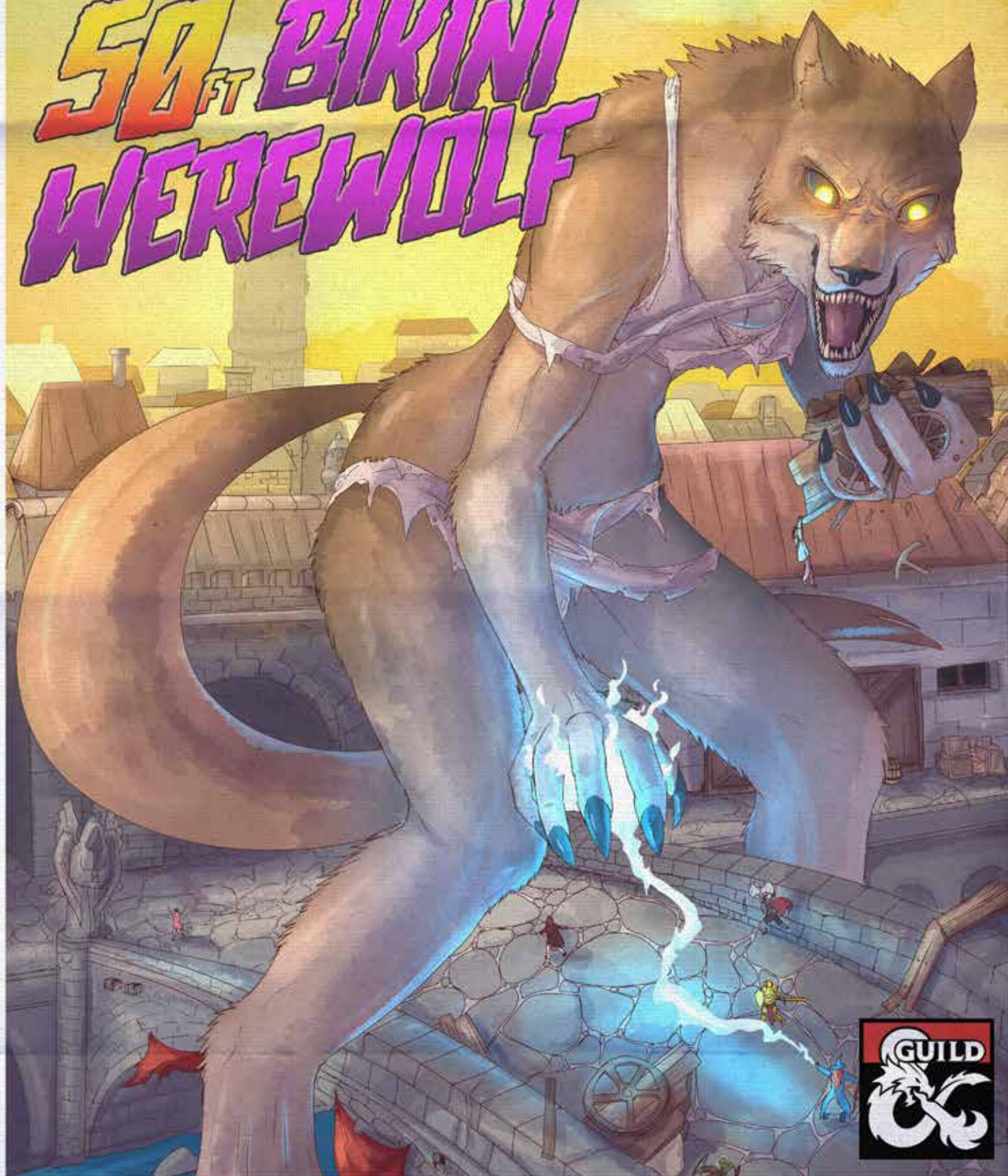


# ATTACK OF THE 50<sup>FT</sup> BIKINI WEREWOLF



AN OLIVER CLEGG PRODUCTION - COVER ART BY LLUIS ABADIAS

PUBLISHED THROUGH THE DUNGEON MASTER'S GUILD - RUNNER UP AT THE WATERDHAVIAN INDEPENDENT FILM FESTIVAL 14820R

FEATURING GREG TITO AS SURPRISED COMMONER #2 CHRIS PERKINS AS WANDERING HAT SALESMAN LISA PENROSE AS THE LADY OF CATS

ADAPTED FROM THE NOVEL FOR PREGNERATED CHARACTERS BY FLOON BLAGMARR



CONFIDENTIAL  
STUDIO  
PROPERTY

ATTACK OF THE 50ft  
BIKINI WEREWOLF  
BY FLOON BLAGMAAR

**ATTACK OF THE 50 FOOT BIKINI WEREWOLF**  
**A SCREENPLAY BY FLOON BLAGMAAR**

*with annotations by Volothamp Geddarm*

written in one evening at the Yawning Portal Tavern

# ATTACK OF THE 50 FOOT BIKINI WEREWOLF CAST LIST

CONFIDENTIAL  
STUDIO  
PROPERTY  
ATTACK OF THE 50ft  
BIKINI WEREWOLF  
BY FLOON BLAGMAAR

## 50FT BIKINI WEREWOLF

*can we get Meryl Streep for this?*

A gigantic avatar of Malar determined to rip  
apart the city whilst feeling fabulous in a bikini.

## ~~NOBANION~~

Lord of cats and god of lions. Speeches about justice and  
such like. UNAVAILABLE. *asked for a raise.*

## ~~SHARESS~~

God of cats and sensuality. Malar stole her  
bikini and she is WROTH. *turns out she is busy. ow.*

## ~~SKIGGARET~~

Bogeyman. Here to give the production some emotional  
gravitas and win us awards. Metaphor for society?

*He ate the casting director.*

## ~~BAERVAN~~

## ~~WILDWANDERER~~

~~Gnome god of tiny critters and trash pandas.~~  
*you know how I feel about gnomes*

-----  
your characters here

-----  
and here

-----  
you get the gist

## HOW TO PLAY

1. generate 4-6 level 20 characters
2. write in your cast of characters  
into the empty spaces. they are  
movie stars now
3. play through the scenes, skipping  
and coming back to scenes when  
directed.

## VOLOTHAMP GEDDARM

## NOTES FROM THE PRODUCER

## SETH CROMLEY

- this is a comedy
- it involves a 50 foot bikini  
werewolf
- encourage players to be  
