Playing Lycanthropes





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Gredits

LEAD AUTHOR: Robert H. Hudson Jr. **ADDITIONAL WRITING:** Jeff Erwin, Rich Howard and J.M. Perkins

Developer: Christina Stiles

EDITOR: Ian "Lizard" Harac

Cover: Rick Hershey

INTERIOR ART: Jacob Blackmon and stock art

LAYOUT: Richard Kunz

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-Christina Stiles

DEDICATION: This book is dedicated to Morgan Boehringer, Steve Geddess, Rich Howard, and Steven Schopmeyer.

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DEFINITION OF **T**ERMS

Afflicted Lycanthrope-As defined in this work, afflicted lycanthropes are individuals that have been affected by the curse of lycanthropy, and whose shapeshifting nature is imposed, not natural. There are numerous subtypes of afflicted lycanthrope, defined by the base animal they transform into.

Base Animal – As defined in this work, base animal is the specific type of animal that an afflicted or natural lycanthrope assumes while in their beast form, and which defines which subrace (natural) or subtype (afflicted) that they belong to.

Base Character-As defined in this work, base character is the humanoid form that an afflicted or natural lycanthrope possesses.

Base Race-As defined in this work, base race is the specific humanoid race that a natural lycanthrope draws their humanoid form's appearance from.

Beast Form – As defined in this work, beast form is the animal form that natural and afflicted lycanthropes transform into.

<u>Curse of Lycanthropy</u>—As defined in this work, the curse of lycanthropy is a curse that transforms individuals into afflicted lycanthropes. It is most commonly transmitted through the bite of another afflicted lycanthrope; however, this is not the only way it can be acquired.

Hybrid Form – As defined in this work, hybrid form is the upright, bipedal form that all afflicted lycanthropes and some natural lycanthropes may transform into, which blends physical traits and cosmetic appearance between their beast form and base character.

<u>Natural Lycanthrope</u>—As defined in this work, natural lycanthropes are individuals whose shapeshifting nature is the result of a natural, inheritable bloodline. They are a specific race composed of numerous subraces defined by the base animal they become in beast form.

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Lycanthropy and You

"The scariest monsters are the ones that lurk within our souls..." Edgar Allan Poe

What is it about werewolves and other animal-form shapeshifters that fascinates us so?

Every ancient culture that left us records in one form or another seems to have had some form of shapeshifter archetype, some form of man that turned into a dangerous beast. Although the animal form assumed varied considerably from culture to culture, the core idea that there were men who could transform into animals, who could unleash the beast locked within them, has reached across the ages, and across the globe. From the *hengeyokai* of Japan to the *aswan* of the Philippines, from to the *nagual* of Mesoamerica to the Turkish *kurtadams*, mankind's history is full of tales that speak of the terrors that occur when men release the beast within.

Why does that concept frighten—and fascinate—us so? What is the allure of surrendering ourselves to pure instinct and forgoing the very things that, indeed, make us human in the first place? Why has this image of a rational, thinking entity turning into a savage, dangerous beast captured our imaginations for so very long?

Perhaps it's the idea that within us all, just below the surface, hiding just out of sight behind the oh-so-thin veneer of civilization that we've been taught to wrap ourselves in, there lies a monster. That with the right provocation, the 'right... push... that inner beast can escape to do the things that we cannot, to indulge in the fantasies we dare not speak aloud, to set free all of the dark things that we keep locked away within ourselves. Total freedom like that means there is no guilt, no shame, no fear—just the simple, direct, conjoining of thought and action with no thought of consequences, no cares for tomorrow; in essence, the ultimate in instant self-gratification.

Or perhaps it's the fact that the very idea of a beast locked away within all of us is so compelling because it's a clear metaphor for our nature, a simple, visual way of expressing the delicate balancing act that we perform every day. On one side is logic, rational thought, care for others, love, responsibility, duty, honor—all of the things that bind us together, make each of us a part of the greater whole of man. On the other side lies instinct, savagery, selfishness, hatred, lust, jealousy, and all the things that tear apart the fabric of our existence and separate us from the greater whole. We walk the thin line between these forces every day—and every night—and the image of turning into a beast is a compelling way of reminding us of the dangers of letting the wrong parts of us gain sway.

Or perhaps it's that we, all of us, simply like monsters. That we like to be scared, that we like that frission of fear that runs through us at the idea of not just <u>seeing</u> a monster act out our darkest impulses, but of, even indirectly, actually <u>being</u> that monster. That we like the thrill of flirting with disaster, of losing everything as we face our inner demons down, struggle to gentle them, shackle them with the power of our will, tame them and set them aside. That struggle, even in fantasy reflection, is one we face every day, and reenacting it in the worlds of our imagination is, in a way, our way of reaffirming ourselves.

Plus, you know, it's fun.

Lycanthropy vs. Therianthropy

The term 'lycanthropy' comes to us from Greece-*lykos* meaning 'wolf,' and *anthrōpos*, meaning 'human being' — and properly refers only to humans that transform into wolves, not any other sort of human-to-animal transforming class of entities.

The linguistically correct term for the overall group of entities that lycanthropes belong to is actually 'therian-thropy'-from the Greek *theríon*, meaning 'wild animal,' and *anthrōpos*, meaning 'human being'—and it covers the entire spectrum of human-to-animal shapechangers.

Over the years, it's become common to use 'lycanthropy' to refer to any type of shapeshifter that undergoes a human to animal transformation, to the point that the terms are almost synonymous now, and 'therianthropy' is virtually never used.

As the Pathfinder game designers chose to follow along with popular usage and use "lycanthrope" to refer to multiple types of transforming entities, we're following suit—but now you know the rest of the story.

Natural vs. Afflicted

"There's a beast at the door and he's wild and free, but we don't let him in cos we don't want to see what is lurking, right behind the facade!" The Spider, Jekyll & Hyde: The <u>Musical</u> (2001)

When speaking of lycanthropes in the context of the Pathfinder role-playing game in general and this supplement in particular, the first—possibly the most important—thing to remember is that there are really <u>two</u> types of lycanthrope: the natural lycanthrope, and the afflicted lycanthrope. While the two are similar in many respects, there are differences that mark them, for game purposes, as distinct and different creatures, each with their own advantages and drawbacks.

There are necessary differences in the way this supplement, as opposed to the standard Pathfinder system, treats lycanthropy in order to accomplish its goals, and while much of the information on playing a lycanthrope is relevant to either, any discussion of mechanics solely refers to the system developed for this supplement unless specifically stated otherwise.

Afflicted Lycanthropes

*"I think we all have to fight the werewolf within us somehow."-*William Kempe, actor; the Wolf Man in <u>Van</u><u>Helsing</u> (2004).

Chills and fevers as the moon rises, painful wracking transformations, blackouts leading to bloody awakenings in strange locations, uncontrollable urges to hunt and kill, savage feral violence, howling under the full moon-thanks to generations of entertainment presentations, these are the kinds of traits that come immediately to mind when someone speaks of being a lycanthrope. And they're all true... if you're an afflicted lycanthrope.

The afflicted lycanthrope was not—at least if he or she is sane—cursed with their condition willingly. They are the victims of a terrible curse that robs them of their free will, forces them to stalk, murder, and devour other sentient beings-even those that they love—and twists their morals to the point where they revel in savage, evil behavior when they involuntarily transform during the nights of the full moon. The curse of lycanthropy is just that, a curse, a loss of control and mental faculties, not a blessing, and no one whose mind and morals remain intact would wish such a thing upon themselves.

Afflicted lycanthropes normally gain their condition through infection; they are bitten by a lycanthrope capable of passing on the curse and both fail their saving throw versus the transmission, and survive the attack. Doing so transforms them into an afflicted lycanthrope, but leaves no outward mark or sign of this transformation (the afflicted individual gains none of the template's adjustments or abilities at this time). On the night of the next full moon, the afflicted individual involuntarily assumes beast form (only then gaining the adjustments of the template), losing all memory and sense of identity, and remains in animal form until the next dawn. They will remember nothing about their transformation or their actions while transformed (or any subsequent transformations or transformed actions) unless they make a DC 20 Will save, in which case they become aware of their condition.

Until that save is made, or evidence so overwhelming that it cannot be refuted is presented, the afflicted individual does not know what they are doing. They may awaken in their beds with no signs of anything wrong, they may awaken elsewhere, covered in blood, they may suspect, they may fear... but they do not <u>know</u>. Even after the knowledge of their condition is revealed to them, they will frequently lose control of themselves and experience the blackouts all over again when the full moon rises and they are forced to change once more. Once they become aware of their condition, afflicted lycanthropes may attempt to force themselves to assume beast or hybrid form, no matter what the phase of the moon, by taking a full-round action and making a DC 15 Constitution check, or to assume humanoid form as a full-round action by making a DC 20 Constitution check. They may not 'Take 10' or 'Take 20' on these rolls. On those nights when the full moon is visible, the afflicted lycanthrope gains a +5 morale bonus to Constitution checks made to assume beast or hybrid form, but likewise suffers a –5 penalty to Constitution checks made to assume humanoid form. Afflicted lycanthropes will revert to their humanoid form automatically upon the next sunrise, or after 8 hours of uninterrupted rest, whichever comes first.

Afflicted lycanthropes share all of the characteristics of natural lycanthropes, although the nature of their condition means that some abilities are less powerful than a natural lycanthrope's when at the peak of his ability:

- The afflicted lycanthrope's damage resistance is fixed at half the strength—DR 5/silver-of a natural lycanthrope's at its peak.
- Its lycanthropic empathy only functions while it is in beast or hybrid forms.

Conversely, they come into their powers all at once, as opposed to growing into them slowly as natural lycanthropes do, gaining the ability to shift to a hybrid form, their full measure of damage resistance, and the power to pass on the curse of lycanthropy at the onset of their existence as an afflicted lycanthrope.

Natural Lycanthropes

"We should never try to deny the beast—the animal within us."-Dr. George Waggner, The Howling (1981)

Chills and fevers as the moon rises, painful wracking transformations, blackouts leading to bloody awakenings in strange locations, uncontrollable urges to hunt and kill, savage feral violence, howling under the full moon-thanks to generations of entertainment presentations, these are the kinds of traits that come immediately to mind when someone speaks of being a lycanthrope. And they're all false... if you're a natural lycanthrope.

Unlike their afflicted brethren, the natural lycanthrope was born with their ability, not changed against their will into a monster. They suffer from no curse, do not have their moral compass warped and their free will stolen from them, are not forced to stalk and murder and engage in horrific acts under the light of the full moon, and never suffer the lunar-driven madness that afflicted lycanthropes do. They are thinking, reasoning beings, with the same range of emotion and moral variation as any other sentient race.

Natural lycanthropes, being born to their transformative state, suffer none of the deleterious side-effects that plague their afflicted brethren. They normally make their first change to animal form unconsciously when they're children, usually in response to an event that startles or frighten them. Once they have made their initial transformation, they continue to transform as they grow up, learning the ways of both their humanoid and beast forms, becoming, literally, creatures of both worlds. They retain their intellect, morality, memory and all the other aspects of their personality while in beast form, and they have full control of which form they are in. Natural lycanthropes never suffer involuntary transformations during the nights of the full moon, and no one not born to a different race may be transformed into a natural lycanthrope by a curse.

As creatures born to change forms, natural lycanthropes see no difference between their transformed states. To a natural lycanthrope, their beast form is as natural a condition and shape as their humanoid one—they are both the same in their eyes—and they shift back and forth seamlessly as needed during the course of the day. They do not possess the lunar-driven modifiers to change form that afflicted lycanthropes do. They may force their changes to occur at a faster rate than an afflicted lycanthrope, but even when they do not, those transformations are, owing to their lifelong familiarity with the change, superior in speed to those of their cursed relations. They may remain in beast form until their daily time limit is reached, no matter what the state of the moon, or how long they have slept.

Natural lycanthropes can possess all of the characteristics listed in the 'Lycanthrope' template, but, unlike afflicted lycanthropes, they require time, and the expenditure of one or more feats, to come into their full power. At their peak development, the natural lycanthrope's damage resistance exceeds that of the afflicted – DR 10/ silver – but this level is only reached after a considerable amount of time. Likewise, their lycanthropic empathy functions not just in beast and hybrid forms, but in their humanoid form as well, a carry-over from their increased familiarity with their dual nature. Conversely, they do not automatically gain the ability to assume a hybrid form, or pass on the curse of lycanthropy; those are traits that must be learned, not automatic sinecures.

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playing a Lycanthrope

Afflicted Lycanthropy

"Even a man who is pure in heart and says his prayers by night, may become a wolf when the wolfbane blooms and the autumn moon is bright."—Jenny Williams (among others), <u>The Wolf Man</u> (1941)

If you're reading this, then you're obviously interested in lycanthropes, specifically lycanthropes in the Pathfinder RPG. Perhaps you want to play one from the start of the game, perhaps you've had a character that was bitten and contracted the curse and you want to know what to expect or what options you have, or perhaps you're just exploring options in the hopes that something will strike a spark. Whatever your reasons might be, this section is about the meat-and-potatoes of lycanthropy as seen from the player's side. (GMs should look further for their section.)

Let's be up-front here-the largest reason, mechanical issues aside, that lycanthropic characters have a poor reputation in the fantasy gaming community is, bluntly, the people playing them. All too often, players treat contracting the curse of lycanthropy as the tabletop gaming equivalent of a video game power-up: All bonuses and no negatives. They see it as a way to become stronger, faster, and harder to hurt, with the added benefit of builtin weapons. Or they use it as an excuse to act out at the table, attacking other characters and performing acts that are reprehensible in-game and annoying and disruptive out-of-game, all the while facetiously proclaiming that 'It's not me! It's the werewolf! It's Chaotic Evil, it's supposed to do things like that—I'm just playing my character!' And when the GM informs them that their character just ate the miller's attractive daughter whom they'd been romancing, or that their alignment has shifted and they're no longer able to access class abilities, or that a mob of villagers is at the door with pitchforks and torches, they throw up their hands and protest that it's all so very, very unfair and they're being singled out and picked on. More charitably, they may genuinely want to role-play a story where their character struggles to overcome the curse and master the beast within them-but haven't considered how all that angst-ridden nighttime fur-and-fangery is going to impact the rest of the campaign and the other players.

You don't want to be that player. You want to be the player that people look back at and say "<u>That</u> is how a lycanthrope is supposed to be played!""

And we're going to help you.

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So, in the final battle against the slavering Beast of Hodman Moor your character was bitten, your saving throw came up with a number that looks more like the position you want to finish in a race than what you needed to resist infection, and the curse of lycanthropy is running through your character's bloodstream right now, changing them into a monster—what do you do? How do you deal with it as a player?

Start by not panicking. If the common cures—spells, etc.—are available, go on and apply them. If they succeed, then you're off the hook and all that hyperventilating was for nothing. If they aren't available, or there aren't enough to go around, or they fail and you're fifty miles from nowhere with no chance of finding more, panicking still isn't the answer—communication is.

Talk to your GM after the game—interrupting play for everyone else is disruptive—and see if they even want to deal with the issue. Perhaps they thought that everyone would make their save, or maybe they forgot that you gave the last of your wolfsbane to the village priest in the last town, or that your *remove curse* spell scrolls were all used up an adventure or two back. If they're not interested in the process, or they think that it would be too disruptive, check and see what you can work out to resolve the issue. Don't just ask for a handout though; instead inquire if there's a short quest you can perform, or some way to weave eliminating the issue into the campaign so that it doesn't feel like you're just asking to get out of a bad spot for free. GMs hate being asked for handouts, but no GM worth his salt will turn down an offer to help advance his storylines-trust us on this one.

If, on the other hand, your GM does think that there's room in the campaign for your character to become afflicted, then you still need to talk to them. Sit down with them and talk; not just about how they see the storyline progressing, or how you'd like to see things progress, or even what you can do to make things easier on them, but about the mechanics of the situation as well. How do they want to handle your changes? What issues do they want to focus on? Specificity is the key here; don't use phrases like 'It might be cool if...' or 'Maybe something like this could happen...' but instead give them definite, clear statements like 'I want this to happen' or 'I do not want this to happen.' Work out your—and your GM's—boundaries so you both know where they are.

Once you get the communications with your GM handled, consider talking to the other players as well. After all, their characters are going to be affected by this too. Having a secret or secrets about your character may sound cool, and in fact, *is* cool... but not when those secrets make life difficult for other players. When that happens, tempers flare, people become irritated out of character and stop having fun—and that's no good for anyone. Letting them in on the secret may spoil the mystery, but once they're in on it as players then they can help you out in and out of character with ideas and advice. Best of all, it reinforces the idea that you're a team.

So, now that you've talked to your GM and worked out things with them, and talked to your fellow players and gotten them on board, what's next?

> You. What's next is you, and the decisions and issues that you need to understand. The first thing to remember as a player regarding afflicted lycanthropy is undoubtedly the most important thing you need to come to grips with: You're not going to be in control of your character. You won't lose control all the time, but it will happen often enough that you're going to have to make some tough choices.

That's a big hurdle, because, honestly, no one wants to sit at a table and watch someone else play their character, or be told that their

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character went out and did this horrible thing or that horrible thing last night (possibly to someone that they considered a friend or loved one) without being able to protest. But that's what's going to happen to you, because that's what afflicted lycanthropy is, a literal loss of control. Sooner or later, no matter what you want, no matter how many successful rolls you make, the GM is going to look at you and start to tell you what your character did... and you have to sit there and take it.

We did warn you that this was a big hurdle.

Surrendering control of your character runs counter to the whole concept of characters in role-playing games, where players are used to being able to control every aspect of their character's lives from the big to the small. The natural reaction to a usurpation of control like that is to dig in your heels and fight against it, to struggle to retain control—but on the player level, you need to resist that. Instead, focus those instincts and that fight on the character level. Have your character fight against what's happening to them, have them rage against the unfairness of it all, have them struggle to prevent their life from being destroyed, let them be the ones to make a fuss-after all, they're the one that's turning into a monster, not you!

The next thing that you're going to need to come to grips with, and make decisions regarding, are the ways that your character is going to change. Not just physical changes, although those are obviously present, but mental, emotional, and moral changes as well. Your character is literally not going to think the same way anymore. The curse changes them at the level of the physical structure of their brain. Take some time and consider what that means, and how you can reflect it within the game without being disruptive and ruining other players' fun. Examine the type of animal that your particular variety of afflicted lycanthropy causes you to transform into, and see if that presents any ideas. It may have traditional behavioral traits such as collecting shiny objects, sleeping a lot, favoring specific foods, sleeping in trees, or other mannerisms that you can have your character adopt as a reflection of the changes they are undergoing. Don't overdo this—a little goes a long way. Overplaying it, or having too many quirky traits, detracts from the effect.

