WERELION

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TABLE OF CONTENTS

Origins of Werelions	3
Playing a Werelion	3
Werelions in Midgard	4
Bastet's Hunger	4
Natural Werelions	4
Afflicted Werelions	5

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Character Options	7
Favored Class Options	9
Feats	10
Traits	
Spells	11
Magic Items	12

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erelions are humanoids with the ability to turn into lions and lion-humanoid hybrids. Powerful warriors and canny hunters, these lycanthropes prowl warm grasslands or snow-capped mountains seemingly content in the superiority of their way of life.

ORIGINS OF WERELIONS

Were the first werelions men who became lions or were they lions who became men? Were they divinely awakened lions or perhaps druids who abandoned civilization to live the thrill of the hunt? The answers are uncertain, but to the werelions themselves it doesn't really matter.

Like other lycanthropes, there are two types of werelions: natural and afflicted. Born with this ability, natural werelions have perfect control of their shapechanging and live in purposefully isolated communities in tropical savannahs and temperate mountains alike. In comparison, afflicted werelions are individuals who gained their abilities due to a curse or disease. These victims often cannot control their transformations and feel compelled to hunt, kill and feed. The differences between these two types are explored further below.

PLAYING A WERELION

Werelions are supremely proud individuals who view themselves as superior to everyone they meet, including other weres. Their combination of cunning, stealth, and power gives them a sometimes foolhardy confidence which infuses everything they do.

Male werelions tend to court conflict as a way to establish dominance. Hierarchy is extremely important as it indicates where the individual stands in relation to the pride; a social dynamic that extends to werelions traveling with non-werelions as well. Ever ambitious, male werelions will instigate differences of opinion, arguments and physical contests as a way to test themselves and attempt to raise their standing in the group. This rarely results in actual combat or injury. In the pride, male werelions are primarily responsible for protecting the group against threats, though they do hunt as well. The strongest of the alpha males is called the Tau, but he does not "rule" the pride as such. Most important decisions are made by the females.

Unlike their male counterparts, female werelions take a more egalitarian approach, gravitating toward cooperation to overcome obstacles or foes. Where the male werelions tend to view themselves as individuals, female werelions see the advantages in equality. In a pride, every female is more or less equal. They are the primary hunters as well as



WERELIONS IN MIDGARD

In the Midgard Campaign Setting, the Nkosi of the Southlands are the primary werelion race. The creation of one of the primordial titans, the Nkosi are bestial humanoid shapeshifters with cat's eyes, teeth and fur who can shift into lion form at will. In effect, Nkosi are werelions who only have hybrid and animal forms. Nkosi are not lycanthropes, however, and cannot turn those they injure with bite or claw. Nonetheless, Nkosi are considered to be natural werelions for the purpose of qualifying for the feats, traits and other character options presented in this book, as appropriate.

There are also afflicted werelions in Midgard. Cursed by the goddess Bastet for the most offensive transgressions, these wretched individuals are more monster than man. They possess all of the benefits and drawbacks of normal afflicted werelions as well as Bastet's Hunger, a singular penalty that modifies the Hunting Moon.

BASTET'S HUNGER

The goddess's curse fills you with a compulsion to hunt and a ravenous hunger for the blood and flesh of your prey. As you gain levels, your hunger during the Hunting Moon grows, increasing the number of creatures you must kill each month; 1 creature per 4 character levels. These kills can be spread out across the three days of the Hunting Moon (minimum 1 per night), but all must be killed before the end of the final night or suffer the usual penalty.

caretakers of the young. When situations call for the female werelions to command, discipline or confront one of the males (even the Tau), they do so as a group, presenting a unified front against which no male ever succeeds.

Loyalty to the pride or group is hard-wired into all werelions regardless of gender. It is fine for a werelion to bully his or her pridemate, but heaven help an outsider who attempts to do the same.

Werelions favor gods of animals, freedom, magic, the hunt, nobility, and glory. They count among their members a special kind of inquisitor known as a ndau, a divine hunter who consumes the essence of her prey.

NATURAL VERSUS AFFLICTED WERELIONS

There is a deep animosity between the two types of werelions. Natural werelions look at afflicted werelions like plague victims, aberrations which pollute the species. They consider them tainted, unclean creatures which only deserve scorn. Afflicted werelions, on the other hand, always react poorly to natural werelions. They consider themselves to be every bit the equal to natural werelions and resent the animosity directed toward them by their natural cousins.

When these two werelions types encounter each other they always suffer a -2 penalty to their social interactions and their starting attitude automatically begins one step lower than normal.

CREATING A WERELION CHARACTER

Players wishing to create a werelion PC must choose between creating a natural werelion character using the werelion racial progression rules or creating an afflicted werelion character by adding the lesser werelion template to a character of levels 1 to 4. Both are detailed below.

