has advantage on Wisdom (Perception) checks that rely on smell an hearing.

Shapechanger. The wererabbit can use its action to polymorph into a rabbit-humanoid hybrid or into a giant rabbit, or back into its true form, which is humanoid. Its statistics, other than its size, 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

Multiattack. The wererabbit makes two attacks, only one of which can be a bite.

Bite (Rabbit or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed a DC 12 Constitution saving throw or be cursed with wererabbit lycanthropy.

Kick (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 7 (1d10 + 2) bludgeoning damage

Reactions

Natural Prey Instinct. When frightened, the wererabbit can move up to its speed without provoking opportunity attacks.

Scamper. If the wererabbit takes damage while surprised, it can move up to half its movement speed. If it does so, it ignores difficult terrain and doesn't trigger opportunity attacks from the source of damage.

THE ELDRITCH WERERABBIT

Warlocks are often the most intelligent of civilized creatures. They are also the most often unhinged. This lack of limitation is what allows them to continue research and experimentation with the eldritch arts while others are more likely to heed warning and leave things well enough alone. With the help of a Wizard, preferably a mad one, anything is possible. And that possibility bred the Wererabbit.

AN ARTIFICIAL MONSTROSITY

The Eldritch Wererabbit is an artificially created monster created by the mad ravings of a Wizard and warlock working for years. Combining the energies of his patron and the average Wererabbit, creating a carnivorous beast hungry for brains, rather than carrots.

ALMOST-LITERAL SPEED DEMON

The Eldritch Wererabbit follows after its lycanthropic counterpart, the Wererabbit in its hit and run tactics. Dishing out devastating damage before dashing away, its frightening and sturdy visage only a façade, above average in comparison to its lycanthropic brethren.

SCARRED FOR ETERNITY

Because of the horrid experiments forced upon it, the eldritch wererabbit lost its ability to transform into any sort of human form, staying permanently in Hybrid form, occasionally changing into its much more terrifying Rabbit form.

BREEDING IS... DIFFERENT

The Eldritch Wererabbit, unlike any other lycanthrope can't repopulate its numbers by simply bestowing eldritch powers unto other lycanthropes. Because of its eldritch curse and impossible biology its forced to lay odd, brightly colored or mottled eggs, the yolks poisonous to anything other than a demon, aberration, or another lycanthrope.

Those that eat the eggs and have survived are transformed into Eldritch beasts. Usually, the eldritch wererabbit will feed these to other wererabbits to increase the size of its herd.

Very few creatures have eaten one of the eggs and survived unaltered. Those that have often comment that the eggs taste sugary and sweet, almost sickeningly so.



ELDRITCH WERERABBIT

Large monstrosity (shapechanger), chaotic evil

Armor Class 18 (natural armor)

Hit Points 190 (20d10 + 60)

Speed 60 ft. burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
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19 (+4)	21 (+5)	18 (+4)	16 (+3)	18 (+4)	16 (+3)
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Skills Acrobatics +12, Intimidation +10, Perception +11

Damage Immunities acid, poison; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities frightened, poisoned

Senses darkvision 180 ft., passive Perception 21

Languages Common (can't speak in rabbit form)

Challenge 21 (33,000 XP)

Eldritch Curse. The eldritch wererabbit's attacks are magical, dealing 2d12 acid or poison damage (included in the attack)

Eldritch Blood. If the Eldritch Wererabbit receives any sort of Piercing or Slashing damage, the attacker must succeed a DC 19 Dexterity save, or be splashed by its acidic blood, taking 2d10 acid damage.

Dropkick (Hybrid Form Only). *If the Eldritch Wererabbit moves at least 10 feet before kicking a creature, they must succeed a DC 19 Athletics check or be pushed 40 feet, and knocked prone. Succeeding the check pushes the creature half the distance and doesn't knock them prone.

Keen Senses. The eldritch wererabbit has advantage on Wisdom (Perception) checks that rely on sight, smell, and hearing.

Legendary Resistance (3/Day). If the eldritch wererabbit fails a saving throw, it can choose to succeed instead.