As the loss of control is at the core of the afflicted lycanthropic condition, another decision you need to make is how that is going to affect your character. The simple option is to have the character become short-tempered, snapping and snarling when frustrated, magnifying minor, momentary frustrations. That's certainly a valid interpretation, but it can also get in the way of the game, and make social interactions with and by the party become difficult. Instead, consider looking for other ways to reflect your character's loss of self-control. Perhaps they spend money like water now, with no thought for the future, never haggling for a better price, but simply accepting the first one offered, or, better yet, tossing a handful of money to the shopkeeper without counting it or asking for change. Or perhaps they start to never refuse a chance to engage in a behavior that they enjoy: Spending hours drinking and dancing in taverns, starting or joining fights at the drop of a hat, always asking for seconds and thirds at meals, or pulling up a chair and dropping a bag of money on the table any time they see a deck of cards. Remember that losing control isn't always bad in the short term for the character... it's the long-term issues that will really cause problems for your character when they're broke and the local loan shark's collection agents are at the door, their armor doesn't fit anymore after their recent weight gain, there are solicitors seeking damages for bar brawls your character barely remembers, or several young women are standing at the door in the family way and demanding that your character 'make it right.'

Something else that's going to be happening is the gradual shift of the character's alignment to match that of the generic type of afflicted lycanthrope that they've become. This will usually, but not always, mean that your character is having their alignment changed to an evil one, with severe consequences for class abilities, relationships with familiars or animal companions, and relations with the other characters in the game. The first thing to remember is that just because your character is now, or is becoming, evil, doesn't mean that this is an excuse to run around attacking other player characters or NPCs for no reason, or that it's a crutch for bad behavior. If you think that performing some action 'because my character is evil' would be cool or fun, you've missed the point and are about to become 'that player' we mentioned above. Being evil doesn't mean that your character has a sudden license to act in a random, brutal, stupid fashion, treating everyone around them as extras in a video game, or that you now have to betray the other player characters; it just means that you see the world differently, that's all. Your character doesn't suddenly abandon their existing relationships-it just means that they view them differently now. Friends can still be friends—even evil people recognize that having people look out for their back in a fight is useful-but instead of randomly attacking the other player characters, consider viewing your character's relationship with them through a new lens.

You could, for example, choose to protect them like you've always done, but more forcefully, or in ways that a non-evil character might never consider. Your character might don a mask and deliver a nonlethal beating to people that speak ill of them, or might destroy the reputation of someone that is a friend's rival for the affections of another character by framing them for crimes they didn't commit. They might burn down a warehouse of a friend's business rival, use charm and compulsion magic to 'help' a friend out in a romance or business deal, or clear up a friend's debts by stealing money from a wealthy nonplayer character who 'doesn't need it as much as my friend.'

You could choose to reflect the alignment shift in other ways as well, by changing your character's mode of dress to darker and more severe fashions or more ornate and menacing armor, breaking off a relationship that you'd previously pursued passionately, having them take up an interest in pit-fighting or other spectator bloodsports, having them begin purchasing slaves instead of relying on paid servants, having them adopt the use of whips, spiked chains, or other 'cruel' appearing weapons, having them make a shift in the types of spells that they regularly use to ones that better reflect their shift in nature, and so on. Whatever it is that you choose to have your character do, stop and consider whether or not it will be disruptive to the game. You want to show that your character is struggling-and losing-the fight against the curse of lycanthropy, not create situations where you set yourself up in direct opposition to the other characters, because that leads to hurt feelings and bad times at the game table—and that's not why we do this.

The last decision that you're going to need to make is also a tough one: You have to know when it's time to say 'it's over.' All stories come to an end, and you need to know when that time arrives. When your struggle with the curse has reached a natural end point, let go, and accept it, even if you feel like there are things left to do. Fighting to keep the curse storyline around will kill all of the good memories and good times that you've garnered from it as surely as a silver bullet through the heart. When the time comes, and your companions drag you to the old wizard for the cure, or the quest reaches its end, you, as a player, should embrace the cure. Your character can still struggle, but bear in mind that-especially if they are fighting with other player's characters—a lot of bad feelings can be generated in moments like that. Good drama is one thing, but ruining the fun for others is bad drama—and that's not good, by definition.

Cheer up, though, once you're cured that doesn't mean that everything is magically over. There is still plenty of role-playing fodder to be gained in the aftermath of the curse. Guilt over your actions, quests to make amends for the dark deeds you committed under the silver light of the full moon, repercussions for the bad choices you made, new enemies seeking revenge—the possibilities are only limited by your imagination!

Natural Lycanthropy

You've decided to play a natural lycanthrope, but, having made that decision, you're not certain what's next. The variety of animals to choose from is bewildering, you're feeling a bit overwhelmed trying to think of how to reflect your character's dual nature, and the complexity of managing feats and skills for two forms is a bit scary how do you know where to start, and what to do first?

Just like anything else, you need to start at the beginning—decide what kind of character you want to play. Your choice of character class will guide and drive all of the other decisions you need to make. Once you've decided that, take a minute and consider the options for the core, defining choice you'll have to make regarding your new natural lycanthrope character: their beast form.

If you envision yourself as playing a fighter or ranger, who will use their beast form as an alternate—or primary combative choice, then you'll want to look at those animals which provide solid combat choices for you. Apes, bears, boars, big cats, crocodiles, dinosaurs, sharks and wolves are all good choices for a combative character, and present a wide variety of individual options as far as combat styles go. Consider how you think you might want your character to fight—a fighter that uses two-handed weapons might find a bear complimentary, while a fast-moving ranger who fights with two weapons might find a big cat more in line with their skills.

If, instead, you're considering a rogue or bard, where your beast form is not expressly going to be used for combat, then you might want to look at animals that provide you with other advantages beyond mere fighting ability. Birds, small cats, dogs, rats, and snakes are all examples of beast forms that provide complimentary abilities such as flight, climb speeds, innocuousness and stealth, and, in some cases, combat abilities that blend well with noncombat ones. A bard might consider a bird beast form in order to gain enhanced movement through flight, while a rogue might choose a poisonous viper beast form to maximize their stealth abilities and add an extra danger to their sneak attacks.

If your character will be a primary spellcaster, then you need to pay close attention to what beast form they possess. All beast forms come with a penalty to a mental characteristic, and selecting one that penalizes the characteristic that drives your casting ability can lead to a potentially fatal loss of effectiveness. A wizard might choose a small cat beast form to allow them to pose as their own familiar and provide them with some defensive combat abilities, while a cleric might choose a beast form such as a horse or pony that allowed them greater speed to move about the battlefield and assist companions. Something to remember is that you are not forced to choose a base animal that is an optimal choice for your character; just because bears make effective combatants, doesn't mean that every fighter must choose them. Choosing a base animal form that isn't optimized for your character can be an interesting and effective way to distinguish and personalize them, and provides ample opportunity for role-playing. For example, if you're going to play a character that is a martially-inclined wizard or sorcerer, then you might choose a tiger beast form for your character to allow them to fight more effectively when cornered or out of spells. If you're going to play a monk, then you might choose a turtle beast form for your character and thus reflect the slow march to martial and physical perfection his life will be. Don't however, pick a base animal that is going to be completely at odds with the game to keep from robbing yourself of effective use of your nature; just because you can play a wereshark in a desert-based campaign doesn't mean that you should! (Consider, also, if your choice will reduce your effectiveness to the point where you annoy your fellow players and make them feel you're dead weight in the party. Your barbarian were-Chihuahua is hilarious, right up until his lack of combat effectiveness leads to a TPK.)

Whatever you decide, your next step is to talk to your GM and make certain that your choice is a good fit for the game. Don't automatically assume that just because you're excited about the opportunity to play a half-orc barbarian natural wereshark in their next campaign, that they will share that excitement. If they tell you that your initial choice isn't a good fit, then don't waste their time arguing about it. Set the wereshark idea aside for another game and talk to them and see what beast forms might work better; they may have a suggestion that you'll be just as excited over.

Once you've cleared your base animal with the GM, talk to the other players about your choice, too. If your choice is likely to create disruption or cause problems, it's better to know now, before you've gotten any further, than to find out mid-game when you've invested time and energy in the character and can't easily change directions. If someone does have an issue, talk to them about it and find out what it is; you may be able to work things out satisfactorily without revising either character. Especially, don't pick a base animal that you know is going to irritate other players: Some games can handle the arrival of a halfling-appearing werepig character, and some can't. Again, don't be 'that guy'—be flexible and be willing to adapt and alter your plans so as to not be a disruptive influence.

Once you've selected your base animal, you're ready to start rolling! (Metaphorically, not literally—keep those dice in check for a little while yet!)

Now you're ready to start the nuts and bolts of putting together the character. There are two broad ways of approaching the allocation of skill points for natural lycanthrope characters. You can look at the base animal and allocate some of your points to the skills that best reflect its movement type and activities (Climb if your character is a raccoon natural lycanthrope for example, or Fly if they're a bird natural lycanthrope). Alternatively, you can allocate your points without concern for your base animal, which can lead to odd results such as aquatic beast forms that can't Swim, and avian ones that can't Fly. Either approach is valid—it's your character, after all—but by not playing, at least in part, to your beast form's strengths, you're robbing yourself of the full utility of being a shapeshifter.

Feat selection is also something that's important to consider as you're building the character. If you're going to rely on your beast form for combat, selections like Weapon Focus and Power Attack are equally as important and useful for beast forms as they are for humanoids with only one form. Weapon Finesse is another feat to consider if your beast form's Dex is higher than its Str, as it applies to natural weapons. Further down the road, speak to your GM and see if they will allow you to select feats from the Bestiary to apply to your beast form. If allowed, Multiattack is a useful choice if your beast form has multiple attacks, and Improved Natural Attack will increase the damage done by your primary attack in beast form. If your beast form only has one attack, consider Vital Strike. Other feats to consider are Eldritch Claws and Rending Claws, both of which improve your ability to damage your opponents. If your beast form isn't the archetypal 'fur-covered razorblade' but has a more equine or bovine form, consider Improved Overrun or Improved Bull Rush, which allow you to do damage to your opponents at the same time as you inflict debilitating conditions, or push them around the battlefield to set up attacks by your companions. As always, be mindful of prerequisites, and don't focus so much on your beast form that you neglect your humanoid form and its abilities.

One important step to consider further down the road is whether or not you're going to expand your form repertoire, by taking the feats necessary to assume hybrid or primal forms. Both offer your character advantages, albeit in different ways. Hybrid form allows you to continue to use and wear equipment designed for your humanoid form, while still allowing you access to the sensory and combative abilities of your beast form. Primal form enhances your beast form, making it larger and more dangerous in combat. You're not required to take either feat: They're merely ways to expand on your dual nature and provide you with new ways to take advantage of your shapeshifting abilities. Likewise, as a natural lycanthrope, you do not suffer from, and cannot pass on, the curse of lycanthropy without taking a feat to allow you to do so. If you're considering taking this feat, stop and talk to your GM first—they may have definite opinions on the subject that could conflict with your ideas, and its best to sort those sorts of things out before they become an issue, not after. If your character is of a good alignment, you should consider this very carefully, as the curse of lycanthropy is a terrible, evil thing, and willingly choosing to pass it on the ability cannot be 'turned off' once selected—is most definitely an evil act that can have serious repercussions for your character.

If your character is a spellcaster, then the ability (or lack thereof) to cast spells while in beast form is another issue you'll want to address. Any natural lycanthropic spellcaster can learn to cast spells while in their beast form by taking the Natural Spell feat, but druids are able to master the ability more quickly thanks to their increased shapeshifting ability; all others must wait until they reach the point where they can cast 4th level spells to learn the ability. That gives you plenty of time to learn other things and prepare for the point when you can cast from beast form, so spend it wisely! That's a lot about the mechanical aspects of playing a natural lycanthrope,

Frony

but what about the roleplaying aspects? How do you reflect your character's dual nature in the game without hiring a troupe of bards to precede you with trumpets blaring, singing your shapeshifting praises? (Note: In the right campaign and for the right character that could, indeed, be an awesome way.) The simplest way to do this, though, is to leave the bards for someone else. Natural lycanthropes are a generally secretive lot, who try very hard to live their lives without revealing their dual natures to the people around them for fear of the inevitable and inaccurate cries of 'Werewolf!' or 'Monster!" or what have you, followed by the sadly equally inevitable mobs with torches, pitchforks, and silvered weapons.

You, however, do not have to limit yourself that way. You're a creature with two natures—part animal, part humanoid—and you can use that to your advantage when roleplaying your character. It's an integral part of your nature, so don't neglect it or you're robbing yourself of part of the reason that you wanted to play a natural lycanthrope in the first place. Consider distinguishing yourself (or concealing yourself) in some of the following ways.

You might consider having your character reflect their inner nature by adopting-at a lesser level than present in the actual animal—one or more behaviors common to your base animal. If you are a werecrocodile natural lycanthrope for example, you might have your character spend time lying in the sun when he's resting or thinking ("I do my best thinking this way!"), or might have him eat only one big meal a day, rather than two or three. A wererat natural lycanthrope might pile all of their blankets and pillows into a nest of sorts when they sleep, or might prefer to sit and walk along the edges of walls rather than in the center of halls or rooms, and become nervous when forced to do so. Whatever traits you chose, be sure to check with your GM (and possibly you fellow players) to make sure that they're not going to be disruptive to the flow of the game. The idea is to personalize your character, not to become annoying.

Another way to draw on your beast form for roleplaying inspiration is to factor one or two traits from it into your character's personality. If your character is a werecamel natural lycanthrope for example, they might be somewhat surly and ill-tempered and spit a lot, or if they were a werewolf natural lycanthrope they might be protective of others in their 'pack' and stake out 'territory' in taverns or other places that they resent intrusions into. The sky's the limit but always remember to check and make sure that you're not causing a problem or impacting someone else's fun with the traits that you choose.

Other ideas for personalizing your character might be to wear items of clothing that reflect your beast form, such as wolfskin cloaks for a werewolf natural shapeshifter, or items made from (or appearing to be made from) python skin if you're playing a weresnake natural lycanthrope. Perhaps your character thinks that it's too creepy to be wearing items made from deerskin if he's a weredeer natural lycanthrope, or swears off using feathers as decoration if they're a werebird. Not necessarily disruptive in either case (unless, say, wearing a ritual outfit to infiltrate an evil cult's stronghold required donning a feathered headdress...), but distinctive and something to help build your character's portrayal around.

Jewelry and other methods of personal adornment offer another way to showcase your dual nature. Your character might have a tattoo or tattoos that reflect their beast form, perhaps even one that was made with silver inks, so that it was visible while you were in beast form as well. Or you could wear evocative jewelry made from thematically-appropriate materials such as cat's eye emeralds, or in thematic forms, such as wolf's head rings, or bear claw necklaces. You might have embroidery of tribal designs in your clothing that are evocative of your dual nature; you could even take some skill ranks in the appropriate craft skill and make it yourself, gifting your friends and allies with items to indicate to others like yourself that they are allies without their knowing it!

Something else to consider is the generally secretive nature of natural lycanthrope communities and how that secrecy affects you. You should never try to conceal your nature and abilities from your fellow party members, because it makes things difficult and can cause resentment, and also because they need to know what you can do in order to plan and react to events correctly, but that doesn't mean that everyone needs to know that you're a natural lycanthrope. Since changing forms into an animal in the middle of town is a problem that may land you and your friends in trouble with the local inquisitors, you should think before you shift. If you can't avoid changing forms in front of potentially hostile witnesses and crowds, have some ideas ready to help smooth over issues. If you're a druid, for example, most people will not bat an eye over you changing forms to that of an animal in a fight. If not, explaining that your friend the wizard cast a polymorph spell to assist you in the fight, or that you have a magic item that allows you to change forms may do the trick. If you're feeling creative, spin a story about how there was an agathion who fell in love with an ancestor and dallied with her for a time before vanishing back into the Celestial Realms to battle evil once again, leaving the gift of transformation to her children as a parting gift. Remember that you take no damage from simply touching or wearing silver, but popular belief holds that lycanthropes can do neither without being burned; that may save your life or eliminate suspicions if you wear some silver jewelry prominently.

Beyond anything else, remember that you're playing a natural lycanthrope because you wanted to—so revel in your nature! Fur out and take a bite out of the bad guys! Have fun! Just remember that everyone else at the table needs to be having fun, too.

11

game Mastering for a Lycanthrope

"Good day. But remember this, Dr. Glendon, the werewolf instinctively seeks to kill the thing it loves best."—Dr. Yogami, <u>The Werewolf of London</u> (1935)

Your game is rocking along, everything is flowing well, and, out of the blue, this had to come up-lycanthropy. Now your head is filling with all sorts of images that hadn't been part of your existing campaign plan and you can't make them stop. The excuse of 'full moon madness' being used to explain every disruptive act imaginable. Silver bullets zinging through the air. Peasantry armed with pitchforks and torches. The looming spectre of interparty conflict making a hash of character relationships. Players eating up hour after hour of your (and their) time trotting out every wolf/shapeshifter/lycanthrope pun and joke known to man. It's a huge disruption that you hadn't factored into things, and your first reaction is to say 'no' and just make it all go away.... Don't. Take a deep breath. Relax. Let us show you how to manage things in ways that won't spell the end of your campaign, but might, instead, enhance it.

The single biggest distinction to understand at the start is which type of lycanthropy is under discussion: afflicted or natural. One is a curse that is forced on someone and that turns the victim into a monster (afflicted), and the other is a racial choice that defines the character in the same ways that being an elf or dwarf does (natural). Each has its own challenges for the GM, and each is discussed below.

Afflicted

Critical to understanding how to deal with an afflicted lycanthrope in your game is the explicit understanding that they are suffering from a curse that makes them—at least part of the time—a monster. They're not noble defenders of the earth, not furry superheroes, and definitely not 'simply misunderstood'-they're monsters. Their curse drives them to perform acts like stalking, murdering, and devouring other sentient beings on a regular basis; the very definition of the kind of monster that PCs usually oppose. As monsters, they are not supposed to be balanced against other player character races, and they consequently have a marked advantage that you need to plan for.

The simplest way of dealing with this is to inform the player that their character is now an NPC, and ask them to create another, but that's not only heavy-handed and somewhat arbitrary (you don't take a character away from someone if they're suffering from some other type of curse that forces them to only tell the truth, or to give all of their possessions away, for example), it also robs both you and the player of a great deal of story material that can be used to drive adventures and propel roleplaying moments that the group will remember for years. Instead of taking the simple route, consider allowing the player to retain control of their character when the curse is not active, and using some the ideas that follow to make the curse part of the stories told about your campaign.

