# A Necromancer's Grimoire:







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## The Monster of Terrybrook

Veren slipped out his window, climbing nimbly down to the cobblestones below. The night sky was clear, and the large, full moon dominated the sky as though someone had simply cut a hole in the heavens and light was shining through from outside. Despite this, a thick mist clung to the streets of Veren's hometown of Terrybrook, shrouding its streets in a sort of ethereal dimness of hazy shadows.

Veren wasn't bothered by the mists, however. Weeks ago, he might have been, but now he could see through the mist as though it were the middle of the day, and in a moment now, even if he closed his eyes he'd still be able to navigate perfectly.

He closed his eyes and concentrated on the transformation. It had taken him a long time to be able to control them. At first, right after he'd been bitten, he had thought that he would never be able to gain control, and that his life as a human was over—that soon, nothing would be left but a bloodthirsty animal. With time, and patience, however, he had come to terms with what he now was: a werewolf.

The key, he'd discovered, was a careful balance between the two parts of himself: he could never completely forsake the dark side, the side that yearned to taste the blood of a fresh kill, that constantly screamed for him to seek out prey, that burned with such a passionate fury. It would always be a part of him, as much as the lighter side, the side that was horrified to awake covered in blood, that only wanted to live a quiet, normal life. He couldn't just ignore the beast: he had to work with it.

That was why he had started these nightly excursions, to roam the streets of Terrybrook while its residents slept. Well, that was only sort of true—he had roamed the streets before he had gained control, or at least half of him had. He just didn't like to think about that.

Before long he was outside the town proper, in the fields and meadows that surrounded Terrybrook. He broke into a run, all four paws pounding against the ground, his silvery coat gleaming in the moonlight. For a while he just enjoyed the activity, the exhilarating feel of running as fast as he could, tearing across the gently rolling hills. After a short time, though, he got down to work.

He found the nearest road and began traveling up and down it, using his heightened wolf's nose to search for unfamiliar scents. He quickly identified the trails of a number of farmers who brought their crops into market once a week, some of the scents were nearly three weeks old. He also identified a number of the village children, and made a mental note to talk to some of the younger of them: they weren't supposed to be venturing out this far. He wasn't sure exactly how he'd confront them without admitting how he had found out, but he would think of something.

After nearly an hour of searching, he found what he was looking for: an unfamiliar scent. It was fresh, but then, it would have been: he was out "on patrol" most nights, so any new scents would have had to have been made in the last day or so.

He followed the trail for a few miles, slowing as he saw the lights and heard the noises that were telltale signs that he had reached his quarry's camp. They had settled in a small copse of trees, where the nearby wood had encroached enough on the plains to hide a camp, but still quite near the road. He crept through the trees, careful not to do anything that might give away his presence. First, he needed to learn more about these strangers. Luckily, with his enhanced senses, he could see them from far further away than they would ever hope to see him, and he could hear them clearly as well. There were six of them. They were gathered around a large campfire, bedrolls laid out around it. Two of them were sleeping, or at least appeared to be. The others were sitting around the fire, drinking and laughing. They all wore dirty leather armor that stank—even from this distance—of blood and sweat. Each of them wore at least one weapon on their person, though Veren guessed that most of them had more secreted away about their persons.

Their leader had greasy black hair that was pulled into a ponytail, and wore an eyepatch over his left eye, with a vertical scar bisecting both lips. Veren recognized him immediately: he was Black Bernard, an infamous bandit. Veren had seen his face on the wanted posters that had been brought to town a few days back. He had committed dozens of heinous crimes in the north, including apparently burning an orphanage. Veren could feel the rage building inside of him. That man would not be allowed anywhere near Terrybrook.

As though to confirm Veren's rising anger, the man began to tell a story—jovially, in the way one might tell a favorite joke—of how he had murdered a beggar and taken his begging bowl. The rest of his gang guffawed with laughter, and though not all of it sounded quite genuine, Veren no longer cared: even pretending to laugh at such a joke made the rest of them nearly as bad as their leader.