hyperbolic and silly
- screw the rules, you are the  
director and have ultimate power
- there is no wrong, only people who  
cannot appreciate your ART as  
director of this movie

COMMONERS 1-5  
HAT SALESMAN  
CRAZY CAT LADY  
OLD MAN IN CART  
RAT BABIES  
SIX PIGEONS  
A BUCKET WITH A  
FACE PAINTED ON



# SCENE ONE: 40 MINUTES OF SET UP

The characters are in Waterdeep investigating the rumours of a powerful avatar of Malar (god of evil Lycanthropes) forming in the city. These rumours have grown too persistent to ignore. Alas, Waterdeep is full of civilians, werewolves, godlike powers and other distracting fodder.

*Flooon this is very lazy plot writing.*

Allow the characters to develop some dynamics and introduce themselves by throwing them into any of the following scenarios as they search the city.

## THE MISSING BABY

A sorcerer runs up to the group and demands they help her find her baby. The baby is stuck up on a roof, having teleported itself there accidentally.

*This happened to my aunt. Dreadful.*

## SURGE

A surge of divine magic is felt emanating from side street. Alas it is only the gnome inventor Fibble von Crank, who has broken yet another invention.

## OLD MAN IN A CART

An old man in a cart crashes into one of the avatars, and then proceeds to fling bags of groceries at them, accusing them of ruining him. He is definitely at fault.

## RAT BABIES

A nearby sewer overflows, and angry rat babies pour out onto the street.

*RAT BABIES? WHAT?! WHY?!*

## MIMIC

The characters see what looks to be an angry werewolf eating a peasant in the street. It turns out to be a **MIMIC**, which calls them rude names before disappearing.

## VOLO'S GUIDE TO MONSTERS

The legendary buffoon VOLOTHAMP GEDDARM approaches the characters to persuade them to buy some of the remaindered copies of his Guide to Monsters. He is very persistent.

*I resent this*

They should get into trouble of their own accord sooner or later, whereupon the **CITY WATCH** arrive.