NATURAL WERELIONS

Those born with the ability to shift into lions are natural werelions. Usually raised among kin in close-knit prides, natural werelions consider themselves the pinnacle of the were-races. They tend to stick to their own kind, imperiously aloof, and satisfied with their simple communities, purposefully bereft of manufactured goods.

Natural werelions created at 1st level do not possess all of the abilities usually found in the lycanthrope template. They are usually young examples of their race who have taken up the adventuring life. As they increase in experience and level, they can gain these more advanced abilities. This allows low-level characters to play as a werelion without disrupting the game balance of the ongoing adventure or campaign.

STANDARD RACIAL TRAITS (LESSER NATURAL WERELION)

- Ability Score Racial Traits: +2 Wisdom, -2 Charisma in all of their forms. Natural Werelions have their animalistic nature close to the surface, but their sharp instincts make it hard for normal humanoids to relate to them.
 - In addition, in their hybrid and animal shapes, the natural werelion gains +2 Strength and +2 Constitution.
 - When shifting in hybrid or animal forms, the werelion uses his own ability scores, or those of his animal form, whichever are higher.
- **Type:** Natural werelions are humanoids with the shapechanger subtype
- **Size:** Natural werelions are Medium creatures in their natural form but in hybrid or animal form their size is equal to that of their lion form.
- Base Speed: Natural werelions have a base speed of 40 feet.
- Languages: Natural werelions begin play speaking Common and Sylvan. Werelions with high Intelligence scores can choose from the following languages: Catfolk, Elven, Gnoll, Gnome, Halfling, and Orc.
- **Not Infectious:** Natural werelions are not able to infect anyone with the lycanthropic curse.
- Were-Animosity: Due to their age, natural werelions who have not advanced using the methods detailed below suffer in their interactions with other lycanthropes. When dealing with other, natural lycanthropes, they

suffer a -2 penalty to their social interactions and the starting attitude toward them begins one step lower than normal. This animosity ends when they advance (see below).

MAGICAL RACIAL TRAITS

Change Shape: As a move action, natural werelions have the ability to assume the form of a lesser lion or a hybrid human-lion. Equipment does not meld when assuming hybrid form (hybrid werelions have all the same body slots as humanoids), but it does meld when assuming animal form from both humanoid and hybrid form. This ability functions as a *polymorph* spell, except in hybrid or animal forms the werelion uses its own ability scores or that of the lion, whichever are higher (compare each ability score and choose the higher). A werelion can remain in an alternate form indefinitely. If slain, the werelion assumes its humanoid form.

OFFENSIVE RACIAL TRAITS

- **Bite:** In hybrid form, the werelion gains a natural bite attack that deals 1d6 points of damage.
- **Claws:** In hybrid form, the werelion gains two natural claw attacks that deal 1d3 points of damage.
- **Lion Abilities:** In animal form, the werelion gains all of the abilities of their lion shape.

SENSES RACIAL TRAITS

Low-Light Vision: Natural werelions gain low-light vision in all of their forms, allowing them to see twice as far as humans in dim light.

CHARACTER OPTIONS: ADVANCING NATURAL WERELIONS

Lower level natural werelions have two methods by which they can advance to their full glory. Characters can choose either method but the total numerical benefits cannot exceed those gained by the standard lycanthrope template. Werelion characters created above 5th level also use the rules presented here.

- Take a Werelion Racial Level: Any time after 5th level, a natural werelion can choose to take a single werelion racial level instead of a class level. A racial level counts as a character's favored class, but offers no additional class skills. It grants +1 BAB, +2 to Fortitude saves, skill points equal to the character's favored class, +1d8 hit points, and the following powers:
 - Greater Change Shape: The natural werelion can now assume the form of a standard lion.
 - **Tough Hide:** In hybrid or animal form the natural werelion has a total natural armor bonus of +5.
 - Animal Empathy: In any form, natural werelions can communicate and empathize with lions or lion-like animals. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. They also no longer suffer the penalties of were-animosity.

• Moon-Touched: Natural werelions gain DR/10 silver.

- Use Werelion Favored Class Bonuses: Instead of the normal benefits of a favored class, natural werelion can choose "werelion" as their favored class in order to receive racial bonuses. When they do so, they can elect to receive one of the following benefits each time they gain a level.
 - Werelion, or any chosen favored class (+½ natural armor AC, maximum +3)
 - Werelion, or any chosen favored class, if natural armor is +2 or greater (+1 DR/silver, max DR 7/Silver)

AFFLICTED WERELIONS

While the full afflicted werelion template may not be too powerful for characters starting later in their careers, it's often too much for characters of less than 5th level. Therefore those wishing to play afflicted werelions at lower-levels can use the lesser afflicted werelion template.