With a snarl, he leapt out of the underbrush and into their camp, his form twisting and shifting mid-air from that of a large wolf into a sort of man-beast hybrid. Without skipping a beat, he shredded the nearest bandit's armor with his claws, his fangs ripping through the man's throat as easily as if he were slicing a cheese.

He was on the second bandit before the rest had had time to react, breaking his neck with a single swipe of his massive front limb. By then, though, the others had at least had time to draw their weapons and shout out curses of astonishment. As he closed on the third, the man slashed at him with a short sword, but it barely scratched Veren's lycanthropically-augmented skin. The man was dead before he got a second swing.

The sleeping men were still struggling to get out of their bedrolls, so Veren closed on Bernard, who had drawn a curved, foreign-looking blade that gleamed in the moonlight. He was a better swordsman than his underlings had been, and Veren knew that he had to be careful, but he didn't care. He charged recklessly at the man, throwing his full weight into the attack. The bandit dodged neatly, and left a jagged cut along Veren's side that burned like fire.

With a howl of rage, Veren pounced on the man, driving him to the ground and savaging the man's chest with his fangs, gouging a bloody hole through the man's chest. Bernard was determined to exact a price, however, and as Veren's bloodlust dimmed, he realized that he had impaled himself on the bandit's sword.

He heaved himself off of it and collapsed onto the ground. *It feels worse than it is*, he thought to himself. *I've been hurt worse than this before, it'll heal...eventually*. He didn't have any energy left in him for the moment, however, and he didn't even consider trying to chase after the other two bandits, who fled. *All in all, not a bad night's work*, he thought to himself as sleep and weariness overtook him. *It may not quite be justice, but at least the beast is satisfied*.

## Introduction

This book is designed to provide a wealth of options for players interested in playing werewolf characters, providing support for a wide variety of different kinds of werewolves, with powers designed to emulate a huge array of different werewolf media, from contemporary books and movies to old-world myths and legends. Building on the foundation provided by the original *Marchen der Daemonwulf*, this book continues to focus on "werewolf feats," which allow characters to build their own werewolf, selecting the powers that match their ideal vision of a werewolf, and ignoring the ones that don't. The book includes 50 new feats, plus a number of the more important feats from the original, updated and clarified with new wording.

The book also includes the pack lord prestige class, which gives a slightly different take on werewolves, and focuses not on transforming into a monster, but rather on controlling and leading a "pack" consisting of both powerfully augmented wolves and also of humanoids as well.

Finally, the book provides five alternate approaches to werewolves in the form of templates, monsters, and a new player race, which are designed to ensure that the book contains something for everyone, from frightening and dangerous monstrosities that a GM can throw at his players, to a way for players to create a "wolf man" character without investing a number of feats, and quite a bit in between.

## Feats

The following feats are designed to simulate the various abilities and powers attributed to werewolves in legends, folklore, books, movies, comics, video games, and other media. In this way, a player may "build" their werewolf, selecting feats which grant abilities and effects which lend themselves to the kind of werewolf the player wants to play. In this way, each werewolf created using these feats will be unique, with powers and abilities which make it distinct even from other werewolves built with this method, and allowing a remarkable degree of customizability.



Image: A 18th century engraving depicting a wolf attack from Johann Geiler von Kaisersberg's *Die Emeis* (1516)

Most of these feats reference one or more of the feats from the original *Marchen der Daemonwulf*, especially the Curse of the Beast feat, which serves as the starting point for werewolves built using this method. All of the feats that are directly referenced by feats in this book can be found in the next section, Updated Feats, but players interested in a wide array of different werewolf feats may want to consider looking at the original book, which contained a large number of werewolf-related feats not included in this book.