# SCENE TWO: THE LAW INTERFERES BUT GETS IT ALL HORRIBLY WRONG

Twenty CITY GUARD [GUARD, Basic Rules p. 163] appear and demand the characters surrender themselves. They are led by a city watch sergeant SETH CROMLEY (VETERAN, Basic Rules p.403), who seems only to think the characters are hoodlums causing a local nuisance.



*no movie is complete without a decent prison break, I agree.*

## DEVELOPMENTS

In the unlikely event the characters decide to go with the guards, for what CROMLEY admits is likely to be an overnight stay, the jail cell is comfy. Challenges to escape should be set between 12 and 15. Stage SCENE THREE whenever the characters emerge.

If the characters resist or escape the guards, play SCENE THREE a few rounds after combat starts.

## EXTRA - SETH CROMLEY

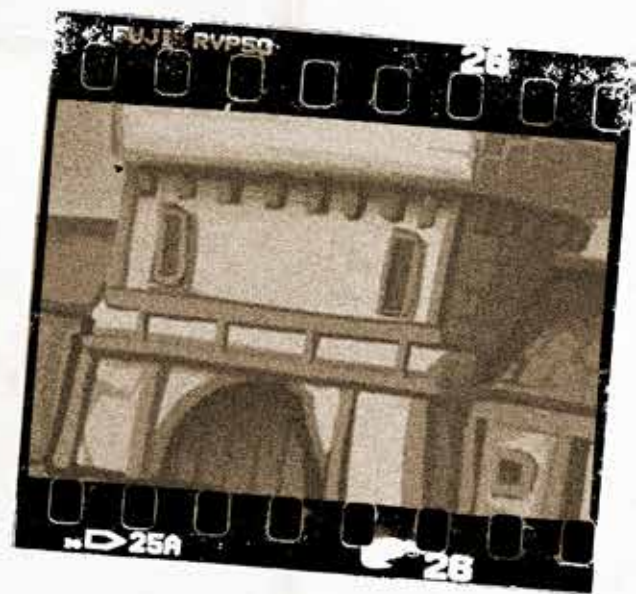
Human Veteran

- A bit tired
- Floppy hair
- Not 100% on top of things
- Would like to go home now please
- Sandwiches and beer

*I have always had something of a crush on Seth Cromley. His homely affability is an aphrodisiac for Volo, let me tell you.*

## QUOTES

- "Not today, thank you ma'am"
- "If you could put the sharp thing away, there's a good lad"
- "I'm afraid we may have to take you in for questioning"
- "No, I haven't seen no werewolves"
- "Well, no more than usual"
- "Why, you some kind of werewolf hunter? Seems a bit harsh. You go about killing everyone with a disease do you? Murder every poor sod with athlete's foot?"
- "Now I don't know anything about this God level disaster business, but if you ask me everyone's got to obey the law or what's the point? Can't have gods marching in here doing what they like, begging your pardons, of course."





# SCENE THREE:

## THE DISASTER STARTS AND WE ALL TRY TO LOOK SURPRISED

As Malar's spiritual presence in the city continues to grow, it starts to manifest in a bizarre and violent fashion. Ordinary citizens, going about their day, begin to turn into WEREWOLVES [Basic Rules p.158]. The WEREWOLVES created by this effect are feral and vicious, turning on those nearby in a bloody and violent display.

Malar's influence means these werewolves are particularly fragile, but also gives them unusual abilities. All the WEREWOLVES have the following changes to their statblocks:

- They have 1 hit point
- On death, they explode in a messy fashion

The WEREWOLVES attack in as many waves as you need to create a dramatic scene, in batches of 5-10



*I really think you've captured the nuance of what it means to be a lycanthrope here.*

Other variants include:

**FIREWOLVES:** On fire. Deal an extra 1d8 fire damage on a hit. Can cast burning hands at 1st level, DC11.

**AEROWOLVES:** Have a flying speed of 30ft.

**CAMOWOLVES:** Can cast disguise self at-will. Use to hide amongst commoners.

**MULTIWOLVES:** Can split into four wolves when reduced to 0 hit points

**WEREWOLVES:** Can turn invisible as an action.

**WORLD WAR WOLVES:** Wolves with firearms (see DMG, chapter 9)

**DEADWOLVES:** ZOMBIES but also WEREWOLVES, maybe in fancy hats because why not, we're all here now



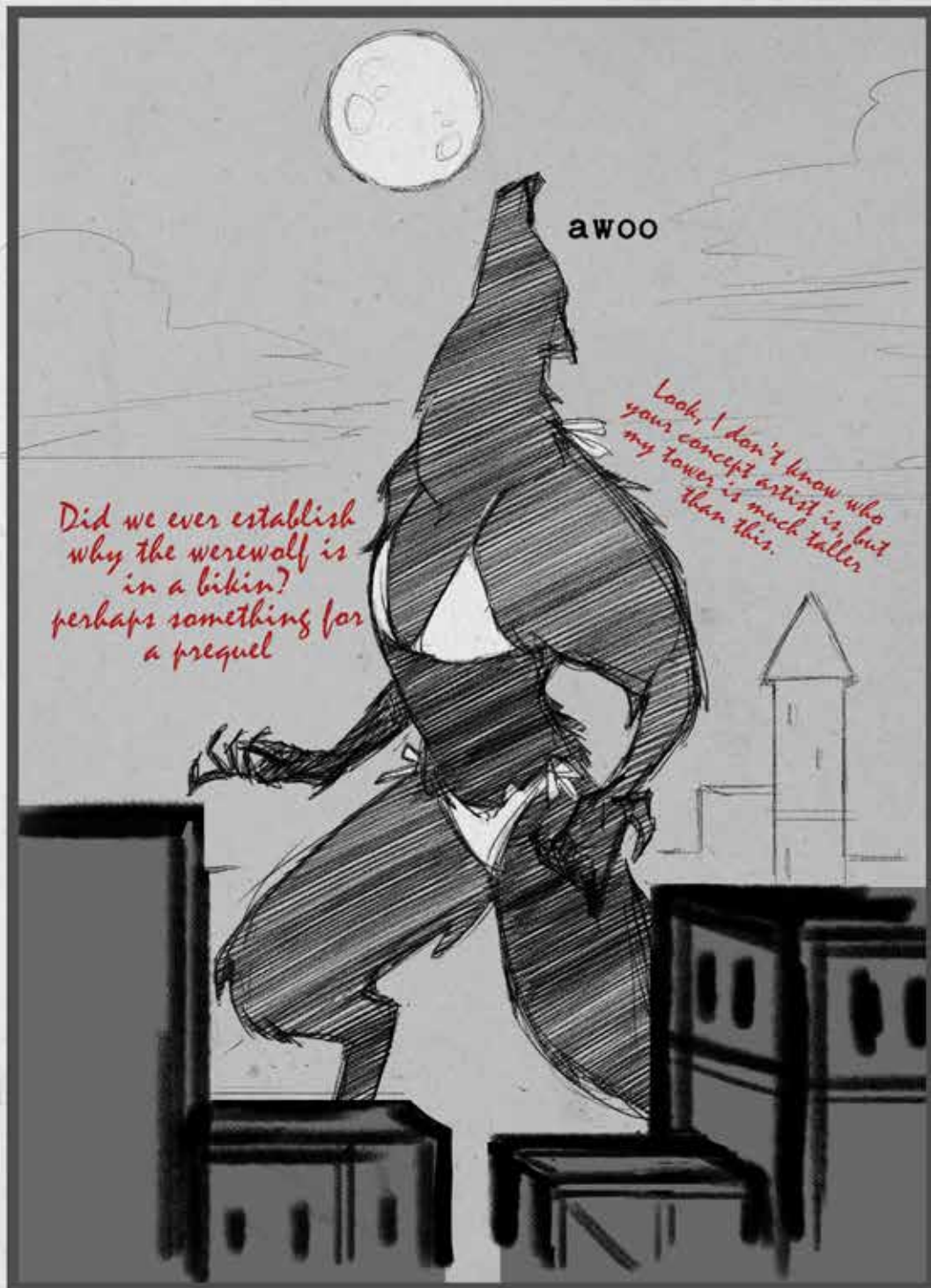


# CUTSCENE

## RISE OF THE 50ft WEREWOLF

EXT. WATERDEEP (NIGHT) *Randcom commoner? This is very lazy plot writing.*

In the street, an unfortunate commoner bulges and bristles. In a few short moments, they transform into a fifty foot werewolf which towers above the city.