Characters with this template possess the potential to become a more mature afflicted werelion, or may forever remain more limited. As they increase in experience and level, they can gain these more advanced abilities. This allows low-level characters to play as a werelion without disrupting the game balance of the ongoing adventure or campaign.

LESSER AFFLICTED WERELION TEMPLATE (+0 CR)

Lesser afflicted werelion is an acquired template that can be added to any humanoid (except natural werelions, other types of natural lycanthrope, and other types of afflicted lycanthrope) whose character level is five or less.

- **Size and Type:** The base creature gains the shapechanger subtype. When changing, a lesser afflicted werelion takes on the characteristics of a lesser lion. A lesser afflicted werelion's hybrid form is the same size as the base creature or Medium, whichever is larger.
- **Speed:** Same as the base creature. In hybrid form, the lesser afflicted werelion has a +10 foot bonus to their base speed. In animal form, lesser afflicted werelions use the speed of the lesser lion.
- **Special Attacks:** A lesser afflicted werelion retains all the special attacks, qualities, and abilities of the base creature. In hybrid form they also gain bite and claw natural attacks. In animal form, they gain the special attacks, qualities, and abilities of the lesser lion. Additionally, lesser afflicted werelions gain low-light vision in all their forms as well as the Change Shape ability (below).
- **Change Shape (Su)** Lesser afflicted werelions have three forms—a humanoid form, lesser lion form, and a hybrid form. Equipment does not meld when assuming hybrid form (hybrid afflicted werelions have all the same body slots as humanoids), but it does meld when assuming animal form from both humanoid and hybrid form. A lesser afflicted werelion can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check, or humanoid form as a full-round action by making a DC 20 Constitution check.

- In addition, in their hybrid and animal shapes, the lesser afflicted werelion gains +2 Strength and +2 Constitution.
- Failing the Constitution check to change shape results in a -1 penalty to all die rolls for 2 hours as an aborted transformation contorts muscles and strains tendons. Lesser afflicted werelions cannot attempt multiple checks within the same 2 hour period. Failing to shift is hard on the body and they need time to recover.
- On nights when the full moon is visible, a lesser afflicted werelion gains a +5 morale bonus to Constitution checks made to assume animal or hybrid form, but a -5 penalty to Constitution checks made to assume humanoid form. A lesser afflicted werelion reverts to its humanoid form automatically with the next sunrise, or after 8 hours of rest, whichever comes first. A slain lesser afflicted werelion reverts to its humanoid form, although it remains dead.
- **Curse of the Hunting Moon (Ex)** One price all lesser afflicted werelions must endure is the Hunting Moon. For three nights each month, the night of the full moon as well as the night before and after, the lesser afflicted werelion uncontrollably changes to their lion state as soon as the sun sets. While under the effect of the hunting moon, the werelion must hunt, kill and consume a small-sized (or larger) creature each night. Failing to do so results in a 24 hour penalty that only increases with subsequent missed nights.

Hunting and killing after the third missed night reduces the penalties to only -1 on all die rolls but this penalty lasts until the next full moon. Spells like *greater restoration* can completely eliminate the penalties but only work after the Hunting Moon period has passed.

Lesser afflicted werelions usually consider their party members to be part of their pride and will not attack or hunt them during the Hunting Moon. However, this assumes that relations are cordial; disagreements or arguments during a full moon have messy consequences.

- **Curse of Lycanthropy (Su)** Unlike natural werelions, a lesser afflicted werelion's bite can (with the GM's approval) infect a humanoid target with lycanthropy but this is somewhat rare (Fortitude DC 10 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.
- Ability Scores: -2 Cha in all forms; +2 Str, +2 Con in hybrid and animal forms. Lesser afflicted werelions have enhanced senses and stamina, but are not fully in control of their emotions and animalistic urges. In humanoid

form, the lesser afflicted werelion's ability scores, other than Charisma, are unchanged from the base creature's form. In animal and hybrid form, the lycanthrope's ability scores, modified as described above, are the same as the base creature's or the base animal's, whichever are higher.

ADVANCED AFFLICTED WERELIONS

Upon reaching their 6th character level, characters with the lesser afflicted werelion template automatically gain the full afflicted werelion template.

For characters created at levels higher than 5th, it is likely easier to apply the normal lycanthrope template rather than go through the process described previously. The characters created at higher level should still be allowed to take werelion feats and traits at the appropriate levels.