Your initial step once you decide to play out the curse and its effects is to sit down and read this section several times, and then read the section on playing an afflicted lycanthrope above several times. Then read the official Pathfinder rules governing afflicted lycanthropes and compare the differences to understand them. Don't assume that you know them, go back and read them again. Twice. Take look at Paizo's online forums and see if there are any new errata or any new clarifications to any of the rules. (Because, if you don't, rest assured that your player will, and no one likes to be embarrassed at the table) Once you've done that, make some notes about things that you'll want to remember, like save DCs and such, and post-it note them to your GM screen to save time looking them up every time they're needed.

Once you've done your research, take another few minutes and think about what you could do with the storyline. Perhaps you can work it into an ongoing story, or can weave elements of your other storylines into it, or vice versa. Perhaps you can develop an entirely new storyline revolving around the curse and the efforts to have it removed. Whatever option you choose, jot some notes down about specific scenes or incidents that come to you and that might make good fodder for the story. Decide what you do and do not want to deal with at this point. Know what, in essence, your limits are; don't put it off until later. Note that down too.

Now you're ready for the next step: talking to the afflicted character's player.

Take them aside after the game—don't interrupt play for a long stretch for this-and talk to them about the issues at hand. Explain that the curse of lycanthropy is a curse, not a free power-up. Explain that there will be times when the curse takes effect and that in those times you will dictate what their character does. Use plain language, don't be ambiguous. If the player isn't comfortable with that-then cure the character and move on. Forcing them to deal with a situation that they resent is bad; you're all here to have fun. If they are on-board with it, then talk to them about what the curse means, what it will make them do, and what limits you want to set on things. Again, use plain, definite language, don't be vague; you both need to understand what's going to happen. Find out what their limits are, and, if they don't line up with yours, try to find mutually acceptable middle

ground. If you can't—cure the character and move on. See what ideas they may have about story ideas, and where they would like things to go. Be clear that they will not be an afflicted lycanthrope indefinitely, and be firm that doing so means that their character becomes an NPC immediately. Take notes to refer to later.

Once you're done talking to the player of the afflicted character, then talk to the other players, individually or in a group. (You know your group best; use the approach that will make things easiest for everyone.) Keeping the fact that a PC has been infected with lycanthropy from them to spring on them as a surprise later is going to be difficult at best. Trying to do so could well lead to hurt feelings once it inevitably come out, especially if they don't understand how you are handling things. Their natural reaction is going to be to cure or kill the afflicted character immediately (even if their characters don't know it in-game) and they need to restrain those impulses and 'let things percolate'—even if bad things happen-in-game before they do that. It's better to trade any potential surprise value garnered by making the storyline a secret for their cooperation in working with it, since with them on board you don't have to spend all your energies keeping the secret and can, instead, concentrate on telling a better story. Plus, they may have ideas that you haven't thought of that will make the plotline even better. If, after talking to everyone, your other players aren't on-board with the idea, then strongly consider curing the afflicted character and moving on; storylines that don't interest your players, especially ones that they actively dislike or oppose, are too disruptive to the game to spend time on, no matter how cool you-or a single other player — may think they are.

Once you've talked to the afflicted character's player and the other players, it's time to sit down and figure out exactly how you're going to make this work. Here are some commonly-occurring issues and ideas for dealing with them:

Full Moon Transformations: During nights when the full moon is visible, afflicted lycanthropes are involuntarily forced to transform into their beast form (they must roll a DC 15 Con check with a +5 morale bonus; although the need to repeat the roll is undefined, once per night is not unreasonable) and remain in that form until sunrise or after 8 hours of rest, when they transform back. During that time, the afflicted character will typically stalk and murder victims, although that is not the only activity they may undertake. The afflicted character will not remember their actions during this time; they may have wispy memories, like fragments of a dream, but they do not have access to true recollection of their activities and actions. The afflicted lycanthrope character does not get a control check or saving throw to avoid this transformation (other than failing the Con roll), even after they know what is happening to them; it happens whether they want it to or not, due to the nature of the

curse. These are the times that you, the GM, will be in control of the afflicted lycanthrope's character.

While the character is suffering the effects of a full moon transformation, there's no need to go into excruciating detail about what they did. In fact, when dealing with cases like this, less is, quite literally, more. By only giving hints of what the afflicted character has done, and never fully revealing it, you allow the players to fill in the gaps on their own; people's imaginations are more effective at producing personalized horrors than any book or film, so let the players do the heavy lifting for you. If it's necessary to have the afflicted character recall a flash of something, then simply tell them what it was at an appropriate dramatic moment; making them roll Will saves to recall important bits of information is a sure-fire way to cause issues when the player's dice fail to cooperate. However, also be aware that players are persistent, creative, and have access to many resources; if they are determined to know what happened, they will find out, so it's good to have a solid idea what went on so that you can offer consistent information if needed.

Victims: Avoid problem-causing issues such as having the afflicted character attack the other party members while they're asleep, or kill other character's familiars, bonded mounts, or animal companions when they're isolated from their owning character. This sort of thing may sound dramatic, but it's not; players hate this sort of thing. Being victimized with no chance to fight back is frustrating, and creates resentment against you and the player whose afflicted character performed the act. Plus, most players will regard it as 'stealing' resources they've invested time and effort and money in, and in some cases, such as a witch's familiar, something that's literally crippling to the character. If, on the other hand, one of them volunteers a familiar, animal companion, or bonded mount for such a thing, well, the gloves are off. You're better off arbitrarily ruling that the afflicted character travels some distance—if a specific distance is needed, randomly determine by rolling a die of the size you feel appropriate to generate it (1d6 to 1d8 is usually a good range)-'does his business' and returns back to his starting point.

The afflicted lycanthrope's choice of targets during full moon transformations can, as explained above, become an issue. The majority of their victims should have little or no connection to the party; they're just unlucky people and animals—not all victims must be sentient-that crossed the afflicted lycanthrope's path at the wrong time. Having the afflicted character stalk and murder important nonplayer characters with connections to the afflicted character or to the other players is also going to be frustrating and create resentment. You're better served by having that be the last stage of the curse before the cure is found, with the circle of victims contracting and getting closer and closer to the people that the party cares about, than opening up with the 'big guns' and leaving yourself with no ammunition for the later stages. This doesn't mean that important or significant individuals can't be killed—but remember that the more highly-placed and well-connected a victim is, the greater the reaction is going to be if they turn up torn to pieces in their garden, or savaged in an alleyway. Start small, with victims that aren't going to engender paladin and inquisitor-backed crusades or widespread witch hunts for the offending character at the onset—those are better served by appearing in the last stages of the storyline.

Transmitting the Curse of Lycanthropy: Paizo's lycanthropic template (Bestiary) specifically spells out that only natural lycanthropes-not afflicted ones-may pass along the curse of lycanthropy. Unless, of course, you want them to; this is your game after all, and every afflicted lycanthrope is not created equal. (See the feat 'Cursed Bite' in the Feats section for one way to handle this.) If you decide to factor this in, you're going to have other considerations to make, as you have now elevated the afflicted character from a serial killer to a plague-bringer. Because of the transmittable nature of the curse of lycanthropy, anyone that survives an afflicted lycanthrope's attack will, if they fail their saving throw, become an afflicted lycanthrope themselves. It's not a guarantee, particularly if the individual has access to the resources to resolve the situation (or has a saving throw that's high enough to more-or-less guarantee immunity), but for the average survivor, it's a real danger. This means that you're going to need to consider how fast the curse spreads, because once a single other individual has contracted the curse of lycanthropy, then the numbers of afflicted individuals are going to start to climb appallingly quickly. (This, in fact, is why you have widespread witch hunts and paladin and inquisitor-led crusades.)

Consider how fast you want this growth cycle to occur, and how far you want it to spread. While packs of werewolves roaming the streets may make for an exciting movie, given the advantages that afflicted lycanthropes have over the average city guardsman or soldier, in most settings what this is going to lead to is, in short order, either a situation where you have massive purges and inquisitions on a Stalinesque scale, or a city that's full of werewolves. Either one could make for an exciting campaign, but neither one may be the campaign that you're looking for. You may be better served by simply following the template and ruling that the afflicted character cannot pass on the curse of lycanthropy, or that there are no survivors, or by stating that any survivors are killed by their apologetic but survival-minded neighbors, or any other mechanism that fits your campaign. Do not, however, make a cure widely available and then state out of the blue that it will not work for the afflicted character—that's not playing fair.

Alignment Changes: Unlike previous iterations of the ruleset, Paizo's lycanthropic template (*Bestiary*) does not mandate a shift in alignment merely from becoming an afflicted lycanthrope. Just because they don't force a change on the afflicted character, however, doesn't mean that there won't be one, especially once the afflicted character realizes what they have become. During the periods when the afflicted lycanthrope is under GM control, the character should be considered to function with the alignment listed in the Bestiary entry for the specific breed of afflicted lycanthrope they are. As only two of the sample Bestiary lycanthropes are not of an evil alignment—the werebear is lawful good, and the wereboar chaotic neutral-the majority of afflicted lycanthrope breeds will see nothing untoward about acts of murder and anthropophagic behavior. Failure on a character's part to shield others from their potential actions and to seek a cure immediately upon the realization that they have become an afflicted lycanthrope, is, by definition, an act of evil as they are both explicitly condoning the vile actions of their bestial alter egos, and are selfishly placing their own desires above the lives of others. Actions of this sort can and should result in an alignment shift, with a commensurate potential loss of appropriate class abilities

Even the two breeds that are not evil by nature represent their own issues. (Remember, the afflicted lycanthrope is a monster.) Wereboars are notoriously ill-tempered and aggressive, comparative to a werewolf in this regard, and are known to fight at the drop of a hat, which, in the confines of an urban environment, can lead to potentially as many deaths as the depredations of an actively evil lycanthrope. Werebears, while of a good alignment, care little for the niceties of civilization and its codes and laws, and will tend to seek out evil and confront it directly, slaying criminals and others of dark nature without regards to their social position, organizational affiliations, or the legalities of their actions in the current locale.

In both of those cases, players may be tempted to retain their curse for its benefits since 'the beast isn't evil' but that is a cop-out. Remind them that the curse is a curse. Perhaps the wereboar happens upon a butcher's shop on a full moon outing, and, outraged at the porcine carcasses it sees, begins a campaign against butchers, slaughterhouses, and, finally, the people that cook, serve, and consume the products of same. Or the werebear encounters a corrupt city watch official and determines that because they are looking the other way the entirety of the watch is thus equally corrupt and needs to be purged so an honest watch can be installed. If that doesn't work, and if you've made the issues and consequences plain from the start (which you should have), then your choices are simple – cure the character and move on, or inform them that the character is now an NPC and it's time to build someone new.

The Cure: Everything has an end, every story reaches a conclusion; know when the afflicted lycanthrope's story is done and don't be afraid to end it when that time comes. Don't wait for that point to start seeding the clues that lead to a cure—start that early on and repeat them as needed in case they're missed or overlooked. One or two failed skill checks should not derail the plotline, that's arbitrary and unfair. Have NPCs provide missing information if needed, and don't set the player up for failure. Likewise, once the players know what the cure is and where it is to be found, let them go after it. Don't try and artificially force them to wait until the point that you decided the cure should become available, that's equally unreasonable and unfair.

Paizo's official methodology for a cure is that a *remove disease* or *heal* spell cast by a cleric of 12th level or higher (scrolls of these spells written at 12th level or higher are also effective) can cure lycanthropy, but only if cast within 3 days of the disease being contracted. If the victim is not treated within this timespan, the disease takes a stronger hold, resisting all future attempts to remove it with disease affecting magic. At that point, there are three options for a cure: *remove curse*, wolfsbane, or unspecified 'exotic' methods.

Remove curse will, if successfully cast by a 12th level cleric, end the affliction, but, as the curse of lycanthropy is actually only in effect when the victim is fully transformed into a werecreature, such magic requires the healer to cast it during the full moon when the afflicted lycanthrope has transformed. Consuming wolfsbane will grant the imbiber a second saving throw to throw off the affliction, but it requires that the character voluntarily fail the saving throw and suffer the poison's effects, before attempting a new saving throw against the affliction at the same DC as the original saving throw. A character may attempt this cure multiple times, but only receives one attempted re-roll per dose ingested, leading to potential death from the poison before a save is made. The final method is, essentially, the one that you choose. It could require locating the afflicted lycanthrope that started the afflicted character's 'bloodline' and killing it, bathing in a fountain tended by powerful fey, the kiss of true love, or any other condition that you feel is appropriate and makes a good story.

Some players may prefer the latter method to the more simplistic, mechanical options involving spellcasting, but, ultimately the decision is up to you. Just remember that when it's time, it's time—know when to let go.

<u>Consequences:</u> Once the curse of lycanthropy is lifted, the issues involved don't just stop. People have died, and lives have been altered for the worse by loss. Just because the player character has a clean bill of health from the local temple doesn't mean that everyone is going to smile, pat them on the shoulder, and say "It wasn't your fault, son, I forgive you." If the character is publically known to have been the lycanthrope, then there may be long-term issues that persist after the cure, especially if some of the afflicted character's victims were individuals with standing in the community. Their friends, families, and coworkers may not be particularly interested in protestations of "It wasn't my fault!" or "The temple cleared me!" They will, quite likely, be far more interested in vengeance for their fallen brothers, sisters, coworkers, employers, employees, and neighbors. Depending on their resources, standing, and motivations, some will pursue this through legal actions such as writs, claims of damages and fines or other bureaucratic entanglements, some will seek to destroy the character that they blame for their loss socially or ruin them commercially, and some will take the more direct route and simply try to kill the character, either personally, or through deniable intermediaries.

Nonplayer character friends, associates, and even loved ones of the formerly afflicted character will change their attitudes as well, even if they weren't directly affected. Pressure from the survivors of victims may force them to turn away from the character in order to ensure that their own livelihoods aren't threatened by association, or their own moral stance may require that they no longer associate with someone that they believe—rightly or wrongly—was capable of such acts. Personal relationships may grow strained and break, leading to formerly-accepted proposals being rejected due to personal doubts and familial pressures, or an increased difficulty in locating compatible partners.

It's necessary to repeat this again: the curse of lycanthropy is a curse. Afflicted characters should suffer because of it, even after they have affected a cure... but, at the same time, don't be unreasonable and actively obstructionist about it. Allow them to repair friendships and relationships and to rebuild trust and regain affections if that's what they want. It shouldn't be easy, but it should be possible, and should make a great finale to the storyline.

Natural

A player has just walked up to you, copy of this book in hand, and announced that they want to play a natural lycanthrope in your next game—and your first reaction is to panic. Don't, because natural lycanthropes as presented within this work are not what you think they are. They're not monsters, not unbalancing creatures that will rampage through your campaign like invulnerable furry avengers—they're just a race, like half-orcs, or aasimars, or gnomes. This section is designed to answer your questions about them, address your concerns, explain their abilities, and give you some ideas for what kinds of stories that you can tell with them.

Your first step is to understand that, as presented in this work, natural lycanthropes are <u>not</u> monsters. They don't suffer forced changes to beast form when the full moon is visible in the sky. They don't lose control of themselves and black out. They don't suffer a loss of time and memory as to what they were doing while transformed. They also don't have high damage resistance at 1st level, an automatic hybrid form, or the innate ability to pass on the curse of lycanthropy with every bite. They possess the ability to assume a beast form for a limited amount of time per day, and gain some advantages while in that form, but they're not, in and of themselves, the gamebreaking monsters of old.

Before you say 'yes' though, you're going to want to sit down and read through the rules governing this new presentation of natural lycanthropes, both in order to understand them, and to be able to answer questions your players may ask about them. Read them more than once and take notes, because there will, sooner or later, be questions. Look at the cultural description for the race and think about how it fits within the scope of your campaign. If it doesn't fit, or you need to change something, go on and change it—it's your game after all! Just be certain that anything that you do change is openly and clearly communicated to the player(s) of a natural lycanthrope(s) so that they can make any adjustments to their character and its backstory that the changes might demand.

Once you've finished reading the rules governing natural lycanthropes, it's time to sit down and talk to your player. Pick a time when the whole group isn't sitting around and interjecting comments or providing unspoken social pressure to 'Hurry up because we want to play!' since that frequently makes players nervous and can lead to topics that needed to be discussed being glossed over, only to come back up later on and cause issues. Ask the player about why they want to play a natural lycanthrope, and what they were thinking about doing with the character. Make certain that they have read and understand the rules presented in this work for playing a natural lycanthrope. Talk to the player about what they'd like to do; they may have definite ideas and plans for the character. See how they see their dual nature affecting things, and what ways they might want to demonstrate that dual nature. The more you know at the start, the easier it is to plan, later. Make certain that their choice of base animal won't cause a problem in the game, or won't cause issues with their creating and playing an enjoyable character. Bring up any issues that you've thought of and see if they have any issues that you haven't thought of. Remember to use plain, unambiguous language so there are no misunderstandings. If you have a difference of opinion, try and resolve it through open discussion and compromise rather than just issuing a fiat, but if the differences prove to be too far apart, then politely inform the player that you'd like them to come up with a new character concept. While a good general rule for a GM is to always say 'yes,' sometimes it's better to say 'no' and avoid problems further down the road.

Once you've talked to the player, you're going to want to talk to the rest of the players in the game, too. They, like you, are likely to be thinking of all the issues traditionally associated with player character lycanthropes, and talking to them is the simplest way to dispel any misconceptions and reassure them that they're not going to be dealing with the excesses and issues that they're imagining. Answer their questions, and go over the mechanics of how the race works so that they understand them. Discuss with them how their characters might react to a natural lycanthrope in the party, and try to head off any overreactions that will derail the campaign, paying special attention to reactions and ideas that might lead to interparty conflicts. If it becomes apparent that there are issues which you can't resolve, consider asking the player of the proposed natural lycanthrope to come up with another concept to avoid the possibility of bad feelings being generated among the players.

Now that you've talked to everyone, you need to stop and think about the issues that having not just a natural lycanthrope character in the campaign, but a race of natural lycanthropes in the campaign world as well, will represent. On the character side, understand that keeping the character's nature a secret is an exercise doomed to fail in the long term, so you should consider before you reach that point how the NPCs in the campaign will react, and what they will do. Do they accept the character as being no different than a burly half-orc? Do they accept them with reservations, expecting the worst but hoping for the best? Are there cities that will bar them entry, or restrict their activities if their lineage is known? On the racial side, consider how the existence of the natural lycanthropic race fits into your campaign's history. What events did they influence or participate in? Do some religions view natural lycanthropes in an especially positive or negative light? What factions are there within the natural lycanthrope community? How do they relate to

one another and the rest of the world? All of these are things that you should think about; you don't have to make firm decisions on any or all of them at this point, but you should at least consider what sorts of answers you might want to make to them.