#### Werewolf Feats

Most of the feats listed in this book are werewolf feats, denoted by the tag "[werewolf]" next to the name of the feat. Werewolf feats are not subject to any special rules, and there are no special prerequisites

Table 1-1: Feats				
Feat	Prerequisite	Description		
Alpha's Gaze	Curse of the Beast	Stare your prey into submission.		
Bestial Gaze	Alpha's Gaze, Curse of the Beast, character	All All and a second		
	level 5th	that meet your gaze.		
Blinding Gaze	Alpha's Gaze, Curse of the Beast, character			
	level 9th	meet your gaze.		
Charming Gaze	Alphas Gaze, Curse of the Beast, character			
	level 5th	gaze.		
Damaging Gaze	Alpha's Gaze, Curse of the Beast, character	Wound your foes with a glance.		
	level 9th Alpha's Gaze, Blinding Gaze, Curse of the	Nausante an autright day face who most		
Deadly Gaze	Beast, Damaging Gaze, character level 15th	Nauseate or outright slay foes who meet		
Animal	beast, Damaging Gaze, character lever 15th	Gain a bonus to Acrobatics, Climb, and		
Athleticism	Curse of the Beast	Swim when transformed.		
Animal	Handle Animal 10 ranks, Curse of the	Animal creatures won't attack you		
Magnetism	Beast	unless provoked.		
Blood-Freezing	Curse of the Beast, Howl of the Night	Paralyze a single creature with an		
Howl	Hunter, character level 15th	unearthly howl.		
Bone-Shattering	Curse of the Beast, Howl of the Night	Deal sonic damage to creatures with		
Howl	Hunter	your Howl of the Night Hunter.		
Crippling Bite	Curse of the Beast, Greatwulf Form	Your bite can disable foes.		
	Curse of the Beast, Howl of the Night	Scare a single creature to death with		
Deadly Howl	Hunter, character level 17th	your unearthly howl.		
Desferies Hand	Curse of the Beast, Howl of the Night	Your Howl of the Night Hunter also		
Deafening Howl	Hunter	deafens foes.		
Demoralizing	Curse of the Beast, Howl of the Night	Demoralize all creatures in a 120-ft.		
Howl	Hunter	cone with a howl.		
Destructive Howl	Curse of the Beast, Howl of the Night	Release a powerful howl that shatters		
Destructive flowr	Hunter	objects.		
Diseased Bite	Bite attack	Your bite carries diseases.		
Extra Poison	Curse of the Beast, Poisonous Bite,	Gain three additional daily uses of your		
	character level 5th	poisonous bite.		
Feral Agility	Dex 15, Curse of the Beast	You're more agile while transformed.		
Feral Endurance	Con 15, Curse of the Beast			
		You're more durable while transformed.		
Feral Speed	Curse of the Beast, 60-ft. land speed	You manuever better when running		
a the definition of the second of the		while transformed.		
Feral Strength	Str 15, Curse of the Beast	You are stronger while transformed.		
Feral Toughness	Curse of the Beast, +2 natural armor	While transformed, your natural armor		
Creater Scont	Current of the Board Improved Scout	applies to touch AC.		
Greater Scent Hunter's Stealth	Curse of the Beast, Improved Scent	There's nothing your nose can't learn. You're stealthier while transformed.		
Hybrid Form	Stealth 10 ranks, Curse of the Beast	You no longer suffer a penalty for		
Weapon Master	Curse of the Beast, Hyrbid Form	wielding weapons in hybrid form.		
	Curse of the Beast, Hybrid Form,	Make extra attacks after successful hits		
Hybrid Fury	character level 10th	when in hybrid form.		
	character level loth	when in nyona ionii.		