FULL AFFLICTED WERELION TEMPLATE (+1 CR)

Afflicted werelions reaching their 6th character level gain the following abilities in addition to the lesser template:

- **AC:** In hybrid or animal form the full afflicted werelion has a total natural armor bonus of +5.
- **Defensive Abilities:** A full afflicted werelion gains DR 5/ silver in animal or hybrid form.
- **Change Shape (Su)** Full afflicted werelions can now assume the form of a normal lion instead of a lesser one.
- Lycanthropic Empathy (Ex) In animal or hybrid form, full afflicted werelions can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check.

Ability Scores: +2 Wis

PHYSICAL CHARACTERISTICS

When creating natural werelions players and GMs can draw upon the following information. Most afflicted werelions look identical to members of their base race, though they may have a slightly animalistic quality.

AGE, HEIGHT AND WEIGHT

In humanoid form, natural werelions appear to be strong, muscular humans with long, thick hair, and fluid, graceful movements. The height, weight, and age numbers below are based on human-appearing natural werelions. GMs can work with players to modify these if their characters appearance is based on elves, dwarves, or other Medium humanoids. When shifting to their hybrid forms, they become feline humanoids with sharp teeth and claws.

NUMBER OF NIGHTS WITHOUT A KILL	PENALTY
1	-1 to all die rolls for 24 hours
2	For 24 hours the afflicted werelion must roll 2 d20s for each d20 roll and take the lower result.
3	Bloodlust: The afflicted werelion cannot assume human form and must succeed at a DC 25 + character level Will save upon encountering any living creature or attack (and eat) them on sight.

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AGE	STAT ADJUSTMENT	
70 years, Middle Age	-1 to Str, Dex, and Con; +1 to Int, Wis, and Cha	00000
106 years, Old Age	-2 to Str, Dex, and Con; +1 to Int, Wis, and Cha	
140 years, Venerable Age	-3 to Str, Dex, and Con; +1 to Int, Wis, and Cha	
140 + 2d20 years	GM secretly determines Maximum	

RACE	ADULTHOOD	INTUITIVE	SELF	TRAINED
Werelions	15 years	+1 d 4	+1d6	+2d6

RACE	HEIGHT	BASE	MODIFIER	WEIGHT MULTIPLIER
Human, male	5 ft. 2 in.	130 lbs.	2d10	×5 lbs.
Human, female	4 ft. 10 in.	115 lbs.	2d10	×5 lbs.

CR 2

Some werelions have a humanoid form that appears like members of other races, such as elves or dwarves. While their humanoid appearance is similar to a member of that race, all natural werelions have the same base abilities.

THE FORM LEONINE

At first level, werelions take a lesser form, one smaller and not as powerful.

Lesser Lion

XP 600

N Medium Animal

Init +8; Senses low-light vision, scent; Perception +9

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 **Dex**, +1 natural, +0 size) **hp** 22 (5d8)

Fort +4, **Ref** +8, **Will** +2;

OFFENSE

Speed 40 ft.

Melee bite +4 (1d6+1 plus grab), 2 claws +4 (1d3+1) **Space** 5 ft. Reach 0 ft.

Special Attacks pounce, rake (2 claws +7, 1d4+5)

STATISTICS

Str 13, **Dex** 19, **Con** 11, **Int** 4, **Wis** 12, **Cha** 6 **Base Atk** 3; **CMB** 6; **CMD** 21

Feats Improved Initiative, Run, Skill Focus (Perception) **Skills** Acrobatics +13, Perception +9, Stealth +14; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth

ECOLOGY

Environment warm plains **Organization** solitary, pair or pride (3-10) **Treasure** none

A cousin to the standard lion, the lesser lion has something of a leopard's rangy nimbleness. They are 4 to 6 feet long and weigh 250 to 375 pounds. Females are smaller but use the same statistics. Not as heavy or powerful as other great cats, the lesser lions instead use their higher intellect to coordinate group attacks on their prey. They are usually the top predator in their territories though they have trouble competing with standard lions due to their size.

ALIGNMENT AND ADVENTURING

Naturally rebellious, they often leave packs where they came of age under a powerful Alpha male or female, who banishes them from the pride.

CHARACTER OPTIONS

New character options are presented below with werelions in mind, though some are applicable to members of other races.

ARCHETYPES

LION-BLOODED

Powerful sorcerers often arise among the werelions, and some other races claim to have had werelion ancestors.

Class Skill: Perception.