Once you've talked to the players, and thought about the place of the natural lycanthrope race within your campaign, it's time to sit down and figure out exactly how you're going to make this work. Here are some commonly-occurring questions and issues and ideas for dealing with them:

Base Animal Type: The initial issue that may crop up is the choice of base animal by the player. Players interested in strong melee combatants are likely to select bears, big cats, or wolves, while those more interested in environmentally-based advantages will select a bird base animal form or one that has a climb or swim speed. Don't be afraid of the bigger animals: They may be capable in combat, but their inability to wear armor will offset that, even considering their damage resistance. (See below for more on this) Of more concern may be a base animal with a flight speed. Many adventures can or will be compromised by the addition of a flying creature and there exists a bias towards denying this ability to player characters before the arrival of the *fly* spell at 5th level, but remember that the natural lycanthrope will be limited in what they can do while flying to scouting, perhaps carrying a Small companion, and fighting in areas large enough for their flight to be useful, and will quickly run through their daily allotment of time they can spend in beast form at lower levels, negating the issue. They are, in effect, no more of a hindrance than the average avian animal companion or familiar, and may be neutralized by missile fire, magic, other aerial combatants such as trained birds, just as a familiar or animal companion might be. Other forms of environmental movement such as climb or swim speeds may pose their own issues, but are not likely to pose as many issues for you as flight could.

Spellcasting: Unless they are druids, natural lycanthropes cannot cast spells while in beast form until they gain the ability to cast 4th level spells. This will happen at 7th level for a memorization-based full spellcaster, 8th level for a spontaneous-casting based spellcaster, and 13th for a hybrid spellcaster such as a ranger or paladin, not considering any multiclassing, archetypes, or other options that might impact this. (See the Natural Spell feat in the Feats section for the specific modifications to this feat for natural lycanthropes) Until that time, natural lycanthropes are no more of a threat in this regard than a druid of any other race.

<u>Speech</u>: Natural lycanthropes cannot speak while in beast form unless they take the Wild Speech feat. (See the Feats section for the specific modifications to this feat for natural lycanthropes) Scent: Scent is a very powerful ability that can negate invisibility, unravel disguises, and abrogate stealth checks with a single Perception roll. As a balancing mechanism, natural lycanthropes do not receive the scent special ability while they are in humanoid form. They do receive it while in beast form, and if they select the feat to allow them to assume Hybrid or Primal form, they receive it in those forms as well.

Damage Resistance: Perhaps the single biggest issue for many GMs is the idea of damage resistance in the hands of a player. Natural lycanthropes do possess it, but they are not frontloaded with their full-power. Instead, they begin with DR 2/silver, which increases by 2 points every odd level until reaching its full strength of DR 10/silver at 9th level. At lower levels, the increased resilience that this gives the character is offset by their lower capacity to absorb damage, and is practically of less importance than an aasimar or tiefling's three different energy resistances, as the number of feats and abilities that increase purely physical damage, even at 1st level, will far outstrip 2 points of damage resistance. At higher levels, the progression of damage increase will continue to hold true, with higher level characters doing increasingly more damage. Additionally, magical weapons of +3 enhancement will negate the damage resistance, as will items like alchemist's fire at lower levels, and spells that deliver energy-based damage or that require a ranged touch attack to hit the character. Spells using wolfsbane as an additional component inflict an additional penalty to the natural lycanthrope's saving throw.

Silver Weapons: While equipping every opponent the party faces with silver weapons might seem like the easiest way to get around the natural lycanthrope's damage resistance, this is an overreaction, as all it does is cheapen the impact of the practice and nullify what's supposed to be one of the core abilities of the race. The use of silver weapons is certainly appropriate in some circumstances, especially when dealing with recurring villains or enemies who skirmished with the party one or more times and have had cause to study the party and their strengths for future conflicts. Restrict their appearance to significant foes and their minions, NPCs with specific reasons to carry silvered weapons such as lycanthrope-hunting inquisitors, and other individuals and situations where their presence is reasonable. If an NPC knows that one of the characters is a natural lycanthrope, then it only makes sense that they would seek out weapons to defeat them, but random bandits, tribes of kobolds, and other creatures that aren't really significant shouldn't be packing 'silver heat' as a matter of course.

Transformation Spells: As entities with the shapechanger subtype, all lycanthropes, afflicted or natural, possess a practical immunity to transmutation spells with the polymorph subschool while in their beast, hybrid, or primal forms. A character may only be affected by one polymorph effect at a time, and can decide whether or not to allow a new effect to affect them. (Core Rules) Lycanthropes in their humanoid form may be affected by polymorph effects normally, but may choose to return to one of their other natural forms as a standard action following the normal rules for such transformations on the round following the effect taking place.

Enchantment Spells: Lycanthropes possess the humanoid subtype, and thus are not immune to spells such as *charm person*, *hold person*, and others that require the target possess the humanoid subtype while they are in their humanoid or hybrid forms. While in beast or primal form, they lose that vulnerability, but replace it with a vulnerability to spells that require the animal subtype such as *hold animal* and *hide from animals*. Spells such as *charm monster*, which work across the subtype spectrum, will affect them equally in all forms.

Hybrid Form: Natural lycanthropes as presented in this work do not automatically gain a hybrid form. Instead, they must take a feat to gain this ability and the advantages that it grants. See Hybrid Form in the Feats section for the full details of this.

Lycanthropic Empathy: All lycanthropes have an innate empathic bond with creatures of a similar type, and may communicate and empathize with normal and dire animals of the same base animal form. In cases where there is not a dire form available for their base animal, the 'giant' form may be substituted for the 'dire' form, as in Giant Frogs. This innate ability makes animals of that type generally friendlier toward the lycanthrope. In game terms, lycanthropes may make a Diplomacy check to alter such creature's attitudes and receive a +4 racial bonus to the check.

<u>Transmitting the Curse</u>: Unlike afflicted lycanthropes, members of the natural lycanthrope race presented in this work do <u>not</u> automatically gain the ability to pass on the curse of lycanthropy. Doing so requires the natural lycanthrope to take a feat. Taking this feat, and passing on the curse, is considered a willing, evil act. (See Cursed Bite in the Feats section for more information)

Suspicion and Prejudice: Natural lycanthropes are, in the popular view, utterly indistinguishable from afflicted lycanthropes. More educated and knowledgeable individuals understand the distinction, but still frequently remain suspicious owing to the secretive nature of natural lycanthropic communities and the fact that evil individuals can and frequently do spread the curse of lycanthropy. This shouldn't be used as a hammer against natural lycanthropic characters, but in many places it could and should alter reaction rolls and increase the prices that they pay for some goods and services.

Why are afflicted lycanthropes 'more powerful' than natural ones?

"The werewolf is neither man nor wolf, but a Satanic creature with the worst qualities of both."—Dr. Yogami, <u>The Were-</u> wolf of London (1935)

It's a fair question. It certainly appears that way given that with one simple bite, they get everything in the lycanthrope template in one fell swoop, while natural lycanthropes, as presented in this work, have to grow into their power and only gain some of the same benefits after a number of levels and the taking of several feats.

And, since we're here to make playing lycanthropes more accessible and fun for everyone involved, here's the answer: They are... and they aren't.

To translate that into something more meaningful requires us to let you look under the hood and see some secret game-design stuff. Ready?

Traditionally, playing a werecreature in the Pathfinder system's parent system was a complicated process that tended to make characters that were too powerful and invited abuse, which led to new systems being created to correct for that, which ultimately led to no one being happy with the process. Pathfinder streamlined the process a great deal, but their one-size-fits-all template feels constraining to many players, and still too powerful to some GMs.

Why is it that generations of game designers have had so much trouble with this one idea? Why haven't they found a good balance?

To understand why, here's a peek from behind the game designer's curtain to explain the central core issue that's confounded game designers for years: From the beginning, from a mechanical, game design point of view, player characters were never meant to be lycanthropes.

You see? Once you know that one fact, everything makes much more sense.

Lycanthropes were meant to be <u>monsters</u>, meant to be opponents that player characters fought and killed, and, as such, they were not in and of themselves ever supposed to be creatures that players would adopt as characters. Afflicted lycanthrope characters were supposed to be horrified at their transformation and seek a cure as swiftly as possible, not embrace it and use it to become more powerful. Players were never meant to want to play a werewolf, or a wereboar, or a wereiguana, because they were monsters, and playing a monster was not what the game is about. (It <u>can</u> be, you understand, but that's not what it's <u>designed</u> to be about.) Because of that design bias, lycanthropes were never balanced against other player character races, but rather were balanced as <u>monsters</u>, which function under a completely different set of construction and design paradigms than player character races. Trying to adopt the monster-balanced entries for lycanthropes found in various manuals and bestiaries into something that could be played as a balanced character was doomed to fail from the start, because of the difference in design systems involved.

Pathfinder attempted to correct for this with their simplified lycanthropic template, which stripped out some of the hardest to balance powers that had been assigned to monster-balanced lycanthropes (regeneration/fast healing, large statistic bonuses), and, in essence, made all lycanthropes identical except for the animal that they turned into. That same smooth granularity, however, had its own issues in balance, since while it brought lycanthropes down in power level to the point that they were almost balanced against other powerful races, it made no allowances, and gave no guidance on how a natural lycanthrope, the only version suited for play as a player character, could be made to fit in a campaign at 1st level without overshadowing other characters with its powerful damage resistance and other abilities.

That leads us to the reason why afflicted lycanthropes, from a game design standpoint, appear to be more powerful than the natural lycanthropes presented in this work: game balance.

Afflicted lycanthropes get all of their powers at once because they're <u>monsters</u>. They're balanced to provide a challenge for characters to fight, and their template is kept simple to make it easy for the GM to apply it as needed. They're not designed to be used as player characters, because inherent in their design is the explicit idea that anyone afflicted with the curse of lycanthropy is an NPC, at least part of the time. Their condition is a curse, and one that no sane individual would wish to retain, no matter how buff they look after they are afflicted.

Natural lycanthropes as presented here are designed to be a player character race from 1st level. Because of that, their powers start out at less than their full potential, and increase as they rise in level, with the increases metered or requiring specific feats to be taken, to prevent them from becoming overpowering when compared to other characters of their level. In return for that slow progression to power, there's no lunar-induced madness that forces the GM to control them part of the time, there's no loss of control, no savage outbursts that alienate other players and endanger alignments.

Simply put, to get something, you have to give something. By retaining control of your character, and avoiding the negative qualities of the afflicted lycanthrope, you start out less powerful... but by retaining control of your character, you are, in truth, vastly more powerful than an afflicted lycanthrope will ever be.

Natural Lycanthropes

Natural Lycanthropes are an ancient and widely-dispersed race composed of hundreds of subraces linked to different base animal forms that choose to live within the shadow of more numerous and dominant species across the world. Never numerous, even in the oldest of their legends, they built no empires, and founded no nations-but every empire that has ever been built, and every nation that has ever been founded, has sheltered their communities within its borders. Best characterized by their reclusive and insular nature, natural lycanthropic communities span the range from primitive, savage tribal clans in the deepest jungles, to quiet, civilized extended families that live in the largest cities in the world. Despite their preference for an insular, reclusive lifestyle, many members of the race do pick up their roots in their youth and leave the safety of their clans and homes to see more of the world before settling back down founding their own community elsewhere.

WHY A NEW RACE AND NOT A RACIAL CLASS?

"I'm going to TRANSFORM him, and unleash the savage instincts that lie hidden within..." Dr Alfred Brandon, I Was a Teenage Werewolf (1957)

Again, a fair question; why did we choose to do it this way?

From a design perspective, there were two reasons:

First, because while there have been a number of attempts to make lycanthropes and other monsters into a 'racial class' that characters took levels in, granting them increasing abilities as they leveled up until they became a 'fully grown' version of the creature they were supposed to be, they were all hampered by one simple fact: players didn't use them. Racial classes, owing to their need to focus on granting the abilities of the monster that they were representing, left no room for any other development. Because they offered no class-based feats, few skill points, no class abilities that were truly on a par with those gained by the core classes, and especially no advancement of spellcasting abilities, racial classes were doomed to be ignored by the vast majority of players.

Second, because we wanted to open up the field for lycanthropes of all types, and allow players to have the maximum range of options to choose from for their beast forms. That meant, from a design perspective, creating dozens of racial classes of varying levels to cover all the possible options players might want to choose. That was a nonstarter on the design side, not just from the labor involved, but because of the sheer number of classes that would be required and the volume of space that they would take up.

With those things in mind, we went with the decision to make natural lycanthropes a true race of their own.

Natural lycanthropic society is an interesting admixture of insular traditionalism and forward-looking adaptation, steeped in its ancient tribal origins, but always seeking to find new ways to blend in and remain hidden with the framework of larger cultures that surround and contain it. Each type of natural lycanthrope base animal has traditions drawn from the behavioral traits of their specific base animal which govern the way communities composed of that base animal type select mates, settle disputes, and establish internal social orders. Types of a broader general class (herd herbivores, pack hunters, etc.) will frequently group together based on similar shared cultural traits and form intermingled communities, settling on a shared set of communal rules and guidelines drawn from a blending of their specific traditions. Individuals of other base animal types sometimes join communities anchored in a different base animal type, but there are normally difficult adjustment phases until the social order on both sides adapts to the situation and true acceptance is achieved.

The need to remain concealed within other, larger, cultures is purely a survival mechanism, and one that crosses over both communal and individual beast-form lines. Vastly outnumbered since their earliest days as primitive tribes that worshipped the spirits of animals until they became one with them in a literal way, natural lycanthropes decided in ages past that they could not keep retreating from civilization, because sooner or later there would be no place to retreat to, and instead chose to adapt their lifestyles and conceal themselves within the cultures that were overrunning them. Millennia later, their hidden communities' presence unknown in cities everywhere, they now fear the reactions of other races who will see only that there are those dwelling amongst them that become animals, and not that it is they that control the beast, and not the beast that controls them. Tragic past experience with natural lycanthrope communities that have revealed themselves to the cultures around them has taught them that, if the true extent of their societal interpenetration becomes known, the result is likely to be brutal, fear-driven purges to eradicate the 'shapeshifter menace', leading to racial extinction. Consequently, they place such a high price on their privacy and secrecy that even those members of the race that turn to evil do not risk revealing the true spread of their communities.

That racial need to maintain secrecy drives them to blend in with other races and cultures as seamlessly as they blend their own animal and humanoid natures, seeking safety through invisibility. As such, other races' attitudes towards them are somewhat skewed, as they present no defined and unified racial front for others to react <u>to</u>. If revealed, most other races react to the idea of communities of natural shapeshifters based on the incorrect initial assumption that they are dealing with a community composed of afflicted lycanthropes, usually with tragic and horrifying consequences. Some communities have successfully integrated into larger groups publicly, usually through long, slow acclimation processes involving mutual assistance (such as a fishing village of weredolphins that assist other villages around theirs with their nets and guide their boats to schools of fish in return for part of the catch), mutual defense (families of werehippos that dwell alongside small jungle villages and rise up to help defend their shared community), or obfuscation (a community of werehounds that commonly join their city's watch and trace their ability to a mythical hound archon ancestor).

As a whole, natural lycanthropes share the same breadth of interest in other cultures and peoples as many other races, but they are particularly interested in the racial and geopolitical groups that make up the communities that surround theirs, often choosing to focus on those cultures and their attitudes towards others moreso than any other. This often leads to their being indistinguishable, at least on the surface, from their base race in attitudes.

Lycanthrope Racial Traits

Ability Scores: In all forms, +2 to two physical ability scores and -2 to one mental ability score determined by the natural lycanthrope's base animal and its statistic modifiers on the druid's animal companion list. Natural lycanthropes are physically robust, but are torn between their bestial and civilized natures and suffer conflicting impulses. See the accompanying table for a list of animal forms and their statistic adjustments. To add to the list, look at the animal's statistics as an animal companion, and select the two statistics that reflect its strengths, and the mental characteristic that reflects its mental characteristic weakness. Use the samples on the following page as a guideline.



Base Animal	Ability Adjustment
Аре	+2 Str, +2 Con, -2 Cha
Badger	+2 Dex, +2 Con, -2 Cha
Bat, Dire	+2 Dex, +2 Con, -2 Int
Bear	+2 Str, +2 Con, -2 Int
Bird [Eagle/Hawk/Owl]	+2 Dex, +2 Con, -2 Cha
Boar	+2 Str, +2 Con, -2 Wis
Camel	+2 Str, +2 Con, -2 Cha
Cat, Big [Lion, Tiger]	+2 Str, +2 Dex, -2 Int
Cat, Small [Cheetah, Leopard]	+2 Dex, +2 Con, -2 Wis
Crocodile [Alligator]	+2 Str, +2 Con, -2 Wis
Dinosaur [Deinonychus, Velociraptor]	+2 Dex, +2 Con, -2 Int
Dog	+2 Dex, +2 Con, -2 Wis
Horse	+2 Str, +2 Con2 Int
Pony	+2 Str, +2 Dex, -2 Int
Rat	+2 Dex, +2 Con, -2 Wis
Shark	+2 Str, +2 Dex, -2 Cha
Snake, Constrictor	+2 Str, +2 Dex, -2 Cha
Snake, Viper	+2 Dex, +2 Con, -2 Cha
Wolf	+2 Dex, +2 Con, -2 Wis



Two Bloods: Natural lycanthropes are humanoids with the shapechanger subtype. One other humanoid (elf, orc, human, etc.) subtype must be chosen by the player; this is referred to as their base race. They count as that humanoid type for purposes of prerequisites. Natural lycanthropes gain no abilities from this second type beyond physical appearance, although they remain vulnerable to effects and abilities that specifically target it. In beast form, hybrid form, or primal form, they exchange the humanoid subtype for the animal subtype and are vulnerable to effects and abilities that specifically target it.

Medium Size: Natural lycanthropes are medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Natural lycanthropes have a base speed of 30 feet.

Low-Light Vision: Natural lycanthropes see two times as far as humans in conditions of dim light.

Lycanthropic Empathy: In any form, natural lycanthropes 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.

Beast Senses: Natural lycanthropes receive a +2 racial bonus to Perception.

Creatures of the Wild: Natural lycanthropes receive a +2 racial bonus to Survival.