Improved	Curse of the Beast, Hybrid Form, Hybrid You gain additional attacks with	
Hybrid Fury	Fury, character level 15th natural attacks in hybrid form.	
Improved	urse of the Beast, Greatwulf Form, You're more physically powerful in	
Greatwulf Form	character level 10th	greatwulf form.
Martin	Curse of the Beast, Greatwulf Form,	You transform into a monstrous master
Master	Improved Greatwulf Form, character level	greatwulf, growing to huge size and
Greatwulf Form	15th	gaining other benefits.
Nightsight	Curse of the Beast, darkvision 120 ft.	You can see in any kind of darkness.
<b>Oversized Fangs</b>	Curse of the Beast, character level 7th	Your bite does more damage.
Discover 11 and	Curse of the Beast, Howl of the Night	Frighten a single creature as a swift
Pinpoint Howl	Hunter, character level 10th	action with your howl.
D. II. 1	Curse of the Beast, Howl of the Night	Improve your allies' morale with a howl
Rallying Howl	Hunter	of war.
Run All Night	Curse of the Beast	You can run and march longer.
	Curse of the Beast, Hybrid Form,	Your hybrid form's claws are more
Savage Claws	character level 7th	deadly.
The second	Curse of the Beast, Improved Scent,	
Scentsight	character level 7th	Your nose grants your blindsight 60 ft.
AND DESCRIPTION	Curse of the Beast, DR 1/silver, character	Your DR/silver requires an alignment to
Silvery Hide	level 12th	bypass, as well.
	level iztii	Your bite is better for attacks of
Snapping Jaws	Curse of the Beast	
		opportunity. Distractions and invisibility don't affect
Superior Senses	Perception 10 ranks, Curse of the Beast	
Swift Hunter	Curse of the Beast	your Perception checks. +10 ft. movement while transformed.
Tripping Teeth	Curse of the Beast, character level 5th	Your bite is better for trip attacks.
Virulent Poison	Curse of the Beast, Poisonous Bite,	Your poison becomes more virulent,
	character level 12th	and harder to cure.
Wild Awareness		Gain a bonus to Perception and Stealth
		but a penalty to Bluff checks.
Wild Body		Gain a bonus to Fortitude and Reflex,
		but a penalty to Will saves.
		Gain a bonus to Knowledge (nature)
Wild Knowledge		and Survival, but a penalty to
		Knowledge (local) checks.
		Gain a bonus to Handle Animal and
Wild Presence		Intimidate, but a penalty to Diplomacy
		checks.
Wild Warrior	The second s	Gain a bonus to attack and damage but
wild warnor		a penalty to AC and Reflex saves.
Worming Rite	Curse of the Beast	Your bite is more powerful on a critical
Worrying Bite	curse of the beast	hit.
Madare Com	Curse of the Beast, Cursed Bite, character	Transform creatures you bite into
Wulver Curse	level 7th	wulver monsters.
	Cure of the Beast, Cursed Bite, Wulver	Control wulvers and force them to do
Wulver Master	Curse, character level 9th	your bidding.
1		

which are required to take a werewolf feat (though most require the Curse of the Beast feat). This differentiation between werewolf feats and other kinds of feats is similar to the difference between combat feats and other feats, and serves mainly to identify which feats are designed specifically to be used by werewolves and other lycanthropes, or can be taken as bonus feats by classes such as the lycaonite class from the original *Marchen der Daemonwulf*.

#### Alpha's Gaze [Werewolf] Prerequisite: Curse of the Beast.

Benefit: Three times per day, as a swift action that does not provoke attacks of opportunity, you can stare into the eyes of a single creature within 60 feet of you and initiate a battle of wills. The creature must be capable of seeing you. Your target can choose to either meet your gaze or avoid it. If he chooses to avoid it, he automatically suffers a -2 penalty on all attack rolls and saving throws versus fear effects for one round per Hit Dice you possess. If he chooses to meet your gaze, he must succeed on a Will save (DC 10 + 1/2 your Hit Dice + your Charisma modifier), or suffer a -4 penalty on all attack rolls and saves versus fear effects for one round per Hit Dice you possess, instead. If he succeeds on the saving throw, however, he is unaffected, and you suffer a -2 penalty on all attack rolls and saving throws versus fear effects for one round per Hit Dice you possess. This is a mindaffecting fear effect.

**Special:** You can take this feat more than once. Each time you do, you gain an additional use of this ability each day.

#### Animal Athleticism [Werewolf] **Prerequisite:** Curse of the Beast. **Benefit:** When transformed with the Curse of the Beast feat, you gain a +2 bonus on all Acrobatics, Climb, and Swim skill checks. If you have 10 or more ranks in any of these skills, this bonus increases to +4 for that skill.

#### Animal Magnetism [Werewolf]

**Prerequisites:** Handle Animal 10 ranks, Curse of the Beast.

**Benefit:** Creatures of the animal type do not attack you unless compelled to do so through magic or

similar abilities. They will still fight back in selfdefense when actively attacked by you. This ability only applies to you, and doesn't affect any animal's attitudes towards your travelling companions or allies.