- **Bonus Spells:** *expeditious retreat* (3rd), *predator's gaze* (5th), *heroism* (7th), *greater magic weapon* (9th), *shout* (11th), *greater heroism* (13th), *ki shout* (15th), *iron body* (17th), *wail of the banshee* (19th).
- **Bonus Feats:** Combat Casting, Bestial Roar, Defensive Combat Training, Detect Shapeshifter, Fluid Transformation, Greater Lion-form, Improved Initiative, Improved Lion-form, Lightning Reflexes, Silent Spell. (Non-werelion lion-blooded sorcerers can take feats which require being a werelion if those feats augment an ability possessed in lion form.)
- **Bloodline Arcana:** You gain the Natural Spell feat as a bonus feat, even though you may not qualify for it. Replace any instance of "wild shape" with "alternate animal form."
- **Bloodline Powers:** You have a natural affinity to the nobility and feral power of lions, even gaining or improving the ability to become one.
- Form of the Pride (Sp): At 1st level and once every four levels thereafter (5th, 9th, 13th, 17th), you may take the shape of a lesser lion as a move action which does not provoke attacks of opportunity. You may remain in this form for a number of rounds equal to your Charisma bonus +3. If you already possess the ability to

become a lion of any kind through another means, your claw damage increases by one step. This stacks with Improved Natural Attack, which you can take.

- **Claws Which Always Find Purchase (Sp):** At 3rd level, your transmutation spells augment your attacks. By sacrificing a daily use of a transmutation spell as a swift action, you may add a bonus equal to 1+the sacrificed spell's level to claw attack and damage rolls. This damage is not multiplied on a critical hit. This benefit remains for a number of rounds equal to your Charisma modifier. This benefit does not radiate magic, nor can it be eliminated by less than a *greater dispel magic* spell.
- Leader of the Pride (Sp): At 9th level, you gain an additional transformation, once per day, into the form of a Large lion (Pathfinder Bestiary), as a move action which does not provoke attacks of opportunity, for a number of rounds equal to your caster level. You gain an additional daily use and +3 rounds every three levels thereafter (2 times for 15 rounds at 12th, 3 times for 18 rounds at 15th, etc). These transformations are different from those granted by Form of the Pride. If you already have the ability to become a Large lion, your bite damage increases by one step. This stacks with Improved Natural Attack.
- No Hide Too Tough (Sp): At 15th level, your natural weapons are equivalent to magic, silver, and cold iron weapons. You may sacrifice a transmutation spell as a swift action to treat your claws as adamantine or axiomatic (Good or Evil) for a number of rounds equal to your Charisma modifier. This benefit does not radiate magic, nor can it be eliminated by anything less than a *greater dispel magic* spell.
- **Paragon of the Pride (Sp):** At 20th level, you may increase the size of your lion form to that of a Huge lion (Dire Lion, Pathfinder Bestiary) with any

ability which allows you to change into a lion. The damage for this form increases by one step, and you gain DR 8/- when in this form.

NDAU, THE HUNTING LION (INQUISITOR ARCHETYPE)

The hunters of a werelion pride use teamwork and skill to chase down prey much larger than they are. They can adapt their tactics to many kinds of opponents and cherish the thrill of the hunt and the sweet prizes of victory. The ndau consume portions of their prey, absorbing some of their foe's vitality to strengthen their own. As a team, the ndau and her fellow hunters react to danger with incredible speed, making them excellent fighters, scouts, explorers, and saboteurs.

Class Skills: Same as inquisitor's list

Consume Vitality (Sp) At 1st level when the ndau kills a living enemy, she may eat a portion of her prey's vital organs, absorbing their vitality and gaining an ongoing benefit, by spending 1 minute adjacent to its corpse, eating the organ. This provokes attacks of opportunity. While in human or hybrid form, the ndau can rush this and spend a full-round action that provokes attacks of opportunity, but she only gains the rushed benefit (see below). In animal form, rushing this ability only takes a standard action which provokes attacks of opportunity.

Each organ eaten grants either a rushed or an ongoing bonus, depending on the method of consumption. The consumed foe must have been killed by the ndau within the last hour and it must have had a minimum number of Hit Dice equal to half the ndau's character level. The ndau can use this ability once for each enemy she kills and only one organ can be harvested from any given foe. This ability has no effect on mindless creatures or those with Intelligence 2 or less.

At 1st level, the ndau can only have one ongoing



8

ORGAN	RUSHED BENEFIT (DURATION)	ONGOING BENEFIT (DURATION)
Brain	re-roll failed saving throw	+2 on Will saves (1 hour / 4 ndau levels)
Eyes/Ears	see invisibility (1 round / 4 ndau levels)	+2 on Perception checks (1 hour / 4 ndau levels)
Heart	+1 / 4 ndau levels on attack rolls (1 round / 4 ndau levels)	+2 bonus to Strength (1 hour / 4 ndau levels)
Kidney (or Pancreas, Spleen)	<i>delay poison</i> (1 hour / 4 ndau levels)	neutralize poison
Liver	fast healing 5 (1 round / 4 ndau levels)	+2 on Fortitude saves (1 hour / 4 ndau levels)
Marrow	+1 temporary HP per ndau level	+2 bonus to Constitution (1 hour / 4 ndau levels)
Muscle	+1 bonus / 4 ndau levels to damage (1 round / 4 ndau levels)	+2 bonus to Dexterity (1 hour / 4 ndau levels)
Tendons	+10 ft. bonus to speed (1 round / 4 ndau levels)	+2 bonus on Reflex saves (1 hour / 4 ndau levels)
Throat or Tongue	lesser restoration	speak and understand the prey's language (1 day / 4 ndau levels)

benefit at a time. A newly consumed vitality replaces an older one, if any. The ndau's number of concurrent active vitalities increases by 1 for every four levels of this class to a maximum of 6 at 20th level. Multiple vitalities of the same type do not stack.