## SCENE FOUR: GROUP BONDING WHEN WE HAVE TIME-SENSITIVE THINGS TO BE TAKING CARE OF ELSEWHERE



In the face of their dire situation, ask if one of the avatars would like to give a rousing speech of some kind. Perhaps a dramatic pose. Maybe even a brief soliloquy (but not a long one, that can wait for their origin story). Something about hope, justice, or the power of friendship would be appropriate, but honestly the audience will be happy with just about anything (they are not at this movie for the plot).



*I've given the odd rousing speech in my time.*

Please insist on some vaguely heroic/anti-heroic/villainous posturing. Any avatar that engages with this, particularly if they can describe the camera shot and music playing whilst this happens, regains half their hit points, spell slots and other expended resources (rounded up).

Familiars, summoned creatures and other bothersome time-hoggers are not eligible for this treatment, because the Studio budget does not allow for it. *Well, not everyone can be special.*



## SCENE FIVE: EXPENSIVE CGI BUILDING COLLAPSE



The FIFTY FOOT BIKINI WEREWOLF is possessed by Malar, and therefore has a healthy disregard for zoning ordinances.

It turns, and swipes a tower over.

*do you have any idea how expensive this is*

### COSTLY CGI BUILDING COLLAPSE

simple trap (deadly) - levels 15-20

*look you can't just kill bards for no reason*

**TRIGGER.** The FIFTY FOOT BIKINI WEREWOLF gets bored, you need to kill someone, or a bard makes a really bad joke.

**EFFECT.** A building falls on people. All creatures not immune to being crushed by gigantic piles of rock must make a DC17 Dexterity saving throw. On a failed save, that creature takes 132 (24d10) damage, is buried under 3d6 feet of rubble and Restrained whilst in this predicament. On a successful save, that creature takes half damage, and can make faces at anyone who fails.





## SCENE SIX: SUDDEN BUT INEVITABLE BETRAYAL

The disaster of the falling tower triggers a new event - one of the heroes was working for the fifty foot werewolf all along! That doesn't make any sense, you say? Look at you, fancy person over there paying attention to the plot. This is happening, just go with it. *A classic motif! I can see the award ceremony in my mind.*

TO RUN THE SUDDEN-BUT-INEVITABLE-BETRAYAL all you really have to do is let the players duke it out. You had better let the characters decide who wants to be the villain - and yes, we all know it is almost definitely the bard.

*Stop it. I know at least two bearable bards.*  
Really, you can sit back in this part. Maybe go make yourself a drink.

Remember to occasionally rule in favour of the bad guy and give them inspiration whilst you point out with increasing glee the destruction of the city in the background.





# SCENE SEVEN: WON'T SOMEONE OF THINK OF THE CHILDREN?!

*what the hell is this*

All of the children have gone blind. They can't be expected to cope with this kind of thing. The werewolf might be in a bikini, yes, but there is still the subtle implication of breast and that simply will not do. Despite the fact they probably nursed on one for a long time, it's important the audience understand that the breast is *only* a sexual, forbidden, VERBOTEN object and vastly different from the male nipple, which would be fine.

*this is the third rant about breasts you've gotten into this month, Floon. I am sending you the address of my therapist*

SAVE THEM.

SAVE THE CHILDREN.

SAVE THEM FROM PERSPECTIVE AND MATURITY.

There are no mechanics to this part.

I've run out of ideas for that. Maybe have a scene where all their eyes bleed out or something. Or would that mean they have to increase our rating to an adult movie?!

*we should be fine. Night of the Lazer Beholder Sharks was rated safe for children.*



# SCENE EIGHT: EVACUATE!

The **FIFTY FOOT BIKINI WEREWOLF** is causing devastating damage. The heroes must act, and get as many vulnerable commoners as possible out of the area before they face down their nemesis.

Unfortunately, this effort is stymied by one particular evacuee - **OLD MAN WITH CLOCK**.

*Perhaps the clock was expensive.*

## **OLD MAN WITH CLOCK**

An elderly man is trying to carry his huge, 10,000lb metal grandfather clock out of the city, which is very slow going for him. He will not willingly leave it behind. He simply will not countenance parting with it, but the wretched clock is far too heavy to carry. In addition, the old man was something of a collector in his past, and he assures the characters the clock is magical - it won't react well to magic being cast on it, he warns.