Beast Form (Su): All natural lycanthropes may shift to a single beast form chosen at character creation, that of their base animal. The statistics, natural attacks, size, and abilities of the beast form are drawn from those listed for the base animal on the druid's animal companion list, and advance at the listed level and listed manner that it does, but do not gain any other level-based advancements as an animal companion might. Any animal on the animal companion list that begins within one size category of the natural lycanthrope may be chosen. When transformed, use the ability scores of the base character or the base animal, whichever ability score is higher. Hit points and saving throws remain those of the base character as modified by the Beast Form's Constitution, with any extra hit points granted by the change in forms being treated as temporary hit points. Equipment melds with the new form between humanoid and beast form. The shift in forms is a standard action which does not provoke attacks of opportunity, but a natural lycanthrope can shift to its alternate form as a move-equivalent action which does not provoke attacks of opportunity by making a DC 15 Constitution check. Natural lycanthropes may remain transformed for a number of hours per day equal to their Con Modifier + character level (minimum 1). This duration does not need to be consecutive, but must be spent in 1 hour increments. (Each change rounds up to the nearest hour. If they change after ten minutes, that consumes one hour of their time limit; if they change after an hour and a half, that consumes two hours, and so on.) Natural lycanthropes do not suffer from a compulsion to transform into beast form when the full moon is visible. A slain natural lycanthrope reverts to its humanoid form, although it remains dead. Except where detailed here, this effect functions as the *Change Shape* ability listed in the basic lycanthrope template on page 196 of the *Bestiary*.

Lycanthropic Resilience: In beast form, a natural lycanthrope gains DR 2/silver, which increases by 2 points every odd level to a maximum of DR 10/silver at 9th level.

Vulnerability: Natural lycanthropes are especially vulnerable to the poison wolfsbane, and suffer a -2 on their saves against it, and a -1 to saving throws against spells that utilize it as an additional material component.

Vulnerability: Natural lycanthropes are especially vulnerable to silver. They never apply DR to silver attacks, no matter the source of the DR, and take an additional 1d6 points of damage from any damage from a silver source.

Languages: Natural lycanthropes speak Common, and the racial or regional language of their base race. Natural lycanthropes with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Communities of natural lycanthropes often portray themselves as the extended families and clans that they in truth are, dwelling in concentrated neighborhoods within cities and towns, or forming their own small communities outside them. Within their subcommunity, in the fashion of many ethnic, religious, and other similar groups, they prefer to deal with internal issues on their own, settling disputes in the traditional fashion of their base animal breeds. Interaction with those outside their insular group is, surprisingly, encouraged, both to encourage invisibility and to prevent interbreeding, and marriages to individuals from other, similar, base animal breeds is common, as are marriages to individuals outside their race, providing the prospective spouse is properly vetted according to the prevailing community standards. Proving that their ties to the natural world do not exempt them from the worst elements of sentient psychology, there are degrees of internal societal prejudice based on the relationships between various base animal types in the wild, but, while common, they tend to influence behavior rather than lead to open hostilities. For example, marriages and relationships between predator/ prey base animal types face a fair degree of internal prejudice, and are commonly and actively discouraged at the societal level, although this is based more on the primal relationships between base animal types than any literal imposition of those attitudes by a natural lycanthrope's nature. Mixed-species couples produce children whose beast form is that of a randomly selected parent (each child, other than identical twins, determined separately), not a hybrid of both forms--despite fanciful tales, this is not "where owlbears come from."

Physical Description: Owing to their nature as creatures with both animal and humanoid forms, and the widespread nature of their communities, natural lycanthropes have incredibly varied appearances. In their humanoid forms, they possess the appearance of whatever race or subrace their parents possessed, frequently that of the dominant racial group in the area. Thus there are natural lycanthropes that appear to be humans with all of the physical variation in appearance that humans possess, natural lycanthropes that appear as elves with all of the physical variation that elves possess, and likewise half-orcs, half-elves, dwarves, gnomes, and so on, all with of the variations that they possess. In their beast forms, natural lycanthropes appear as exceptionally healthy versions of their base animal. Scars and deforming injuries carry over from humanoid form to beast form and vice versa. Some natural lycanthropes tattoo themselves using inks that have a mild silver base so that the tattoo will carry over from form to form, although this is more common in communities that live in rural areas.

Society: Natural lycanthropic society is, like the individuals that comprise it, a dual-natured thing. At the micro level, it is composed of small communities of natural lycanthropes that share a similar base animal or base animal type (one might find werebison and werehorses living together for example, but not werecrocodiles and werefish), while on the macro level those same small communities exist within-sometimes concealed within-a larger societal whole that is composed of individuals who are primarily not natural lycanthropes. Natural lycanthropic communities generally strive to remain concealed within the larger cultures that lay claim to the lands they reside in, both out of a perpetuation of their insular nature, and a desire to avoid the sorts of purges that common misperceptions about their nature lead to when outsiders become aware of their existence. Many natural lycanthropes, like most members of other species, prefer to stay within the familiar confines of their communities and not venture out into the larger world, but there are always individuals who long to see, experience, and do more, and who depart their homes in search of those experiences.

Relations: As they exist with the overarching national and cultural structures of other races for the most part, natural lycanthropes approach relations with nonnatural lycanthrope individuals and groups in different ways. Since their forms are so mutable, natural lycanthropes primarily react to, and interact with, individuals as individuals first, and members of whatever racial group they belong to second, with those reactions being guided based on what a specific individual does as opposed to what they look like, often with some secondary guidance based on the general nature of the natural lycanthrope's base animal. For example, werecamel natural lycanthropes generally react well to individuals (even evil individuals) that perform actions that promote the safety of their herd, while wereshark natural lycanthropes tend to react well to individuals that perform actions that benefit the wereshark in a personal way. On a broader level, natural lycanthropes tend to react to other groups and cultures as groups in the same ways that the cultures their communities dwell within do. So, if a wereowl natural lycanthropic community lived in a nation that was at war with a neighboring elven nation, they would tend to react poorly to elves as a whole. This can lead to situations where, in the above example, members of a wereowl natural lycanthrope community view elves as a whole in a negative light, but maintain strong personal friendships with individuals who happen to be elves. Outsiders are occasionally confused by such situations, but natural lycanthropes see nothing unusual or odd about this dichotomy.

Alignment and Religion: Natural lycanthropes are not strictly bound to any particular alignment or religion, but tend to follow ethical and religious paths based on racial and cultural factors. Most tend towards neutral alignments as a default matter of course, with those coming from base animal types that collect in herds and other groups tending towards alignments that promote cooperation, and those whose base animal types are traditionally loners tending towards those alignments that favor individualism, but those are not hard-and-fast delineations. Likewise, most urbanized natural lycanthropes make personal religious choices based on the range of deities worshipped around them, while those from more rural, tribal backgrounds tend to choose according to prevailing local mores that favor nature-oriented deities, but it is not unknown or uncommon for a natural lycanthrope to make choices that are different than those commonly made by their peers.

Adventurers: Natural lycanthropes may choose to take up the mantle of the adventurer for virtually any reason depending on their individual natures and circumstances, from simple desires like the accumulation of wealth, knowledge, or fame, to more complex ones such as revenge, a desire to resolve some social or religious issue through a quest, or fulfillment of a family or personal obligation. With their varied backgrounds, natural lycanthropes are able to fill any role within an adventuring party, although they tend more towards combative or divine casting-based niches.

Names: Natural lycanthropes are of two minds when it comes to names. One tradition holds that an individual's name should be drawn from the racial and cultural naming traditions of their base race, and the other holds that an individual's name should be a reflection of their singular nature according to the primitive traditions common to all natural lycanthropes, referred to as 'beast-names.'. It is not uncommon, in fact, for a natural lycanthrope to have two names, one from each tradition, and each used in different circumstances or at different places and times.

Beast-names are gender neutral, compound names that describe a physical, mental, or behavioral trait that distinguishes an individual, and are awarded to a natural lycanthrope upon reaching puberty. Many, but not all, groups go so far as to award new names to individuals that change or alter the trait they were named for.

Sample beast-names include: Sharpfang, Climbs-Fast, Farseer, Fast-Diver, Sleeps-Deep, Bee-Biter, Snoring Thunder, Morning Growls, Sings With Birds, Chases Arrows, Deer-Gutter, and Climbs Well.

ALTERNATE RAGIAL RULES

Lycanthropes are as adaptable as they are varied. The following rules reflect this flexibility and can exhibit themselves in any Lycanthrope character.

ALTERNATE RAGIAL TRAITS

The following racial traits may be selected instead of existing Lycanthrope racial traits. Consult your GM before selecting any of these new options.

URBANE BEAST: Some natural lycanthropes turn their backs on their animal natures and seek to fit in with their base race and civilization more fully. They gain a +2 racial bonus to Diplomacy skill checks. This racial trait replaces the Lycanthropic Empathy racial trait.

MANIPULATOR: With their keen senses, some natural lycanthropes are able to pick up on subtle clues that help them manipulate people. A natural lycanthrope with this racial trait gains a +2 racial bonus to Bluff checks. This replaces the Beast Senses racial trait.

EYE OF THE BEAST: Some lycanthropes have extremely keen senses, allowing them to notice the smallest traces of change in situation and individuals. These Lycanthropes gain a +2 racial bonus on saving throws against illusion spells or effects, or to pierce disguises. This racial trait replaces the Beast Senses racial trait.

SIZE DOESN'T MATTER: Your chosen base race is Small. Choosing this heritage reduces your move to 20 ft., and grants you a +1 size bonus to AC, a +1 size bonus on attack rolls, a –1 penalty to your Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks. This modifies and replaces the Medium Size and Normal Speed traits.

MIGHT MAKES RIGHT: Some natural lycanthropic communities still follow ancient traditions and establish internal pecking orders based primarily on threat displays and brute force. Natural lycanthropes possessing this racial trait add a +4 racial bonus on Intimidate checks. This replaces the Lycanthropic Empathy racial trait.

SPIRIT BEAST: Touched by the spirits when you were born, in beast form, your appearance is that of a pure white albino animal, and in humanoid form you are noticeably paler than normal for your base race. Your partially spirit nature allows you to commune with the spirit world and you gain the use of the following spells: 3/ day-augury, 1/week—divination, but leaves you more vulnerable to damage due to your ethereal inner nature. You use your hit dice as your caster level to determine the level-based effects of these spells. This ability replaces Lycanthropic Resilience. **RUNT OF THE LITTER:** The insular nature of natural lycanthropic society sometimes leads to inbreeding. Natural lycanthropes with this racial trait have the following modified base statistics: +2 Dexterity, +2 Intelligence, -2 Constitution. This replaces the normal statistics modifiers granted by their base animal.

NOCTURNAL PREDATOR: Natural lycanthropes with this trait receive a +2 racial bonus to AC, and a +4 bonus to Stealth checks in areas of dim light or darker. This racial trait replaces the Lycanthropic Empathy and Creatures of the Wild racial traits.

TRAITS

STALK THE NIGHT: You have been raised by the best scouts and hunters of your tribe. Years of stalking and hunting have given you a +1 trait bonus on Stealth checks, and it is always a class skill for you.

BRUTE: You are an especially large and hulking individual, and when you strike, you aim to deliver the maximum amount of pain. Whenever you score a critical threat, you add (but not multiply, in the case of a confirmed critical hit) an amount of damage equal to your weapon's critical modifier.

PRIMAL BLOOD: Your bloodline retains touches of the power that once flowed through all natural lycanthropes in the dim recesses of time. You gain the benefit of one additional round of barbarian rage. If you do not possess the barbarian rage ability your character may enter a rage like state for one round that adds a +1 to all attack and damage rolls.

SKITTISH: Just because you jump at shadows doesn't mean that the shadows aren't out to get you. Years of practice have taught you to react at a moment's notice. You gain a +1 trait bonus to initiative checks and a +1 trait bonus to Reflex saves against traps.

NATURE'S DEFENDER: Your community has a long history of defending the natural world from threats that are decidedly unnatural. You gain a +2 trait bonus on weapon damage against evil fey, and plants and animals corrupted by evil.

ORAL HISTORIAN: Natural lycanthropes have dwelled in and among the other peoples of the world for a very, very long time, and their oral histories reflect that. You gain a +1 trait bonus on Knowledge (history) checks and bardic knowledge checks, and Knowledge (history) is always a class skill for you.

FAVORED GLASS OPTIONS

The following options are available to all natural lycanthropes that have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward. Game Masters may, at their discretion, allow afflicted lycanthropes to select one of these options.

Alchemist: Add +2 minutes per alchemist level to the duration of a mutagen.

Barbarian: The natural lycanthrope's base speed increases by +1 ft. They gain no extra combat benefit from this increase until this benefit has been selected five times; a speed of 34 feet is effectively the same as a speed of 30 feet. This increase in base speed stacks with, and is subject to the same limitations as, the barbarian's base speed increase.

Bard: Add 1 to the total number of rounds for the natural lycanthrope's bardic performance ability.

Cavalier: Add +1/4 to the cavalier's banner bonus.

Cleric: Add +1/3 uses to the cleric's channel energy ability.

Druid: Add +1/2 to Diplomacy checks made when dealing with creatures possessing the animal, shapeshifter, or fey subtype.

Fighter: Add a +1 bonus to the fighter's CMB or CMD when performing or resisting two combat maneuvers of the character's choice.

Gunslinger: Add +1/4 of a point of grit to the gunslinger's total grit pool.

Inquisitor: Add +1/2 to Intimidate checks and Knowledge checks to identify creatures.

Magus: Reduce spell combat penalty by -1/4 (minimum penalty -0).

Monk: Add +1/2 ki points to the monk's ki pool.

Ninja: Add +0.5 hours to the duration per day you may use your Beast Form ability. This has no benefit regarding the number of times you may transform in a day until it has been selected twice; a duration of 1.5 hours is effectively the same as one of 1.0 hours for purposes of the number of transformations available in a day.

Oracle: Add a +1/2 bonus to Knowledge (arcana) and Knowledge (history) checks.

Paladin: Add +1 foot to the size of all the paladin's aura class features. This option has no effect unless the paladin has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.

Ranger: Add +1 hit point or +1 skill rank to the ranger's animal companion. If the ranger ever replaces his companion, the new companion gains these bonus hit points or skill points.

Rogue: Add +1/2 to Stealth checks made out of doors in a natural environment.

Samurai: Add +1/4 to the number of times the samurai can issue a challenge in a day.

Sorcerer: Select one bloodline power granted at 1st level that is normally usable for 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

Summoner: Add DR 1/silver to the summoner's eidolon. Each additional time the summoner selects this benefit, the DR/silver increases by +1/2 (maximum DR 10/silver)

Witch: Add one spell from the witch's spell list to the witch's familiar. This spell must be at least 1 spell level lower than the highest level the witch can cast. If the familiar is replaced, the new familiar knows this spell.

Wizard: Add one spell from the wizard's spell list to the wizard's spell book. This spell must be one level lower that the highest level spell the wizard can cast.

RAGIAL BLOODLINE

The following racial bloodline is available to natural lycanthropes and others with GM permission.

Lycanthrope Bloodline

The blood of noble beasts runs in your veins, its strength and your shifting nature making you a child of two worlds—mutable and immutable—but wholly of neither. You can tap into the changeable nature of your body and perform feats that mystify those who do not so intimately understand how to alter their form.

Class Skills: Survival

Bonus Spells: *beast shape I* (3rd) *beast shape II* (5th) *animal growth* (7th) *baleful polymorph* (9th) *beast shape III* (11th) *beast shape IV* (13th) *polymorph, greater* (15th) *animal shapes* (17th) *shapechange* (19th)

Bonus Feats: Acrobatic, Alertness, Animal Affinity, Athletic, Dodge, Endurance, Great Fortitude, Run, Spell Focus (Transmutation) **Bloodline Arcana:** Whenever you cast a spell of the polymorph subschool, increase the duration of the spell by half your sorcerer level (minimum 1 round). This does not stack with the increase from the Extend Spell feat.

Blood Line Powers: The lycanthrope blood in your veins is not strong enough to make you one of them, but it is strong enough to grant you extraordinary powers that progress as your sorcerous skills increase.

Claws (Ex): Starting at 1st level, you can make two claw attacks as your full-attack action. These claws are treated as natural weapons, meaning that you are always considered armed and you do not gain additional attacks for a high base attack bonus. These attacks deal 1d6 points of damage plus your Strength-modifier (1d4 if you are Small).

At 5th level, these claws are considered magic weapons for the purpose of overcoming DR. At 7th level, the damage increases by one step to 1d8 points of damage (1d6 if you are Small). You can use your claws a number of rounds per day equal to 3 plus your Charisma modifier.

Animal Empathy (Ex): At 3rd level, you gain an empathic connection to the type of animals similar to your lycanthropic ancestor. This empathy grants you a +4 racial bonus on Charisma-based skill checks against those types of animals, and allows you to communicate with them as well. The animal empathy works only for the type of animal akin to your lycanthropic ancestor and no other type. If you are descended from a werewolf, you have wolf empathy, and cannot communicate with felines, boars, bears or any other type of animal. At 7th level, the bonus to Charisma-based skill checks increases to +6. A natural lycanthrope with this bloodline adds ¹/₂ of this bonus to their Lycanthropic Empathy ability.

Subtype Selectivity (Su): Starting at 9th level, when targeted by any spell or effect whose effects are based upon your creature type, you may choose to be treated either as a member of your natural type or as a creature of the animal subtype, whichever is more beneficial at the time.

Quick Healing (Ex): At 15th level, the merger of your lycanthropic heritage and your growing mastery of magic grants you the ability to recover from injuries with great speed. You gain Fast Healing 2.

Lycanthropic Transformation (Su): At 20th level, the merger of magic and your lycanthropic heritage fully expresses itself. While retaining all of the existing benefits of your bloodline, your race changes to Natural Lycanthrope and you receive the Hybrid Form and Primal Form feats as bonus feats.

NEW RACIAL RULES

The following options are available to natural lycanthropes. At the GM's discretion, other appropriate races may also make use of some of these.

NATURAL LYCANTHROPE EQUIPMENT

Natural lycanthropes have access to the following equipment.

Ітем	Соѕт	Weight
Grooming Kit	10 gp	2 lbs.
Scent Bane	20 gp	1 lb.
Silver Shackles	125 gp	3 lbs.
Tattoo Kit	5 gp.	
Tattoo Kit, Mas- terwork	155 gp.	

Natural Lycanthrope Items

Grooming Kit: A grooming kit contains a set of brushes, scrapers, and picks for cleaning fur, hooves, teeth, ears, and other parts of an animal, as well as preparations and oils to promote healthy appearing, shiny fur, scales, and skin. Animals cared for with a grooming kit receive a +1 circumstance bonus to Charisma-based skill checks where appearance would matter. A kit lasts for 10 uses. Animals that are size Huge halve the number of uses in a kit, and animals of size Gargantuan require an entire kit for one use.