For benefits that mimic spells, the CL of any given effect is equal to the ndau's level. The durations of different effects for each organ are listed in the chart above. With GM's approval, other organs and parts of a ndau's prey can grant different benefits. This ability replaces judgment, spells, orisons, and domains

- Wild Empathy (Ex): At 2nd level, the ndau gains the ranger's wild empathy ability. This replaces detect alignment.
- Woodland Stride (Ex): At 5th level, the ndau gains the ranger's woodland stride. This ability replaces bane.
- **Improved Consume Vitality (Su):** At 8th level, the numerical bonuses (if any) from the consume vitality's ongoing benefits increases by +2 (though the durations remain the same). This replaces second judgment
- Quarry (Ex): At 12th level, the ndau gains the ranger's quarry ability. This replaces greater bane.
- **Greater Consume Vitality (Su):** At 16th level, the numerical bonuses (if any) from the consume vitality's ongoing benefits increases by another +2 (though the durations remain the same). This ability replaces third judgment and slayer

Mimic Prey (Su): At 20th level, the ndau learns to extend the duration of the vitality she consumes to newfound lengths. The ndau can choose one rushed or ongoing benefit that does not have an instantaneous duration, and have the duration of that benefit last for a number of days equal to half her ndau levels. Using mimic prey counts as two vitalities in terms of the number of active vitalities the ndau can have at any one time. This ability replaces true judgment.

COMMON CLASSES

The following is a list of classes (and archetypes) common to members of a werelion pride.

Barbarian (savage barbarian, wild rager) Bard (animal speaker, savage skald, voice of the wild) Druid (mooncaller, nature fang) Fighter (savage warrior, unarmed fighter) Inquisitor (ndau) Oracle (spirit guide, stargazer) Paladin (divine hunter) Ranger (wild hunter, wild stalker) Shaman (animist, spirit warden) Sorcerer (lion-blooded, wildblooded) Witch (beast-bonded)

FAVORED CLASS OPTIONS

Werelions often favor classes at ease in wild environments, or more comfortable in the thick of battle. They have specific favored class bonuses for the following options:

- Werelion, or any chosen favored class (+½ natural armor AC, maximum +3)
- Werelion, or any chosen favored class, if natural armor is +2 or greater (+1 DR/Silver, max DR 7/Silver)

Note: If taken by an afflicted werelion, the "werelion" favored class bonuses stack with the natural armor or DR bonuses from the full afflicted werelion template but only to the maximum indicated above.

CORE CLASSES

Barbarian (+1/3 round of rage)

Bard (savage skald archetype, +1 temporary hit point for inspiring blow ability)

Druid (+1/4 of wild shape per day)

Ranger (+1/3 round of hunting bond [hunting

companions] effect)

Rogue (+1/3 bonus to trap sense)

Sorcerer Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

BASE CLASSES

Oracle (ancestor mystery, +1/2 minute of use of ancestral weapon)

Oracle (life mystery, +1/4 channeling use)

Oracle (nature mystery, +1/4 bonus to nature's whispers) **Witch** Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level the witch can cast. If the witch ever replaces this familiar, the new familiar knows these bonus spells.

NEW PATHS COMPENDIUM CLASSES

Battle Scion (+1/4 bonus to arcane aura)
Shaman (+1/4 of wild shape per day)
Spell-less Ranger (+1/3 round of hunting bond [hunting companions] effect)

FEATS

Existing feats which might be useful for werelion characters include: Dazzling Display, Diehard, Endurance, Improved Natural Armor, Improved Natural Attack, Multiattack, Run, Toughness, Weapon Focus (bite or claws).

Feats specific to werelions are described below. Feats are available to both natural and afflicted werelions, unless the feat specifies one or the other. Feats can also be taken by other natural and afflicted lycanthropes, at the GM's discretion.

BESTIAL ROAR

Prerequisite: Werelion, character level 3rd. **Benefit:** Your terrible bellow strikes primal fear in those nearby. As a move action, make an Intimidate check to demoralize all foes within 30 feet who can see or hear your roar. This can be combined with the Dazzling Display feat to provide a +4 bonus to the check; this bonus stacks with that provided by Skill Focus: Intimidation. When used in conjunction with Dazzling Display, this becomes a full-round action.