#### Bestial Gaze [Werewolf]

**Prerequisites:** Alpha's Gaze, Curse of the Beast, character level 5th.

**Benefit:** As a full-round action that does not provoke attacks of opportunity, you can attempt to confuse a creature by expending two daily uses of the Alpha's Gaze feat. This functions as the Alpha's Gaze feat, except as noted here. If the target chooses not to meet your gaze, he takes 1d4 points of Wisdom damage. If he chooses to meet your gaze, he must succeed on a Will save (DC 10 + 1/2your Hit Dice + your Charisma modifier) or gain the confused condition for 1 round per Hit Dice you possess, instead. If he succeeds on the saving throw, however, he is unaffected, and you take 1d4 points of Wisdom damage. This is a mindaffecting, fear, and compulsion effect.

Additionally, you gain one more daily use of the Alpha's Gaze feat.

#### Blinding Gaze [Werewolf]

**Prerequisites:** Alpha's Gaze, Curse of the Beast, character level 9th.

Benefit: As a standard action that does not provoke attacks of opportunity, you can attempt to blind a single creature within 60 feet by expending two daily uses of the Alpha's Gaze feat. This functions as the Alpha's Gaze feat, except as noted here. The creature may choose to meet your gaze or avoid it. If the target chooses not to meet your gaze, all his attack rolls automatically suffer a 20% miss chance for a number of rounds equal to your Hit Dice. If he chooses to meet your gaze, he must succeed on a Will save (DC 10 + 1/2 your Hit Dice + your Charisma modifier) or become permanently blinded, instead. If, however, he succeeds on the save, he is unaffected, and all of your attacks automatically suffer a 20% miss chance for a number of rounds equal to your Hit Dice. This is a mind-affecting, fear, and compulsion effect.

Additionally, you gain one more daily use of the Alpha's Gaze feat.

Blood-Freezing Howl [Werewolf] **Prerequisites:** Curse of the Beast, Howl of the Night Hunter, character level 15th. **Benefit:** As a standard action that provokes attacks of opportunity, you may expend two daily uses of the Howl of the Night Hunter feat to cause a single creature within 30 feet to become paralyzed for 1d4 rounds unless it succeeds on a Fortitude save (DC 10 + 1/2 your Hit Dice + your Charisma modifier). This is a sonic mind-affecting fear effect.

Additionally, you gain one more daily use of your Howl of the Night Hunter feat.

#### Bone-Shattering Howl [Werewolf] **Prerequisites:** Curse of the Beast, Howl of the Night Hunter.

**Benefit:** Whenever you use the Howl of the Night Hunter feat, in addition to its normal effects, each creature that fails its saving throw takes 1d6 points of sonic damage, plus an additional 1d6 points of sonic damage for every 5 Hit Dice you possess.

Additionally, you gain one more daily use of your Howl of the Night Hunter feat.

#### Charming Gaze [Werewolf]

**Prerequisites:** Alpha's Gaze, Curse of the Beast, character level 5th.

Benefit: As a standard action that does not provoke attacks of opportunity, you can expend two daily uses of the Alpha's Gaze feat in order to mentally influence a single creature within 60 feet. This functions as the Alpha's Gaze feat, except as noted here. The creature may choose to meet your gaze or avoid it. If he avoids your gaze, he is automatically affected as though by the spell suggestion, with your caster level being equal to your Hit Dice. If he chooses to meet your gaze, he must succeed on a Will save (DC 10 + 1/2 your Hit Dice + your Charisma modifier) or instead be affected as though by the spell charm monster, with the caster level being equal to your Hit Dice. If, however, he succeeds on the save, he is unaffected, and you are dazed for one round. This is a mind-affecting, charm, and compulsion effect.

Additionally, you gain one more daily use of the Alpha's Gaze feat.

#### Crippling Bite [Werewolf]

**Prerequisites:** Curse of the Beast, Greatwulf Form.

**Benefit:** When transformed into greatwulf form with the Curse of the Beast feat, you can use your powerful jaws to sever muscles and tendons, crippling foes smaller than yourself. As a fullround action, you can make a single bite attack against your foe, suffering a -2 penalty on the attack roll. If you hit, you deal damage as normal, and additionally cause the target's movement speed to be reduced to 10 feet. This ability can only be used on a creature that is at least one size category smaller than you are.