Scent Bane: This vial contains strong smelling perfumes, peppermints, aniseed oil and noxious but weak hallucinogens. When rubbed on the skin or broken in an area it ruins the scent trail of any creature or creatures present, adding a +5 to the DC of Survival checks made to track by scent any creatures coated in the substance. It can also be used offensively. Creatures with the scent ability that are hit by a vial of scent bane are nauseated for 1d4 rounds and unable to use their scent ability for one hour or until the scent bane is washed off. A DC 14 Fortitude save negates the nauseating effect. Masterwork versions of scent bane make it impossible for creatures to be tracked by scent and increase the DC of the Fortitude save by 2.

Silver Shackles: These shackles are masterwork shackles which have been tempered magically to incorporate the essence of alchemical silver in their makeup. When worn by creatures with DR/silver they require a DC 38 Escape Artist check to escape or a DC31 Strength check to break, versus any others they are normal masterwork manacles. Natural lycanthropes attempting an Escape Artist or Strength check versus these manacles trigger their silver vulnerability and take 1d6 of damage with each attempt. 125 gp. Weight 2lbs.

Tattoo Kit: A tattoo kit includes a bone needle and a small supply of inks for use in making tattoos. It gives a +2 circumstance bonus to the Craft (tattoo) skill. One kit is sufficient to cover 10 uses or about 36 square inches of skin with tattoos. Masterwork versions which contain silver and other exotic formula inks but provide no increased bonus are available. 5 gp, or 155 gp for the masterwork version, weight negligible.

WEAPON AND ITEM PROPERTIES

Clawgrip: A clawgrip item is designed to be used by lycanthropes when their claws are out in hybrid form. There is no penalty for using these items either with or without natural weapons active. Such items must already be Masterwork quality. Making them clawgrip adds an additional 200 gp to the cost, and very few crafters who are not themselves lycanthropes will have the skill. Anyone not a natural or afflicted lycanthrope who tries to use a clawgrip item will suffer a -2 penalty due to their unfamiliar construction.

For an additional 100 gp, the items can be made with small hinges and sliding bits so that they do not "look odd" when seen by others. A DC 25 Notice check must be made to see these on close inspection of the item. Otherwise, noticing a clawgrip item is a DC 25 Notice check for casual inspection (seeing someone walk by with a clawgrip sword in their scabbard), but only DC 10 if actively studying the item, or if there's heightened paranoia and all strangers are studied closely--for instance if there's been a string of brutal murders recently.

BATTLE CLEAVER

This immense, exotic, double weapon requires a Strength of 15 or better to wield, or the wielder takes a –4 penalty (–8 without the proper Exotic Weapon Proficiency) to attack rolls. In addition, battle cleavers are so unwieldy the user also takes a –5-foot enhancement penalty to his speed unless he has a Strength of 15 or higher and is Large size or bigger (alternatively, the user can have the Powerful Build racial feature or similar ability). The battle cleaver, comprised of a massive blade at one end and a club at the other, is a favorite among natural lycanthropes with large base animal forms and the hybrid form ability, and crocodiles.

Exotic Weapons

Two-Handed Melee Weapons	Price	DMG (S)	DMG (M)	Critical	Range	Weight	Туре	Special
Battle Cleaver	35 gp	1d10/1d4	2d6/1d6	19-20/x3/x2		30 lb.	S or B	
Ranged Weapons	Price	DMG (S)	DMG (M)	Critical	Range	Weight	Туре	Special
Sling-Glove	30 gp					5 lb.		
Acidpot	15 gp		2d4/2	x2	15	1 lb.	acid	
Firepot	25 gp		2d4/2	x2	15	1 lb.	fire	
Iron Shot	2 gp	1d6	1d8	x2	40	7 lb.	В	
Moldpot	Varies		by type		15	1 lb.	by type	
Stone Shot		1d6	1d8	x2	35	5 lb.	В	
Tiger's Teeth	12 gp	1d4	1d6	19-20/x3	40	1 lb.	S	

Sling-Glove

Adapted from equipment used to play a ritualized sporting game common among jaguar natural lycanthrope tribes in the southern jungles, this exotic missile weapon fits over the hand and forearm like a heavy leather gauntlet, but instead of having fingers the end sprouts a long, shallow basket of interwoven wicker upon a wooden frame. This basket cradles the sling-glove's ammunition, which is then tossed at an enemy with a stride forward followed with an overhead or sidearm swing.

Because of the length the sling-glover adds to the user's arm, use of this weapon requires that the wielder have clearance either over his head or to his side equal to his height (*e.g.*, a 6-foot-tall wielder could only use a slinger in a corridor with a 12-foot-high ceiling or with a free 5-foot square on his side).

Unlike a normal sling, the sling-glove has 10 range increments, but anything beyond the first five requires at least a 5-foot step forward to gain the required momentum. This 5-foot step can be the 5-foot step allowed in a full-round action or a move action preceding an attack action.

The wielder can make an unarmed strike while wearing a sling-glove, albeit at a -2 penalty. The unarmed strike deals nonlethal damage, but the wielder gains a +2 bonus to the damage roll.

Loading a sling-glove is a move action that provokes an attack of opportunity.

SLING-GLOVE AMMUNITION

The sling-glove can be used to propel just about anything light and small enough to fit inside its basket, although several types of specific ammunition exist. Unless otherwise stated, sling-glove ammunition consists of balls roughly 6 to 8 inches in diameter. All bludgeoning and slashing types of ammunition add the attacker's Strength modifier to damage rolls, or the Strength modifier x 1-1/2 due to the added momentum if the attacker moved 15 feet or more in the move action directly preceding the attack.

Any sling-glove ammunition may be thrown by hand with a range increment of 5 feet but takes a –4 penalty to attack rolls when used in this manner.

• Acidpot: A hollow, clay, glass-lined sphere containing a potent acid. A direct hit causes 2d4 damage and 2 points of splash damage. Otherwise treat as usual for acid.

• **Firepot:** A hollow clay sphere filled with alchemist's fire that explodes on impact, causing 2d4 damage to whatever it hits directly and 2 points of splash damage. Otherwise treat as usual for alchemist's fire.

• Iron Shot: A simple, heavy ball of iron.

• **Moldpot:** A hollow clay pot filled with dangerous mold (yellow, brown, *etc.*). See that creature's description for the effects of this pot breaking and the radius over which it spreads, depending upon the mold type. Prices vary from 75 gp to 300 gp (at the GM's discretion).

• Stone Shot: A rounded, heavy stone.

• **Tiger's Teeth:** Appearing much like a discus shaped to have three curving blades sprouting from its center rather than being a single piece. An attack roll of a natural 1 requires a successful DC 12 Dexterity check, or the blades chew up the wicker cradle during the toss, fouling the weapon until repairs can be made (a DC 15 Craft (weaponsmithing) check).



Lyganthrope Feats

Lycanthropes have access to the following feats.

AFFLICTED CONTROL (LYCANTHROPE)

Prerequisites: Wis 13, afflicted lycanthrope

Benefit: You gain a +4 bonus to concentration checks made to control your actions in hybrid or beast form, and to Constitution checks made to change form. Whether or not you succeed on any checks, you remember flashes of what happened while you were in your alternate forms.

Animal Intuition (Lycanthrope)

Prerequisites: Lycanthrope

Benefit: You gain a +2 bonus to initiative checks and +2 to Reflex saves in a Surprise Round when you are surprised

Bestial Fury (Lycanthrope)

Prerequisite: Lycanthrope, base attack bonus +1

Benefit: As a swift action 1/day, you tap into a primal fury within to gain a +2 competence bonus to damage on melee attacks and 10 temporary hit points. This lasts a number of rounds equal to 2 + your Constitution bonus.

CLAWS OF THE BEAST (LYCANTHROPE)

Prerequisites: Hybrid Form

Benefit: As a free action while in humanoid form, you may make a DC 15 concentration check (1d20 + your level + your Con modifier) to gain the use of your hybrid form's natural attacks. If you fail the concentration check, you provoke an attack of opportunity. You inflict damage as per your hybrid form and otherwise treat your unarmed attacks as natural weapons, and make full-attacks with them as per your hybrid form. If using them in conjunction with manufactured weapons, you suffer a -2 penalty, and your natural weapons are treated as secondary attacks. You can return to your normal form as a free action that does not require a concentration check.

CURSED BITE (LYCANTHROPE)

Prerequisite: Lycanthrope, 6th level.

Benefit: When you are transformed into your beast form, your bite attack transmits the curse of lycanthropy. Whenever you inflict damage on a humanoid creature with your bite attack, he must succeed on a Fortitude save (DC 15) or contract the curse of lycanthropy (see the *Pathfinder Roleplaying Game Core Rulebook* for more information on the curse of lycanthropy). If the target is more

than one size category larger or smaller than you, this ability has no effect. Once chosen, this ability is always active and may not be suppressed except through powerful magics. Willingly passing along the curse of lycanthropy is an evil act.

Special: If you have the Primal Beast Form or Hybrid Form feats, this also affects your bite attack when in those forms.

Special: An afflicted lycanthrope may take this feat and gain the ability to pass on the curse of lycanthropy. Doing so does not change their nature and make then a natural lycanthrope, they remain an afflicted lycanthrope.

HYBRID FORM (LYCANTHROPE)

Prerequisites: Lycanthrope, character level 6th or higher.

Benefit: When changing forms using your Beast Form ability, you may now choose to transform into your base animal, or into that of a hybrid form of the same size as your humanoid form that blends your beast form with your base race. When transformed into hybrid form, you do not gain the normal benefits of transforming with your Beast Form racial ability. Instead, you gain the following benefits: you gain a racial bonus to Strength and Constitution of +2 that stacks with any existing racial bonuses, you gain the additional sensory qualities of your beast form if any, and you gain a primary bite natural attack (deals piercing and slashing damage) and two primary claw natural attacks (deal slashing damage), all of which deal 1d6 points of damage. If your animal form does not have a bite, but has another natural attack such as a gore or tail slam, you gain that instead, doing 1d6 points of damage with it. Because your claws are clumsy and ill-equipped to wield weapons while in this form, you suffer a -2 penalty to attack rolls made with manufactured weapons, and to the use of skills, such as Sleight of Hand and Disable Device, that rely on fine manipulation. (Obviously, this does not apply if your natural weapons do not include claws.) If you do wield a manufactured weapon, any natural attacks you make are treated as secondary attacks, instead. While in hybrid form, you suffer a -4 to all Charisma-based skills and rolls except for Intimidate. This is a polymorph effect. Unlike other polymorph effects, your gear does not meld into your body with this transformation, but instead remains equipped and functions normally.

Leader of the Pack (Lycanthrope)

Prerequisite: Lycanthrope, Character level 7 or higher; Str 13+

Benefit: Add your Strength modifier to Diplomacy checks with lycanthropes, martial types, and professional warriors. You may use Strength in place of Charisma when calculating your Leadership score.

LYCANTHROPIC VITALITY (LYCANTHROPE)

Prerequisite: Lycanthrope, Base Fortitude save bonus +5.

Benefit: You recover 2 hit points per character level per rest period (8 hours of sleep). If you undergo complete bed rest (doing nothing for the entire day), you recover 4 hit points per character level per day. Ability damage returns at 2 points for resting 8 hours, or 4 points per day with complete bed rest.

Normal: Normal natural healing is 1 hit point per character level for 8 hours rest, or 2 hit points per character level per day for complete bed rest. Ability damage returns at 1 point for 8 hours rest, or 2 points per day with complete bed rest.

NATURAL SPELL (MODIFICATION)

Prerequisites: Primary spellcasting attribute 13+ and wild shape class feature or lycanthrope and the ability to cast 4th level spells

Benefit: You can complete the verbal and somatic components of spells while using wild shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell. You can also use any material components or foci you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while using wild shape.

PACK TACTICS [TEAMWORK]

Prerequisites: Dex or Wis 15, base attack +1.

Benefit: You gain a +1 bonus to your attack and damage for every additional ally with this feat within 30 feet, to a maximum of +1. The maximum bonus you can receive from this feat increases by +1 for every four levels you possess, to a maximum of +5 at 16th level.

PRIMAL FORM (LYCANTHROPE)

Prerequisites: Lycanthrope, character level 8th.

Benefit: When changing forms using your Beast Form racial ability, you may now choose to transform into your base animal, or into that of a primal, more powerful version of your base animal. When transforming into your primal form, you gain all of the normal benefits and drawbacks of your beast form plus the following benefits: your size increases one category (you do not gain bonuses from this increase except as noted following); you gain a +4 racial bonus to Strength and Constitution that stacks with existing racial bonuses; your natural armor bonus increases by +6 (or increases to +6 if your beast form had none); your base land speed increases by +10 feet; and you gain a +1 size bonus to CMB and CMD. Your new size does impose some penalties, however, and you suffer a -1 size penalty to attack rolls and AC, a -2 size penalty to Fly skill checks, and a -4 size penalty to Stealth skill checks while in primal form. The damage of your primary attack in primal form (usually, but not always, a bite attack) increases one die step along the following progression, 1d2, 1d3, 1d4, 1d6, 1d8, 1d10, 2d6, 2d8. You take up space, and gain reach, as a creature of your new size. This is a polymorph effect.

Speed of the Hunter (Lycanthrope)

Prerequisite: Lycanthrope

Benefit: Increase all your speeds in animal and hybrid forms by +10 feet.

WILD SPEECH

Prerequisites: Druid level 6th, wild shape class feature or lycanthrope and 6th level

Benefit: When using wild shape to take a form in which you cannot speak (such as an animal), you are able to speak normally in any language you know. This allows you to cast spells with verbal components, speak command words, and activate spell completion and spell trigger items. However, it does not give you the ability to cast spells requiring somatic components unless you also have the Natural Spell feat, or cast spells with material components merged into your form.

When using wild shape to take the form of an animal, you may use *speak with animals* to communicate with animals of your assumed form. This is a spell-like ability with a caster level equal to your druid level (or class level if a lycanthrope), and you may use it for a number of minutes per day equal to the effective caster level. These minutes do not have to be consecutive, but must be used in one-minute increments.

NATURAL LYCANTHROPE MAGIC ITEMS

Natural lycanthropes have access to the following magic items.

HUNTER'S ARROW

Aura faint transmutation; CL 5th Slot ---; Price 790 gp; Weight -- lb. Description

At first glance, this arrow appears to be little more than a simple, primitive item. Hand-carved from a wooden branch and tipped with a wolf's tooth, it lacks fletching and seems unable to fly straight. However, when used in battle its true abilities become apparent. Werewolf hunters produce these items to slow down enemies, particularly those on horseback, so that the pack can run them down and slay them. A hunter's arrow operates as a +1 arrow, except that in addition to taking normal damage, a target must make a Fortitude save (DC 14) or suffer a -10 ft. circumstance penalty to all movement modes. A creature's speed cannot be reduced to less than 5 ft. for any type of movement due to this effect.

Construction Requirements Craft Magic Arms and Armor, *slow;* **Cost** 395 gp.

WOLFSKIN CLOAK

Aura moderate transmutation; CL 7th Slot shoulders; Price 40,800 gp; Weight 15 lbs. Description

The wolfskin cloak is a heavy winter cloak carefully crafted from the hide of a dire wolf. When worn, the cloak grants its wearer the ability to transform into a dire wolf three times per day as though affected by *beast shape II*, with the exception that the wolf form assumed is always of the same color and appearance as the animal whose pelt was used in the item's manufacture, and the wearer may speak normally while transformed. This is a polymorph effect. The wearer also receives a +4 competence bonus to Stealth and Survival checks whether transformed or not. Variants exist in the form of coats with the back and shoulders covered in the animal's pelt.

Construction Requirements Craft Wondrous Item, *beast shape II*; **Cost** 20,400

Spiked Gauntlets of Ursine Might

Aura moderate transmutation; **CL** 6th **Slot** gauntlet; **Price** 32,300 gp; **Weight** 2 lbs. **Description**

These menacing, black iron gauntlets are studded with sharp spikes and decorated with a thick fringe of bear fur. The palms and the undersides of the fingers are crafted from cured bear hide. A favored weapon of brawlers and wrestlers, the *spiked gauntlets of ursine might* transform even the meekest warrior into a ferocious close-quarters combatant. When worn, the gauntlets function as +2 magic weapons. The wearer inflicts damage with the gauntlets rather than his normal unarmed strike when he opts to injure an opponent while grappling. If he hits an opponent in melee with the gauntlets, he gains the benefits of the improved grab special ability. He may opt to initiate a grapple as a free action that does not provoke an attack of opportunity. Otherwise, the rules listed for improved grab apply to him as normal.

Construction Requirements Craft Magic Arms and Armor, *bull's strength*; **Cost** 16,150 gp

Ring of Lunacy

Aura moderate transmutation; CL 14th Slot ring; Price 50,700 gp; Weight ---Description

This ring works like a *ring of protection* +1, and it appears as such to magical analysis, until the first coming of the full moon while being worn, when the ring's true nature is revealed. The ring then ceases functioning as a *ring of protection* +1, and instead afflicts the wearer with the curse of lycanthropy, which takes effect immediately upon the full moon's rise. Once the ring's curse is revealed, it may not be removed by anything short of a *remove curse* spell. Versions exist that inflict all common forms of afflicted lycanthropy.

Construction Requirements Craft Ring, bestow curse, baleful polymorph, shield of faith; Cost 25,350 gp

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NATURAL LYGANTHROPE SPELLS

Natural lycanthropes have access to the following spells.

Accelerated Metamorphosis

(Concept by Almonihah, Bite Me forums)

School transmutation; Level druid 4, magus 4, ranger 2, sorcerer/wizard 4 Casting Time 1 standard action Component V, S, M Range touch Area/Target creature touched Duration 1 round/level Saving Throw Will negates (harmless); Spell Resistance yes This spell allows a natural or afflicted lycanthrope

to change forms quickly. Natural lycanthropes may shift to any of their three forms as a swift action. Afflicted lycanthropes may assume their hybrid or animal form as a move action. During a full moon, an afflicted lycanthrope may shift into hybrid or animal form as a swift action, but must take a standard action to revert to humanoid form.

Accelerated metamorphosis has no affect on the Constitution checks required by an afflicted lycanthrope in order to change form.

CALM THE INNER BEAST

School enchantment (compulsion) [Mind-Affecting] Level: bard 3, druid 3, ranger 3 Components: V, S, F Casting Time: 1 action Range: close (25 ft. + 5 ft./2 levels) Target: one creature Duration: 1 round/level Saving Throw: Will negates Spell Resistance: Yes

This spell severs a lycanthrope's magical ability to change shape, forcing him to adopt a form of your choice on his next action. Once in that form, the lycanthrope cannot easily change into a different shape until this spell's duration ends. Each time the lycanthrope attempts a change, he must spend a standard action as normal and make another Will save to resist this spell; if the save fails, the action is lost and the lycanthrope does not change shape. If the target does manage to change shape, he must make another Will save before his action each round or be forced to return to the shape you originally chose when casting this spell. The lycanthrope does not need to make a save if he remains in the shape you picked.