Normal: Demoralizing an opponent is a standard action.

CAPABLE SPRINTER

Prerequisite: Werelion.

Benefit: Your swift, predatory nature makes you adept at running down foes and prey. You gain the following extraordinary ability in all forms:

Capable Sprinter (Ex): You gain a +10 ft. racial bonus to your base speed when using the charge, run, or withdraw actions.

Normal: You gain no bonus to your base speed when using the charge, run, or withdraw actions.

DETECT SHAPESHIFTER

Prerequisite: Werelion.

Benefit: By spending a full-round action to make a DC 20 Perception check, you can determine if someone within ten feet has the shapechanger subtype. A successful DC 25 check will tell you if someone within 5 feet has the subtype, or if there are multiple individuals within ten feet. A DC 30 check allows you to pinpoint the square occupied by a shapechanger within ten feet, or determine the exact number of shapechangers within ten feet. Increase the DC by 5 if there are aberration shapechangers present, and decrease the DC by five if you have the Scent ability. Each additional 5 by which you exceed the DC allows you to determine an additional detail of one creature, such as age category, gender, or whether or not the creature is an afflicted or a natural lycanthrope. If a spell with an olfactory-based effect (pyrotechnics, stinking cloud, etc) has been in effect in the area during last 10 minutes, increase the DC by twice the spell level.

Normal: You cannot use Perception to determine a creature's subtype.

FLAWLESS ADAPTATION

Prerequisite: Afflicted werelion.

Benefit: Your body has almost perfectly adapted to the lycanthropic curse, embracing the change. After taking this feat, your lycanthropy cannot be cured with a *remove curse* spell, but requires a *heal* spell from a 15th level caster, which you may save to resist. If cured, you may choose to fail the saving throw if later reinfected and retain this feat's benefits. While you no longer detect as an afflicted lycanthrope, you do not detect as a natural lycanthrope either. You do count as a natural lycanthrope for feats, werelion traits, and any spell effects which consider your nature, but your race remains unchanged. You can now change shape with the same ease as a natural lycanthrope, using a move action.

Normal: Afflicted werelions can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check, or humanoid form as a full-round action by making a DC 20 Constitution check. On nights when the full moon is visible, an afflicted werelion gains a +5 morale bonus to Constitution checks made to assume animal or hybrid form, but a –5 penalty to Constitution checks made to assume humanoid form.

FLUID TRANSFORMATION

Prerequisite: Natural werelion or Flawless Adaptation, character level 4th.

Benefit: You have achieved mastery of your forms and can shift between human, hybrid, and lion forms as a swift, move, or standard action. You also gain a +1 bonus on saves against spells from the transmutation (polymorph) subschool.

Normal: A natural werelion can shift to any of its three alternate forms as a move-equivalent action.

IMPROVED LION-FORM

Prerequisite: Werelion, character level 5th, Con 13.
Benefit: The size of the hybrid and lion-form you can shift into increases from Medium to Large, and you may use the statistics for the Lion (Pathfinder Bestiary).
Normal: Player character werelions are limited to Medium-sized forms.

INFECTIOUS LYCANTHROPY

Prerequisite: Afflicted werelion, requires GM approval. **Benefit:** Your bite can transmit lycanthropy. Victims must make a DC (15 + Con +½ level) Fortitude save, or gain the lesser template. If the creature is already able to transmit lycanthropy, then the DC to resist increases by +3. **Normal:** Player character werelions cannot transmit lycanthropy without GM approval.

GREATER LION-FORM

- **Prerequisite:** Werelion, character level 9th, Improved Lion-form, Con 15.
- **Benefit:** The size of the hybrid and lion-form you can shift into increases from Large to Huge, and you may use the statistics for the Dire Lion (Pathfinder Bestiary).
- **Normal:** Player character werelions are limited to Medium-sized forms. Additionally, this allows werelion PCs to choose to shift into dire lions or larger lion types if they wish.

crafted from a body part of the specific type of creature you wish to hunt, you gain a +1 trait bonus to damage and a +1 bonus to confirm critical hits against the kind of creature represented by the fetish for a single battle. The associated creature is a specific, named type of creature, such as "bugbears," or "djinn," but not "goblinoids," or "outsiders." You may only have one fetish at a time; the fetish only works for you and requires one full day to fashion using 50 gp in materials. If you give the fetish to anyone else, it provides no benefit. A fetish you create and continue to wear retains its efficacy until you attack an enemy of the proper type.

MOUNTAIN STALKER (RACIAL, WERELION)

Raised along the narrow trails and wide vistas of a mountainous region, your pride greatly valued those members with sure footing and keen eyes. You gain a +1 trait bonus to Acrobatics and Perception checks in mountainous terrain. Perception is always a class skill for you.