#### Damaging Gaze [Werewolf]

**Prerequisites:** Alpha's Gaze, Curse of the Beast, character level oth.

Benefit: You can lock your eyes on a foe and cause grievous wounds to erupt over their body. As a standard action that does not provoke attacks of opportunity, you can attempt to inflict physical wounds on a target by expending two daily uses of the Alpha's Gaze feat. This functions as the Alpha's Gaze feat, except as noted here. If the target chooses not to meet your gaze, he automatically takes 1d6 points of slashing damage per 5 Hit Dice you possess (rounded down). If he chooses to meet your gaze, he must succeed on a Will save (DC 10 + 1/2 your Hit Dice + your Charisma modifier) or suffer 2 points of bleed damage for every 3 Hit Dice you possess (rounded down, minimum 1). This bleed damage persists for 1 round per Hit Dice you possess. If he succeeds on his saving throw, however, he is unaffected, and you take 1d6 points of slashing damage per 5 Hit Dice you possess (rounded down). This damage, whether inflicted on your target or on yourself, bypasses all forms of damage reduction. This is a mind-affecting compulsion effect.

Additionally, you gain one more daily use of the Alpha's Gaze feat.

#### Deadly Gaze [Werewolf]

**Prerequisites:** Alpha's Gaze, Blinding Gaze, Curse of the Beast, Damaging Gaze, character level 15th. **Benefit:** As a full-round action that does not provoke attacks of opportunity, you can attempt to will a single creature within 60 feet to death by expending three daily uses of your Alpha's Gaze feat. This functions as the Alpha's Gaze feat,



Image: Werewolf by STIKS-1969

except as noted here. The creature may choose to meet your gaze or avoid it. If he avoids your gaze, he is automatically nauseated for 1d4 rounds. If he chooses to meet your gaze, he must succeed on a Will save (DC 10 + ½ your Hit Dice + your Charisma modifier) or be immediately rendered unconscious and reduced to -1 hit points and dying, instead. If, however, he succeeds on his save, he is unaffected and you are nauseated for 1d4 rounds. This is a mind-affecting, fear, and death effect.

Additionally, you gain one more daily use of the Alpha's Gaze feat.

#### Deadly Howl [Werewolf]

**Prerequisites:** Curse of the Beast, Howl of the Night Hunter, character level 17th. **Benefits:** As a full-round action that provokes attacks of opportunity, you may expend three daily uses of the Howl of the Night Hunter feat to cause a single creature within 30 feet of you to suffer 10 points of damage per Hit Dice you possess, unless he succeeds on a Fortitude save (DC 10 + 1/2 your Hit Dice + your Charisma modifier). Even on a successful save, the target still suffers 5d6 points of damage. This is a sonic, mind-affecting, fear, and death effect.

Additionally, you gain one more daily use of

your Howl of the Night Hunter feat.

#### Deafening Howl [Werewolf] **Prerequisites:** Curse of the Beast, Howl of the Night Hunter.

**Benefit:** Whenever you use the Howl of the Night Hunter feat, in addition to its normal effects, each creature that fails its saving throw becomes deafened for the duration of the effect.

Additionally, you gain one more daily use of your Howl of the Night Hunter feat.

#### Demoralizing Howl [Werewolf] Prerequisites: Curse of the Beast, Howl of the Night Hunter.

**Benefit:** As a full-round action that provokes attacks of opportunity, you may choose to expend a daily use of your Howl of the Night Hunter feat to let loose a demoralizing howl. If you do, all creatures within a 120-foot cone automatically suffer a -2 penalty to AC, attack rolls, and damage rolls for the next minute. At 10th level, this penalty increases to -4. This is a sonic mind-affecting fear effect.

Additionally, you gain one more daily use of your Howl of the Night Hunter feat.

#### Destructive Howl [Werewolf]

**Prerequisites:** Curse of Beast, Howl of the Night Hunter.

**Benefit:** As a standard action which provokes attack of opportunity, you may expend a daily use of your Howl of the Night Pack feat to let loose a focused sonic burst that damages a single object. The affected object must make a Fortitude save (DC 10+ 1/2 your Hit Dice + your Charisma modifier) or gain the broken quality. This is a sonic effect.