Focus: A miniature whip that is snapped at the target creature.

Detect Lycanthrope

School divination; Level cleric 1, druid 1, inquisitor 1, paladin 1, ranger 1, sorcerer/wizard 1, witch 1 Casting Time 1 standard action Component V, S, DF/F (silver holy symbol or wolfsbane bundle wrapped in silver wire)

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D) **Saving Throw** none; **Spell Resistance** no

You detect the presence of lycanthropes. Lycanthropes are defined as those individuals suffering from the curse of lycanthropy, or those born from a natural lycanthropic bloodline. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of lycanthropes

2nd *Round*: Number of individual lycanthropes in the area, but not type.

3rd Round: The exact location of each lycanthrope detected. In addition, the lycanthropic subtype (the lycanthrope's base animal) is determined for one individual within range. If an individual is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: the lycanthropic subtype of one additional individual.

Detect Lycanthrope will not detect druids using *wild-shape*, doppelgangers, creatures under the effects of *beast shape*, creatures with the shapechanger subtype or any other shapechanger unless the character also suffers from some form of lycanthropy. It does not distinguish between afflicted and natural lycanthropes.

Each round, you can turn to detect lycanthropes in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Force Change

School enchantment (compulsion) [mind-affecting] **Level** alchemist 4, bard 4, druid 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Component V, S

Range close (25 ft. + 5ft./2 levels) **Area/Target** one living creature

Duration 1 round/level

Saving Throw Will negates; Spell Resistance yes

When you cast this spell on a creature with the supernatural ability to take on an alternate form, that creature must choose one of their alternate forms to transform into on their next turn. The target may not shift into a different alternate form while the spell is in effect. Creatures follow the standard rules for their type with regards to time to change, but are not required to make a roll to do so.

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HIDE FROM LYCANTHROPE

School abjuration; Level cleric 1, druid 1, ranger 1, witch 1 Casting Time 1 standard action Component V, S, DF Range touch Targets 1 creature touched/level Duration 10 min./level (D) Saving Throw Will negates (harmless), see text; Spell Resistance yes

Lycanthropes in hybrid or beast form cannot see, hear, or smell creatures warded by this spell. Even extraordinary or supernatural sensory capabilities, such as *blindsense, blindsight, scent* and *tremorsense*, cannot detect or locate warded creatures. Lycanthropes are allowed a single Will saving throw as soon as a creature warded by this spell comes within sensory range. If it fails, the subject can't sense any of the warded creatures. If it has reason to believe unseen opponents are present, however, it can attempt to find or strike them. If a warded creature touches a lycanthrope or attacks any creature, even with a spell, the spell ends for all recipients.

Lycanthropic Curse

School necromancy (evil) Level cleric 4, druid 4, sorcerer/wizard 5, witch 4 Casting Time 1 round Component V, S, M (hair, tooth, feather, or skin of the base animal) Range touch Target creature touched

Duration permanent

Saving Throw Fort negates; Spell Resistance yes

You infect the target with the curse of lycanthropy, transforming them into an afflicted lycanthrope. The specific form of lycanthropy (i.e. their beast form) is determined when the spell is cast. If the target creature fails a Fortitude save, it will show no symptoms (and does not gain any of the template's adjustments or abilities) until the night of the next full moon (see *Bestiary 196*). A *remove disease, remove curse* or *heal* spell cast on the target before the next full moon dispels *lycanthropic curse* if the caster succeeds on a dispel check (d20 + caster level) against a DC = 11 + the spell's caster level. Consuming a dose of wolfsbane has no affect on *lycanthropic curse*, though it will poison the consumer as normal (*Core Rulebook*, pg 560).

If *lycanthropic curse* is cast during a full moon, the target must make a Will save on the round following their failed Fortitude save. If failed, the target immediately changes to their beast form.

After their first change, targets affected by *lycanthropic curse* can only be freed from the curse by *limited wish, miracle, wish, purge lycanthropy* or similar effects. Your GM may also allow the death of the caster or another appropriate quest to reverse the effects of this spell.

MOON BOLT

School evocation [Cold] Level sorcerer/ wizard 4 Casting Time 1 standard action Component V, S Range close (25 ft. + 5ft./2 levels) Target one creature Duration instantaneous Saving Throw none; Spell Resistance yes

This spell creates a single beam of moonlight that deals 2d6 points of cold damage per three caster levels (to a maximum of 12d6 at 18th level) on a successful ranged

a maximum of 12d6 at 18th level) on a successful ranged touch attack. When used against lycanthropes, both afflicted and natural, the damage is doubled. On a critical hit, the damage multiples do not add, instead it becomes a x3 multiplier.

Scentblock

School transmutation Level: druid 1, ranger 1, sorcerer/wizard 2 Casting Time: 1 standard action Components: V, S Range: touch Target: creature touched Duration: 10 minutes/level Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

The target creature ceases to give off any scent at all. Creatures with the scent ability cannot use it to detect the subject of the spell, although they can still use sight, hearing, and other methods. Targets with abilities based on strong smells (such as troglodytes) cannot use those abilities while this spell is in effect. The spell does not block strong smelling substances (garlic, skunk musk, and the like) applied to the target after casting.

SILVER WEAPON

School transmutation

Level bard 1, cleric 1, inquisitor 1, ranger 1, sorcerer/ wizard 1, witch 1

Casting Time 1 standard action

Component V, S, M/DF (pinch of silver powder or silver holy symbol)

Range touch

Target weapon touched or 50 projectiles (all of which must be within range at the time of casting)

Duration 1 min./level

Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)

Silver weapon turns a weapon into a masterwork silver version of itself. *Silver weapon* does not make the weapon magical, though it does gain a +1 enhancement bonus to attacks if it was not previously masterwork. *Silver weapon* can be combined with other weapon-enhancing spells and abilities such as *magic weapon* or a paladin's *divine bond*.

You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see *silver fang*). A monk's unarmed strike is considered a weapon, and thus can be affected by this spell.

SAMPLE NATURAL LYGANTHROPE

Inga Helaldsdottir

A tall, athletic woman dressed in leather and furs regards you curiously with bright blue eyes from a few yards away in the forest, her arms crossed, revealing her left hand to be wreathed in a metal gauntlet. A long blonde braid loops over one shoulder to fall almost to her waist, the end looped through a ball of intricately-scrimshawed mammoth tusk. She bears a bow and wears a pair of axes at her belt, but carries no heavier weapons.

INGA HELALDSDOTTIR (HUMAN FORM) CR 11 12,800 XP

Female werebear Bard 6 (savage skald)/Oracle 6 CG Medium humanoid (human, shapeshifter) Init +1; Senses low-light vision; Perception +14

Defense

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex) hp 78 (12d8+24)

Fort +6, Ref +8, Will +9; +4 versus bardic performance, sonic, and language-dependent effects Defensive Abilities well-versed

Weakness oracle's curse (legalistic^{PPC:BoF})

OFFENSE

Speed 40 ft.

Melee masterwork spiked gauntlet +10/+5 (1d4+1) or masterwork handaxe +10/+5 (1d6+1)

Ranged +1 flaming shortbow +10/+5 (1d6+1/x3 plus 1d6 fire) or masterwork handaxe +10 (1d6+1/x3)

Special Attacks bardic performance 20 rounds/day (countersong, distraction, inspiring blow, inspire courage +2, inspire competence), burning magic

Bard Spells Known (CL 6th, concentration +12 [+16 cast defensively])

 2^{nd} (5/day)—blur, glitterdust (DC 18), mirror image, shatter 1^{st} (6/day)—abundant ammunition, expeditious retreat, hideous laughter (DC 17), vanish

0th— detect magic, know direction, mage hand, message, prestidigitation, sift

Oracle Spells Known (CL 6th, concentration +12 [+16 cast defensively])

 3^{rd} (4/day)—cure serious wounds, fireball^M (DC 19), searing light (DC 19)

 2^{nd} (7/day)—bear's endurance, cure moderate wounds, resist energy^M, protection from evil, communal^{UM}

 1^{st} (8/day)—bless, burning hands^M (DC17), cure light wounds, divine favor, endure elements, shield of faith

0th – create water, detect magic, light, mending, purify food and drink, read magic, spark

Mystery Spell M; Mystery Flame

Tactics

Before Combat – If given time to prepare for combat, Inga casts *shield of faith* [+3 deflection bonus to AC and CMD], *mirror image* [1d4+2 images], and *bear's endurance* [+24 hp, +2 Fort saves], and *expeditious retreat* [+30 Move]. If she feels threatened, she will cast vanish and withdraw to a safe distance and then cast the above spells.

During Combat – Inga prefers to support allies with her bardic performances and other spells as opposed to engaging in combat herself. She typically uses the Inspire Courage performance, but will switch to Distraction or Inspire Competence as needed. If she scores a critical hit in combat, she will activate her Inspiring Blow performance. If forced to engage in combat, she prefers to use her bow, targeting opponents that appear to be lightly armored, and uses her high movement speed to keep herself at a distance while abundant ammunition keeps her well supplied with arrows, and her wand of gravity bow in order to increase her damage. If forced into melee, she uses her spiked gauntlet unless she has a handaxe in hand. She uses fireballs on massed opponents, searing light on individual targets, glitterdust against invisible foes or as a distraction, hideous laughter against opposing fighters, and burning hands on close-in opponents or swarms. If she can identify a common energy attack form for her opponents, she uses resist energy to defend against it. She tries to keep an eye out for allies and heals them as needed, always saving at least one oracle spell of each level to cast a healing spell. She will shift to bear form if she believes the extra defenses outweigh the loss of her archery skills, as she can cast spells in that form without issue, and can use her Perform (dance) skill to activate and maintain the Inspire Courage, Distraction, and Inspiring Blow bardic performances.

Morale – Inga knows that she is the best hope for the people of the north to find a way to stop her family, and does not fight to the death, choosing to withdraw as rapidly as possible once she takes 49 hit points. If she has made a vow to stand and fight, however, or if in battle against her family, she will stand to the last.


STATISTICS

Str 12, **Dex** 13, **Con** 14, **Int** 12, **Wis** 8, **Cha** 22 **Base Atk** +8; **CMB** +9; **CMD** 20

Feats Combat Casting, Martial Weapon Proficiency (handaxe), Natural Spell, Nimble Moves^B, Point-Blank Shot, Precise Shot

Skills Acrobatics +19 (versatile performance), Bluff +10, Diplomacy +19 (versatile performance; +22 in one-onone), Fly +13 (versatile performance), Intimidate +10 (+13 in one-on-one), Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nature) +10, Knowledge (religion) +10, Linguistics +10, Perform (dance) +19, Perform (oratory) +19, Perform (sing) +19, Perception +14, Sense Motive +19 (versatile performance; +22 one-on-one), Use Magic Device +13

Languages Celestial, Common, Elven, Giant, Goblin, Halfling, Orc, Sylvan

SQ bardic knowledge, beast form, cantrips, creatures of the wild, lore master (1/day), lycanthropic empathy, revelations (burning magic, cinder dance), two bloods, versatile performance (dance, oration), vulnerability to silver, vulnerability to wolfsbane, well-versed

Gear +1 flaming shortbow, +1 studded leather, headband of mental prowess +2 (raises Intelligence and Charisma; grants Perception), wand of gravity bow (CL 1; 50 charges), masterwork handaxe (2), masterwork spiked gauntlet, quiver and 20 arrows, bard's kit, oracle's kit, 283 gp

SPECIAL ABILITIES

Beast Form (Su): Werebears may shift to a bear form whose statistics, natural attacks, size, and abilities are drawn from those listed for the bear on the druid's animal companion list, and advance at the listed level and listed manner that it does; they do not gain any other level-based advancements as an animal companion might. When transformed, the werebear uses the ability scores of the base character or the bear, whichever ability score is higher. Hit points and saving throws remain those of the base character as modified by the beast form's statistics if they are used, with any extra hit points granted by the change in forms being treated as temporary hit points. Equipment melds with the new form between humanoid and beast form. The shift in forms is a standard action which does not provoke attacks of opportunity, but a werebear can shift to its alternate form as a move-equivalent action which does not provoke attacks of opportunity by making a DC 15 Constitution check.

Werebears may remain transformed for a number of hours per day equal to their Con Modifier + character level (minimum 1). This duration does not need to be consecutive, but must be spent in 1 hour increments. Werebears do not suffer from a compulsion to transform into beast form when the full moon is visible. A slain werebear reverts to its humanoid form, although it remains dead. Except where detailed here, this effect functions as the *Change Shape* ability listed in the basic lycanthrope template in the *Bestiary*.

Inga Helaldsdottir

A lean and powerful bear with gold-brown fur eyes you curiously from the bushes, rearing up on its hind legs and begins a warning shuffle, almost a dance, to warn you away as you approach too near.

INGA HELALDSDOTTIR (BEAR FORM) CR 11 12,800 XP

Female werebear Bard 6 (savage skald)/Oracle 6 CG Medium animal (animal, shapeshifter) Init +1; Senses low-light vision, scent; Perception +16

Defense

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 natural)

hp 78 (12d8+24)

Fort +6, Ref +8, Will +9; +4 versus bardic performance, sonic, and language-dependent effects Defensive Abilities well-versed; DR 10/silver Weakness oracle's curse (legalistic^{PPC:BoF})

Offense

Speed 50 ft.

Melee bite +11 (1d6+3) and 2 claws +11 (1d4+3) Special Attacks bardic performance 20 rounds/day

(countersong, distraction, inspiring blow, inspire courage +2, inspire competence), burning magic

Bard Spells Known (CL 6th, concentration +12 [+16 cast defensively])

 2^{nd} (5/day)—blur, glitterdust (DC 18), mirror image, shatter 1^{st} (6/day)—abundant ammunition, expeditious retreat, hideous laughter (DC 17), vanish

0th – detect magic, know direction, mage hand, message, prestidigitation, sift

Oracle Spells Known (CL 6th, concentration +12 [+16 cast defensively])

 3^{rd} (4/day)—cure serious wounds, fireball^M (DC 19), searing light (DC 19)

 2^{nd} (7/day)—bear's endurance, cure moderate wounds, resist energy^M, protection from evil, communal^{UM}

 1^{st} (8/day)—bless, burning hands^M (DC17), cure light wounds, divine favor, endure elements, shield of faith

0th – create water, detect magic, light, mending, purify food and drink, read magic, spark

Mystery Spell M; Mystery Flame

STATISTICS

Str 19, Dex 13, Con 15, Int 12, Wis 12, Cha 22 Base Atk +8; CMB +11; CMD 22

Feats Combat Casting, Natural Spell, Martial Weapon Proficiency (handaxe), Nimble Moves^B, Point-Blank Shot, Precise Shot

Skills Acrobatics +19 (versatile performance), Bluff +10, Diplomacy +19 (versatile performance; +22 in one-onone), Fly +13 (versatile performance), Intimidate +10 (+13 in one-on-one), Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nature) +10, Knowledge (religion) +10, Linguistics +10, Perform (dance) +19, Perform (oratory) +19, Perform (sing) +19, Perception +16, Sense Motive +19 (versatile performance; +22 one-on-one), Use Magic Device +13

Languages Celestial, Common, Elven, Giant, Goblin, Halfling, Orc, Sylvan

SQ bardic knowledge, beast form, cantrips, creatures of the wild, lore master (1/day), lycanthropic empathy, revelations (burning magic, cinder dance), two bloods, versatile performance (dance, oration), vulnerability to silver, vulnerability to wolfsbane, well-versed

SPECIAL ABILITIES

Beast Form (Su): Werebears may shift to a bear form whose statistics, natural attacks, size, and abilities are drawn from those listed for the bear on the druid's animal companion list, and advance at the listed level and listed manner that it does; they do not gain any other level-based advancements as an animal companion might. When transformed, the werebear uses the ability scores of the base character or the bear, whichever ability score is higher. Hit points and saving throws remain those of the base character as modified by the beast form's statistics if they are used, with any extra hit points granted by the change in forms being treated as temporary hit points. Equipment melds with the new form between humanoid and beast form. The shift in forms is a standard action which does not provoke attacks of opportunity, but a werebear can shift to its alternate form as a move-equivalent action which does not provoke attacks of opportunity by making a DC 15 Constitution check. Werebears may remain transformed for a number of hours per day equal to their Con Modifier + character level (minimum 1). This duration does not need to be consecutive, but must be spent in 1 hour increments. Werebears do not suffer from a compulsion to transform into beast form when the full moon is visible. A slain werebear reverts to its humanoid form, although it remains dead. Except where detailed here, this effect functions as the Change Shape ability listed in the basic lycanthrope template in the Bestiary.

BACKGROUND

Inga was born in the far northern climes to parents that were part of a band of evil, repressive seaborne natural werebear and werewolf raiders, striking fear into small towns and villages along the frozen coasts with their looting, pillaging, and slave raids. As a child, she was revered for having been touched by the dark prince of devils that her family worshipped, but her heart heard a different call, and, as soon as she was able, she slipped over the side of the family's raiding vessel and escaped, pretending to be a slave that had escaped from one of the raiding ships during a raid when found by soldiers responding to the raid days later. Adopted by a skald travelling with the warriors, she grew into a tall young woman and skilled skald herself. When she reached adulthood, she journeved south in answer to the call of the sun god that warmed her, studying there amidst sun-soaked deserts for several years, until she returned north to help those oppressed by her family's cruelty and violence with her music and the warmth of the sun that she carried within her.

MOTIVATIONS & GOALS

Her first and most compelling drive is to locate her family and put an end to their crimes against the people of the north. It saddens her that it has come to this, but everything that she knows about them from childhood leads her to believe that there is no other option available. She understands that her talents lie in a supporting role rather than a direct confrontational one, so she moves constantly, seeking information about her family and their plans, and disseminates it as widely as possible in order to try and save as many potential victims as she can. Were she to find a group of allies that seemed capable of undertaking the task, she would consider shifting tactics and turning her efforts towards gaining knowledge of the location one of her family's ever-shifting temporary camps and staging a raid to try and eliminate them once and for all. Once that goal has been achieved, she will find herself at loose ends, having not truly thought of what she would do after that point. Her oracle's curse, the sign of their patron's favor that had so excited her family, means that she is compelled to keep all vows, oaths, and promises, so she is scrupulously careful in giving one. She is enough of a romantic to want to find someone that makes her heart sing, but realistic enough to know that for a true relationship, she would need her companion to either be exceptionally open-minded with regards to her shifting nature, or a natural lycanthrope themselves, and in either case, a fellow follower of the sun, and no one fitting those criteria has yet caught her eye. She currently supports herself by her performances, and by carrying messages from one town to another, but she has been known to aid fellow followers of the sun, or innocents in need, even if such aid resulted in no gain. She rarely transforms to bear form outside of combat, the only exception being when she wishes to think about possible courses of action.