Successfully moving the old man and his clock out of danger requires a group ability check. This is a **DC25 Strength (Athletics)** check.

Failure: The characters are present when the **FIFTY FOOT BIKINI WEREWOLF** destroys a building overhead - replay **SCENE FIVE**.

Success: The characters help the old man drag his clock out of the danger zone. He asks them to go back in and fetch his collection of parrots. It's what a hero would do, after all.

*Ah, the burden of heroism. A complex and mature theme.*

## **OLD MAN WITH PARROTS**

The elderly man needs to carry 300 parrots in cages out of the city, will surely go ill for him.

Successfully moving the old man and his 300 parrots out of danger requires a group ability check. This is a **DC25 Dexterity (Animal Handling)** check.

Failure: The characters are present when a squad of **WORLD WAR WOLVES** stage a drive-by - see **SCENE THREE**.

Success: The characters help the old man get his birds out of the danger zone. He asks them to go back in and fetch his daughter and wife. It's what a hero would do...probably.

*Any man would do the same for his feathers*

## **WIFE AND CHILD**

The elderly man needs to carry his wife and child out of the city. Unfortunately, his wife is a goblin mage who doesn't speak common, and resists the abduction with fire and death.





# SCENE NINE: UNLIKELY EXPLOSION

How are we this far through the movie without things exploding?!

Things explode.

*I have seen my loanshark, and I think we can go ahead with this.*

## EXPLODING STUFF

*Complex trap (level 15-20, deadly threat)*

There is fire and werewolves and stuff. You get the idea. Buildings go boom.

**Trigger.** Whenever you feel like it?? You are the ruler of your own destiny, and also the director. Engage with the tiny dictator in your soul.

**Initiative.** The trap acts on initiative count 20 and initiative count 10.

**Active Elements.** The trap blows up nearby buildings and throws werewolves at people.

**EXPLOSIONS (Initiative 20).** A fireball spell [DC17] goes off at a location of your choice. A nearby building has a wall blown in. Depending on the CGI budget, the fireball may be nearby the wall or not at all.

**WEREWOLVES (Initiative 10).** A werewolf comes flying through the smoke and rubble like a bullet of teeth and hate. A random character must make a DC13 Dexterity saving throw or be hit by a werewolf, taking 55 (10d10 damage) and become grappled by the werewolf. On a success, the werewolf hits a wall a safe distance away and explodes.

**Dynamic Element.** Each round, more fire. More wolves. **ESCALATE.**

**ESCALATION.** Each turn, add a fireball and a werewolf to each active element (stacking).

**Countermeasures.** The trap can be neutralized by whatever assbattery the players have up their sleeves. They're tier four, I really wouldn't worry. Someone will cast some ballshirt spell like "conjure wet towels" and that will be that. You worry too much.

*I do NOT worry too much. I worry precisely the right amount.*





SCENE TEN:  
SEXY WOLF ATTACK

...three hundred tumescent

**ABSOLUTELY NOT**

floor, we will talk about  
this afterwards, but you  
are never to show this to  
anyone, **EVER.**  
you hear me?

so-called "lupine landing pad and other arrangements"



## SCENE ELEVEN: AVOID THE OBVIOUS SOLUTION

In this scene, which is a nice breather from all the drama and exploding wolves, the cast of characters enjoy a classic chance to ignore an obvious solution to the problem in classic hollywood style

please choose from one or more of the following options:

GIGANTIC SILVER SWORD PLANTED IN THE STREET

CART OF WOLFSBANE CRASHING INTO A WALL BEHIND THEM

CABAL OF WOLF SLAYING MONSTER HUNTERS WALKING BY IN THE BACKGROUND

GLASS CASE READING "BREAK IN CASE OF 50 FOOT BIKINI WEREWOLF" STANDING ON STREET CORNER

proceed to ask the players how they go about

- a) ignoring these tools in a dramatic way
- b) using them in a pointless way (eg. using the sword to bash dents out of a helmet)
- c) complaining about their hopeless situation

*I have no words.*







# SCENE TWELVE: the final battle

Oh. Right. Yes. The movie is almost over because we ran out of budget - probably shouldn't have used all those explosions. Kill the thing so we can wrap this shoot up and collect our awards.