Shapechanger. The eldritch wererabbit can use its action to polymorph into a giant rabbit. Its statistics, other than its size, 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

Multiattack. The eldritch wererabbit uses its Frightful Presence and makes three attacks, only one of which can be a bite or Eldritch Tongues attack.

Bite (Rabbit or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 17 (3d8 + 4) piercing and 13 (2d12) poison damage. The target must succeed a DC 19 saving throw or be poisoned.

Claws (Rabbit or Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit* 9 (2d10 + 4) slashing and 13 (2d12) acid damage.

Kick (Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 7 (3d10 + 4). The target must succeed a DC 19 Athletics check or be knocked prone.

Eldritch Tongues. The eldritch wererabbit opens its maw, releasing a mass of writhing, lashing tentacles at any creature within a 20 ft., cone. All creatures within the cone must succeed a DC 19 Dexterity save, taking 14 (4d6) slashing damage and 13 (2d12) acid damage. Instead of dealing slashing damage, the eldritch wererabbit can choose to grapple one creature ensnared in the tentacles. While a creature is grappled this way, the wererabbit cannot use its bite attack.

Swallow. The Eldritch Wererabbit makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the eldritch wererabbit, and it takes 35 (10d6) acid damage at the start of each of the wererabbit's turns.

If the eldritch wererabbit takes 30 damage or more on a single turn from a creature inside it, the eldritch wererabbit must succeed on a DC 19 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the eldritch wererabbit. If the wererabbit dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Frightful Presence. Each creature of the eldritch wererabbit's choice that is within 120 feet of the eldritch wererabbit and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the wererabbit's Frightful Presence for the next 24 hours.

Reactions

Apex Predator. Whenever a creature attempts to frighten the eldritch wererabbit, it can use its reaction to move up to its full speed and attack the creature.

Scamper. If the eldritch wererabbit takes damage while surprised, it can move up to half its movement speed. If it does so, it ignores difficult terrain and doesn't trigger opportunity attacks from the source of damage.

Legendary Actions

The Eldritch Wererabbit can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Eldritch Wererabbit regains spent legendary actions at the start of its turn.

Attack. The eldritch wererabbit makes one claw or bite attack.

Agitate the Eldritch Blood (Costs 2 Actions). The Eldritch Wererabbit gets momentarily lost in the frenzy of battle. Its acid or poison damage gets doubled until the end of its next turn.

Move. The eldritch wererabbit can move up to its speed without provoking opportunity attacks.

MISCELLANEOUS STATBLOCKS

RABBIT

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 - 2)

Speed 35 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	7 (-2)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2

Senses passive Perception 12

Languages None

Challenge 0 (10 XP)

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 1 piercing damage

GIANT RABBIT

Large beast, unaligned

Armor Class 11

Hit Points 11 (2d10 + 0)

Speed 45 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+3)	11 (+0)	5 (-3)	14 (+2)	5 (-3)

Skills Perception +4

Senses passive Perception 14

Languages None

Challenge 1/2 (100 XP)

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 3 (1d6) piercing damage.



VARIANTS: ELDRITCH ABOMINATION

If you want to add to the cast of eldritch beings or the eldritch scourge that'd likely be left behind by an Eldritch Wererabbit, add this template onto any monster you choose.

Traits

- **Eldritch Curse.** The eldritch creature's attacks are magica, dealing an additional 2dX acid or poison damage (X = The creature's hit die up one size)
- **Eldritch Blood.*** If the Eldritch creature receives piercing or slashing damage, it must succeed a DC Dexterity throw or take 2d10 acid damage.
- **Eldritch Tongues.** The eldritch creature opens its maw, releasing a mass of writhing, lashing tentacles at any creature within a 20 ft., cone. All creatures within the cone must succeed a DC Dexterity save, taking 14 (4d6) slashing damage and 13 (2d12) acid damage. Instead of dealing slashing damage, the eldritch creature can choose to grapple one creature ensnared in the tentacles. While a creature is grappled this way, the creature cannot use its bite attack.

ART CREDITS (IN ORDER OF APPEARANCE)

- "Warrior Buny Gold" by osy057
- "Evil Demon WereRabbit thing" by ProjectKuraiOkami
- "Orifice the Were-Rabbit" by Asher-Bee
- "Eldritch Clan Sigil" by Extinctinks