SCHEMES & PLOTS

Inga decides that the PCs are sufficiently powerful that they may be able to help her put an end to her family's depredations in the north, and begins to research them in order to find the best means of interesting them in the task. She talks to people, researches past adventures and even consults with past and current friends, allies, romantic interests, and even enemies if it seems feasible, always careful to not reveal the exact nature of the task at hand, or, if she can help it, the real reason for her interest. Characters start to receive mentions from friends about the well-spoken woman asking about them, romantic interests bring up their encounters with Inga in ways appropriate to their nature and the nature of the relationship, and informants and other sources being to report that some of the group's active enemies are now interested and starting to make moves as well. What do the players do?

A group of citizens approach the party as they stop over at a coastal village in the north, fur caps in hand. They have little money, their spokesman explains, but great need of assistance. A clan of northman raiders has preyed on their village for many years with impunity, their axes and spears terrible, but nor so terrible as their fangs and claws when the raiders transform into mighty bears and wolves and cut down all that oppose them. They need heroes to assist them, and an injured holy woman they rescued from a shipwreck told them she would stand against the raiders in gratitude for their rescue, and that the sun had whispered to her in a dream and said that the heroes they sought were here. Are the characters the heroes they seek? Will they come and fight beside the holy woman and save them when the beast-raiders return in just a few short weeks? If they are not, can they help them find the heroes?

LEGALISTIC ORACLE'S CURSE

The shackles of Hell impose savage consequences should you violate a covenant, but also imbue you with remarkable guile. Whenever you break your word (either purposefully or unintentionally), you become sickened for 24 hours or until you meet your obligation, whichever comes first. However, once per day you can make a vow to yourself that grants a +4 morale bonus on any one roll you make while trying to fulfill a promise made to another individual. At 5th level, you gain a +3 competence bonus on Diplomacy, Intimidate, and Sense Motive checks while talking to an individual one-onone. At 10th level, you can make a new saving throw each minute to resist mind-affecting effects as your subconscious searches for loopholes. At 15th level, any creature that violates its freely given word to you takes a penalty to AC, spell resistance, and saving throws against your attacks and abilities equal to your Charisma modifier (minimum 1) for 24 hours.

György Miklös

A swarthy man with dark curly hair and dark eyes, wearing pants, boots, and heavy bracers, but no shirt over his muscular, scarred, and tattooed chest, hails you, laughingly, as if the entire world amuses him. He bears a heavy two-handed hammer over one shoulder, and has a heavy pick at his belt along with several pouches, both weapons well-worn but equally well cared for.

György Miklös (Human Form) CR 10

9,600 XP

Male werebison fighter 6 (two-handed fighter)/barbarian 5 (savage barbarian)

NG Medium humanoid (human, shapeshifter) Init +5; Senses low-light vision; Perception +11

Defense

AC 19, touch 15, flat-footed 12 (+2 armor, +2 deflection, +3 Dex, +4 dodge, -2 rage) hp 117 (5d12+6d10+54)

Fort +12, **Ref** +8, **Will** +5; +1 versus fear

Defensive Abilities improved uncanny dodge, naked courage +1

OFFENSE

Speed 40 ft.

Melee +1 *adamantine earthbreaker* +20/+15/+10 (2d6+13/19-20/x3) or masterwork heavy pick +18/+13/+8 (1d6+6/x4)+1 *earthbreaker* +20 (4d6+16/19-20/x3) with vital strike **Ranged** javelin +13 (1d6+6)

Special Attacks overhand chop, rage (16 rounds/day), rage powers (guarded stance, rolling dodge), shattering strike +2, weapon training (hammers +1)

Tactics

- **Base Statistics** When not raging, György has AC 21, touch 17, flat-footed 14; hp 90; Fort +10, Will +2, Melee +1 adamantine earthbreaker +18/+13/+8 (2d6+10/19-20/x3), Ranged javelin +11 (1d6+4); Str 18, Con 14; CMB +15 (+21 sunder); CMD 24 (28 vs. sunder); Skills Climb +8, Swim +8
- **Before Combat** If working with a group, György allows those with social skills to try and defuse things, but if that appears to be failing, he will activate his rage ability and spend two move actions to activate his rage powers in advance of a fight.
- **During Combat** Once combat has been joined, he always rages, activating his rage powers. György understands that he is easier to hit than many warriors, owing to his lack of reliance on armor, and tries to stay mobile and avoid situations where multiple opponents can gang up on him to slow the damage accretion he suffers. Given the chance, he uses his javelins on lightly-armored opponents as he closes, preferring obvious spellcasters as targets. He prefers to locate a warrior that appears to

rely on enchanted armor and weapons, and then start the fight by depriving them of their primary weapon with a sundering attack, and then dismantling their armor as needed before proceeding to offer them a chance to surrender, or if they refuse, trying to gauge their level of health and striking to subdue with his earthbreaker to render them unconscious with the final blow. If moving into the fight against a warrior with an obviously magical weapon, and covering more than 5 feet, he will use Vital Strike and Sunder in combination in his initial blow, otherwise he utilizes his initial attack as a Sunder attempt, and the remaining iterative attacks to do damage, turning his attentions to their armor once their weapon is disposed of. If forced to move more than 5 feet and attack a lightly armored opponent such as a spellcaster, he will use Vital Strike and simply do damage, offering them a chance to surrender after the first real blow, and resorting to striking to subdue if they refuse. In bison form, he prefers to trample opponents, since it allows him to attack more than one target in a round, but if forced to melee, he will always use Vital Strike with his gore attack, using Sunder if it seems appropriate. In hybrid form, he makes use of the same tactics that he uses in human form, preferring to save that form for situations when he needs the ability to maximize his damage output against lightly-armored opponents that he does not intend to take alive, since his fighting skills suffer somewhat. If one of his rage power's durations expires, he will take a move action to reinstate it.

Morale – György is a warrior, but he prefers fights that aren't to the death. If below half his hit points and offered a chance to surrender and retain his gear by someone he perceives as an honorable opponent, he will do so. If below 75% of his hit points he will withdraw unless he is cornered and unable to do so easily, in which case he shifts to bison form and uses his trample ability to simply run over as many opponents as he needs to reach open ground.

STATISTICS

Str 22, Dex 16, Con 18, Int 8, Wis 10, Cha 10

Base Atk +11; CMB +17 (+23 sunder); CMD 24 (28 versus sunder)

Feats Animal Intuition, Dodge, Greater Sunder^B, Hybrid Form, Improved Critical (earthbreaker), Improved Sunder^B, Power Attack^B, Vital Strike^B, Weapon Focus (earthbreaker), Weapon Specialization (earthbreaker)

Skills Acrobatics +16, Climb +10, Intimidate +9, Knowledge (nature) +9, Perception +11, Survival +7, Swim +10

Languages Common

SQ beast form, lycanthropic empathy, two bloods, vulnerability to silver, vulnerability to wolfsbane

Gear +1 adamantine earthbreaker, +2 bracers of armor, +2 ring of protection, 6 javelins, masterwork heavy pick, barbarian's kit, quiver, 221 gp, 9 sp.

Special Abilities

Beast Form (Su): Werebison may shift to a bison form whose statistics, natural attacks, size, and abilities are drawn from those listed for the bison on the druid's animal companion list, and advance at the listed level and listed manner that it does; they do not gain any other level-based advancements as an animal companion might. When transformed, the bison uses the ability scores of the base character or the bison, whichever ability score is higher. Hit points and saving throws remain those of the base character as modified by the beast form's statistics if they are used, with any extra hit points granted by the change in forms being treated as temporary hit points. Equipment melds with the new form between humanoid and beast form. The shift in forms is a standard action which does not provoke attacks of opportunity, but a werebison can shift to its alternate form as a move-equivalent action which does not provoke attacks of opportunity by making a DC 15 Constitution check. Werebison may remain transformed for a number of hours per day equal to their Con Modifier + character level (minimum 1). This duration does not need to be consecutive, but must be spent in 1 hour increments. Werebison do not suffer from a compulsion to transform into beast form when the full moon is visible. A slain werebison reverts to its humanoid form, although it remains dead. Except where detailed here, this effect functions as the Change Shape ability listed in the basic lycanthrope template in the Bestiary.

György Miklös

A battle-scarred bison glowers at you, froth at its nostrils and muzzle and one hoof pawing the ground as it prepares to charge.

GYÖRGY MIKLÖS (BISON FORM) CR 10 9,600 XP

Male werebison fighter 6 (two-handed fighter)/barbarian 5 (savage barbarian)

NG Large animal (animal, shapeshifter)

Init +5; Senses low-light vision, scent; Perception +11

Defense

AC 20, touch 15, flat-footed 14 (+2 armor, +2 deflection, +2 Dex, +4 dodge, +3 natural, -2 rage, -1 size) hp 131 (5d12+6d10+66) Fort +14, Ref +7, Will +5; +1 versus fear

Defensive Abilities improved uncanny dodge, naked courage +1; **DR** 10/silver

Offense

Speed 50 ft.

Melee gore +21 (1d8+15)

Special Attacks overhand chop, rage (16 rounds/day), rage powers (guarded stance, rolling dodge), shattering strike +2, stampede, trample (2d6+15), weapon training (hammers +1)

TACTICS

Base Statistics - When not raging, in his bison form György has **AC** 22, touch 17, flat-footed 16; **hp** 109; **Fort** +12, **Will** +2, **Melee** gore +19 (1d8+12); **Str** 26, **Con** 18; **CMB** +20 (+24 sunder); **CMD** 23 (27 versus trip, 25 vs. sunder); **Skills** Climb +12, Swim +12

STATISTICS

Str 30, Dex 14, Con 22, Int 8, Wis 11, Cha 10

Base Atk +11; CMB +22 (+26 sunder); CMD 30 (34 versus trip, 32 versus sunder)

Feats Animal Intuition, Dodge, Greater Sunder^B, Hybrid Form, Improved Critical (earthbreaker), Improved Sunder^B, Power Attack^B, Vital Strike^B, Weapon Focus (earthbreaker), Weapon Specialization (earthbreaker)

Skills Acrobatics +15, Climb +14, Intimidate +9, Knowledge (nature) +9, Perception +11, Survival +7, Swim +14

Languages Common

SQ beast form, lycanthropic empathy, two bloods, vulnerability to silver, vulnerability to wolfsbane

SPECIAL ABILITIES

Beast Form (Su): Werebison may shift to a bison form whose statistics, natural attacks, size, and abilities are drawn from those listed for the bison on the druid's animal companion list, and advance at the listed level and listed manner that it does; they do not gain any other level-based advancements as an animal companion might. When transformed,

the bison uses the ability scores of the base character or the bison, whichever ability score is higher. Hit points and saving throws remain those of the base character as modified by the beast form's statistics if they are used, with any extra hit points granted by the change in forms being treated as temporary hit points. Equipment melds with the new form between humanoid and beast form. The shift in forms is a standard action which does not provoke attacks of opportunity, but a werebison can shift to its alternate form as a move-equivalent action which does not provoke attacks of opportunity by making a DC 15 Constitution check. Werebison may remain transformed for a number of hours per day equal to their Con Modifier + character level (minimum 1). This duration does not need to be consecutive, but must be spent in 1 hour increments. Werebison do not suffer from a compulsion to transform into beast form when the full moon is visible. A slain werebison reverts to its humanoid form, although it remains dead. Except where detailed here, this effect functions as the Change Shape ability listed in the basic lycanthrope template in the Bestiary.

György Miklös

A tall, muscular figure with the horned head of a bison and the body of a man walks towards you, bellowing in laughter as it swings a great two-handed hammer.

György Miklös (Hybrid Form) CR 10

9,600 XP

Male werebison fighter 6 (two-handed fighter)/barbarian 5 (savage barbarian) NG Medium humanoid (human, shapeshifter) **Init** +5; **Senses** low-light vision, scent; **Perception** +11

Defense

AC 19, touch 15, flat-footed 12 (+2 armor, +2 deflection, +3 Dex, +4 dodge, -2 rage) hp 117 (5d12+6d10+54) Fort +12, Ref +8, Will +5; +1 versus fear Defensive Abilities improved uncanny dodge, naked courage +1

Offense

Speed 40 ft.

Melee +1 adamantine earthbreaker +18/+13/+8 (2d6+13/19-20/x3) and gore +12 (1d6+9) or gore +19 (1d6+9) and 2 claws +19 (1d6+9) or masterwork heavy pick +16/+11/+6 (1d6+6/x4) and gore +12 (1d6+6) and 1 claw +12 (1d6+6) **Ranged** javelin +13 (1d6+6)

Special Attacks overhand chop, rage (16 rounds/day), rage powers (guarded stance, rolling dodge), shattering strike +2, weapon training (hammers +1)

TACTICS

Base Statistics - When not raging, in hybrid form György has **AC** 21, touch 17, flat-footed 14; **hp** 90; **Fort** +10, **Will** +2, **Melee** +1 adamantine earthbreaker +16/+11/+6 (2d6+10/19-20/ x3) and gore +10 (1d6+6) or gore +15 (1d6+6) and 2 claws +15 (1d6+6) or masterwork heavy pick +14/+9/+4 (1d6+6/ x4) and gore +10 (1d6+6) and 1 claw +10 (1d6+6), **Ranged** javelin +11 (1d6+4); **Str** 19, **Con** 15; **CMB** +15 (+21 sunder); **CMD** 24 (28 vs. sunder); **Skills** Climb +8, Swim +8

STATISTICS

Str 23, Dex 16, Con 19, Int 8, Wis 10, Cha 10

Base Atk +11; CMB +17 (+23 sunder); CMD 24 (28 versus sunder)

Feats Animal Intuition, Dodge, Greater Sunder^B, Hybrid Form, Improved Critical (earthbreaker), Improved Sunder^B, Power Attack^B, Vital Strike^B, Weapon Focus (earthbreaker), Weapon Specialization (earthbreaker) **Skills** Acrobatics +16, Climb +10, Intimidate +9, Knowledge (nature) +9, Perception +11, Survival +7, Swim +10

Languages Common

SQ beast form, lycanthropic empathy, two bloods, vulnerability to silver, vulnerability to wolfsbane

Gear +1 adamantine earthbreaker, +2 bracers of armor, +2 ring of protection, 6 javelins, heavy pick, barbarian's kit, quiver, 321 gp, 9 sp.

SPECIAL ABILITIES

Beast Form (Su): Werebison may shift to a bison form whose statistics, natural attacks, size, and abilities are drawn from those listed for the bison on the druid's animal companion list, and advance at the listed level and listed manner that it does; they do not gain any other level-based advancements as an animal companion might. When transformed, the bison uses the ability scores of the base character or the bison, whichever ability score is higher. Hit points and saving throws remain those of the base character as modified by the beast form's statistics if they are used, with any extra hit points granted by the change in forms being treated as temporary hit points. Equipment melds with the new form between humanoid and beast form. The shift in forms is a standard action which does not provoke attacks of opportunity, but a werebison can shift to its alternate form as a move-equivalent action which does not provoke attacks of opportunity by making a DC 15 Constitution check. Werebison may remain transformed for a number of hours per day equal to their Con Modifier + character level (minimum 1). This duration does not need to be consecutive, but must be spent in 1 hour increments. Werebison do not suffer from a compulsion to transform into beast form when the full moon is visible. A slain werebison reverts to its humanoid form, although it remains dead. Except where detailed here, this effect functions as the Change Shape ability listed in the basic lycanthrope template in the Bestiary.

BACKGROUND

György comes from the great open plains, where herds of bison and werebison intermingle and travel together like a great wave across the landscape. His people were peaceful travelers, fighting only in necessary defense, or in nonlethal battles to settle important decisions and win mates. When he came of age, he decided to depart his herd after losing a battle and the chance to be with a mate that he had strong feelings for, and traveled to the lands of men, to see what life there was like and drown his sorrows in some prime 'civilized' alcoholic beverages. Upon arrival, he discovered that while there were mighty warriors there, they frequently relied on heavy armor and weapons as opposed to the weapons they were born with, and that combats were, all too often, fought to the death. Unwilling to turn his back on his culture, he developed a fighting style that echoed the non-lethal battles of his people, and set out to make a name for himself and enjoy some raucous good living. And meet women.

MOTIVATIONS & GOALS

A big, jovial man, György is self-aware enough to realize that he is not going to turn heads with his handsome face or winning personality, so he chooses to focus on his strong points: brawn and fighting skill. He seeks out employment as a mercenary, preferring to work for individuals with good reputations, since that impresses the kind of ladies he's interested in meeting more than working for people or causes with bad reputations and they're more likely to be accepting of his fighting style and the prisoners it produces. He's friendly, jovial, loud, and not the least bit civilized in some ways - but he understands the need to work together, protect the weak, stand by his friends, as well the benefits of regular bathing and respect for women, which makes up for a great deal of his somewhat lacking social skills. He would like to find a group that would allow him to join with them on a regular basis and perform mighty deeds of renown alongside them, and, hopefully, meet a woman that was attractive, friendly, and smart enough to help keep track of his money, since every time he has enough saved up to add the *merciful* enchantment to his earthbreaker, his savings seemingly evaporated as he counted them in his current favorite tavern.

SCHEMES & PLOTS

A young woman, clad in the garments of a professional 'working girl' - most of them, anyway - comes running out of an alleyway in a blind panic, plowing directly into one or more party members and knocking them down as she falls. She immediately begins to plead for help, saying that a monster is after her, a client that turned into a horrifying beast and tried to kill her for no reason. As she begs for help, clinging to a likely-looking defender, a full-grown bison comes crashing out of the alleyway, a cabbage impaled on one horn and what looks like part of the woman's missing garments on the other, pauses to look around, and begins to advance on the pleading woman with a bellow. What does the party do? To complicate matters, what do they do when the bison turns back into a large, naked man with an earthbreaker who accuses the woman of stealing his 'merciful money' and demands it back?

An NPC friend of one or more party members - a paladin or other honorable individual - approaches them with a unique problem: He accepted the surrender and parole of an individual who had been hoodwinked into working on the wrong side of a land dispute... and now he can't get rid of the man. The parolee insists on following the NPC everywhere, trying to help them and, frequently, his well-meaning but ill-fated efforts create new issues to resolve. Can the party please, please, find a noble mission that the parolee can accompany them on, thus 'working off' his parole before the big social event coming in three weeks? Their friend is desperate, and being eaten and drunk out of house and home; can they save him?



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