## **FIFTY FOOT BIKINI WEREWOLF** *gargantuan monstrosity, chaotic evil*

**Armor Class** 25 (natural armor)

**Hit Points** 615 (30d20 + 300)

**Speed** 120 ft. climb 120ft.

## **STR DEX CON WIS INT CHA**

30 (+10) 10 (+0) 30 (+10) 28 (+9) 8 (-1) 20 (+5)

**IMMUNITIES.** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**CONDITION IMMUNITIES** Charmed, Frightened, Paralyzed, Poisoned

**SENSES** Blindsight 120 ft., Passive Perception 10

**INNATE SPELLCASTING** (3/day). The werewolf can innately cast *divine word* (spell save DC 26). Its spellcasting ability is Charisma.

**LEGENDARY RESISTANCE** (5/DAY). If the werewolf fails a saving throw, it can choose to succeed instead.

**LIMITED MAGIC IMMUNITY.** Unless they wish to be affected, the Fifty Foot Bikini Werewolf is immune to spells of 6th level or lower. They have advantage on saving throws against all other spells and magical effects.

**MAGIC WEAPONS.** The Fifty Foot Bikini Werewolf's weapon attacks are magical.

## **ACTIONS**

**RAMPAGE.** Melee weapon attack: +19 to hit, reach 20ft., up to five targets in range. Hit: 36 (4d12 + 10) piercing damage and the target must succeed on a DC20 Strength saving throw or be knocked prone.





## BONUS CONTENT: SMACK TALK

During battle, the bikini werewolf mocks its adversaries thus:

"SUCH A PETTY ARRAY OF  
FOOLS"

"DANCE, TINY MEATSACKS"

"I FEEL POWERFUL IN THIS  
GARB"

"WHEN I RULE OVER THIS  
LAND, THIS DRESS CODE  
SHALL BE MANDATORY"

"YOU ARE LAMBS TO THE  
SLAUGHTER"

"ALWAYS CHECK YOUR CUP  
SIZE TO MAKE SURE YOUR  
BACK HAS PROPER SUPPORT"

"THERE IS NO MERCY FOR  
THE WEAK OR BANKERS"

"I SMELL INSECURITY. OR IS  
THAT JUST URINE?"



Remember that the buildings  
and towers of ye olde crumbling  
fantasy city are easy to climb.

In addition, you should give  
full cinematic license to  
characters that display a  
willingness to engage in  
death defying-stunts.



# CREDITS

DESIGN: OLIVER CLEGG

COVER ART: LUIS ABADIAS

INTERIOR SKETCHES: ASHLEY GRACE

OTHER VARIOUS ART, FONTS AND RESOURCES  
PROCURED FROM STOCK THROUGH ADOBE, CREATIVE  
MARKET AND OTHER SOURCES - LICENSES  
AVAILABLE ON REQUEST.

EDITING: AHAHAH. AHAHHAHAHA. AHAHHA.  
CLEARLY THIS DID NOT GO THROUGH EDITING.

DUNGEONS & DRAGONS, D&D, Wizards  
of the Coast, Forgotten Realms,  
Ravenloft, Eberron, the dragon  
ampersand, Ravnica and all other  
Wizards of the Coast product  
names, and their respective logos  
are trademarks of Wizards of the  
Coast in the USA and other  
countries.

This work contains material that  
is copyright Wizards of the Coast,  
Such material is used with  
permission under the Community  
Content Agreement for Dungeon  
Masters Guild.

All other original material in  
this work is copyright 2019 by  
oliver clegg and published under  
the Community Content Agreement  
for Dungeon Masters Guild.





**POST CREDIT SCENE:**  
**wait for it**

As the film ends, the camera zooms out to a windswept beach. The sound of the sea crashes against cliffs in the distance. The sky is dark, and gloomy.

A house stands alone on a hill. the rafters heavy with memory, and a lone, pale man wanders up to it, pulling his collar to shield himself from the wind.

His briefcase reads "The Alchemist" and he is alone.

A raven swoops down from above, and stares into the camera.

**FADE TO BLACK**