SAVANNAH IRONPAW (RACIAL, WERELION)

The blazing sun of the open plains is never so brutal for you, and that gnawing of an empty belly only serves to motivate you on to greatness. You receive a +2 trait bonus to Constitution checks and saving throws against the effects of deprivation, heat effects, and long-distance travel.

TRAITS

Werelions have a number of traits specific to their race:

CANOPY PREDATOR (RACIAL, WERELION)

You come from a pride of werelions accustomed to the high branches of the jungle, and the need for hunters to remain silent while stalking game there. Years of practice internalized the habits, and serve you well now. You gain a +1 trait bonus to both Climb and Stealth checks. Stealth is always a class skill for you.

DESERT WANDERER (RACIAL, WERELION)

Windswept dunes and rocky hamadas may seem desolate and unforgiving to most, but to one raised by a desert pride, there is a beautiful and rich landscape, capable of sustaining those who know its secrets. You gain a +1 trait bonus to both Knowledge (geography) and Survival checks, and may move at your normal overland speed while still making Survival checks to get along in the wild. Either Knowledge (geography) or Survival is always a class skill for you.

FETISH HUNTER (RACIAL, WERELION)

You learned the value in creating a connection to your prey, in creating a spiritual link between hunter and hunted. By wearing a small talisman

SPELLS

There are a few unique spells found amongst werelions.

PREDATOR'S GAZE

School enchantment (compulsion) [fear]; Level cleric/ oracle 3, magus 3, sorcerer/wizard 2, summoner 2, witch 2 Casting Time standard action Components V, S Effect see text Target personal Duration 1 round + 1 round/level Saving Throw Will negates; Spell Resistance yes

You gain a gaze attack which you may use as a swift action against any sighted creature within 30 feet. The target of your gaze attack must make a Will save. Failure indicates the target of your gaze attack is unable to move from their current square, and is considered flat-footed for one round. They may still defend themselves or drop prone, but cannot otherwise move unless they choose to take a run action to move away from you. Success indicates the target is unaffected by this spell for 24 hours.

HUNTER'S DISCERNING SCENT

School divination; Level cleric/oracle 3, druid 3, magus 3, ranger 2, sorcerer/wizard 3, witch 2 Casting Time standard action Components V, S Target personal Duration 1 hour/level (D) Saving Throw none; Spell Resistance no

You gain a powerful, magically augmented sense of smell within a 5-ft. radius. This allows you to detect magic, lies, or alignment using your new sense. By concentrating for three rounds, (one round to detect the adjacent square where the scented object or creature is, a second round to pinpoint the source, and a third round to determine the strength of an object scent) or on a creature's speech for two rounds, you can make a Perception check to learn the information you desire. The lying creature can attempt to deceive your sense of smell if it is aware of this spell; if they succeed at a DC 30 Bluff check, then the GM secretly adds 5 to the DC of your Perception check.

PERCEPTION

DC	Information learned
20	One alignment component (Law-Chaos axis, or Good-Evil axis), or if magic is present.
25	Two alignment components, or the strength of the magic (minor, moderate, strong)
30	Determine if a falsehood has been spoken, or the school of magic associated with the object

MAGIC ITEMS

There are some magic items believed to be the creations of werelion crafters.

GLOVES OF THE RENDING HUNTER

Aura minor transmutation; CL 5th Slot hands; Price 5,000 gp; Weight 1 lbs.

DESCRIPTION

Fashioned from the rough, leathery hide of a crocodile or a rhinoceros, these heavy fingerless gloves have no use unless the wearer has a claw attack. If they do, the gloves provide a +1 magical enhancement bonus to all the wearer's claw attacks and damage. If the gloves are used in used in conjunction with a *polymath's torc*, they allow the user to associate a melee weapon in their possession with the gloves, making the wearer's claw attacks use all enhancement and magical bonuses possessed by the weapon. Weapon traits, such as trip or disarm, or poison applied to the melee weapon, are not applied to the claw attacks.

CONSTRUCTION

Requirements Craft Wondrous Item, *magic weapon*; Cost 2,500 gp.

POLYMATH'S TORC

Aura minor transmutation; CL 5th Slot neck; Price 12,000 gp; Weight 1 lbs.

DESCRIPTION

This bronze and copper torc does not meld into its wearer's form when changing shape, but remains worn in all forms. It allows the wearer to activate rings, wands, potions, staves, and wondrous items which are melded into the wearer's form as if they were held in hand, with all the benefits, consequences, and risks (such as attacks of opportunity) involved.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect thoughts, unseen servant*; **Cost** 6,000 gp.

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