Additionally, you gain one more daily use of your Howl of the Night Hunter feat.

#### Diseased Bite [Monster]

**Prerequisite:** Must have a bite attack, or be able to transform into a shape that has a bite attack. Benefit: Whenever you successfully damage a creature with your bite attack, you expose that creature to all of the diseases that are currently affecting you. The creature must immediately succeed on a Fortitude saving throw for each disease (using the disease's normal DC), or be infected by it. The creature suffers a -4 penalty on this save, though not on subsequent Fortitude saves to resist the disease's effects.

#### Extra Poison [Werewolf]

**Prerequisites:** Curse of the Beast, Poisonous Bite, character level 5th.

**Benefit:** You gain three additional daily uses of your poisonous bite ability.

**Special:** You can take this feat multiple times. Its effects stack.

#### Feral Agility [Werewolf]

**Prerequisites:** Dex 15, Curse of the Beast. **Benefit:** While transformed with the Curse of the Beast feat, you count as two size categories smaller for the purpose of squeezing through tight spaces and for determining size bonuses or penalties for Stealth skill checks. Additionally, you add 1/2 your Dexterity modifier to your AC even when you are flat-footed. You still count as being denied your Dexterity bonus to AC for the purposes of abilities like sneak attack, however.

#### Feral Endurance [Werewolf]

**Prerequisites:** Con 15, Curse of the Beast. **Benefit:** While transformed with the Curse of the Beast feat, you suffer no penalties from being fatigued, and when exhausted suffer only the penalties normally imposed by being fatigued. Additionally, you gain a +2 bonus to Fortitude saves made to resist diseases, poisons, and any effect which would cause you to become sickened or nauseated.

#### Feral Speed [Werewolf]

**Prerequisites:** Curse of the Beast, 60-ft. land speed.

**Benefit:** While transformed with the Curse of the Beast feat, you no longer lose your Dexterity bonus to AC when running, nor do you take the normal -2 penalty to AC from using the charge action.

#### Feral Strength [Werewolf]

**Prerequisites:** Str 15, Curse of the Beast. **Benefit:** While transformed with the Curse of the Beast feat, you count as two size categories larger than you actually are for the purposes of determining CMB, CMD, carrying capacity, and, while in hybrid form, what weapons you are capable of wielding.

#### Feral Toughness [Werewolf]

**Prerequisites:** Curse of the Beast, +2 natural armor.

**Benefit:** While transformed with the Curse of the Beast feat, you may apply 1/2 your natural armor bonus (rounded down) to your touch AC and to your CMD.

Normal: Your touch AC and CMD don't benefit from your natural armor.

#### Greater Scent [Werewolf]

**Prerequisites:** Curse of the Beast, Improved Scent, scent special quality.

**Benefit:** Your sense of smell is so keen that you can learn intimate secrets about others from your nose alone, and can practically read their minds. This ability functions like the spell detect thoughts, except it only affects a single creature in the range of your scent ability, with the caster level being equal to your Hit Dice, and your Wisdom score determining the saving throw DC. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Special:** You can take this feat more than once. Each time you do, you gain three additional uses of this ability each day.

#### Hunter's Stealth [Werewolf]

**Prerequisites:** Stealth 10 ranks, Curse of the Beast. **Benefit:** While transformed with Curse of the Beast, you do not receive a penalty to Stealth skill checks for moving or running. Additionally, you can use the Stealth skill even if you are running or charging, but making an attack roll still ends your use of the Stealth skill. Finally, the DC to Perception or Survival checks made to track you is increased by +20. You may choose to suppress this secondary ability while travelling if you actively want to leave a trail.

**Normal:** You receive a penalty for moving more than half your speed while using Stealth and you are unable to use Stealth while attacking, running, or charging.

Hybrid Form Weapon Master [Werewolf]

**Prerequisites:** Curse of the Beast, Hybrid Form. **Benefit:** While transformed into hybrid form with the Curse of the Beast feat, you no longer suffer a -2 penalty to attacks with manufactured weapons.

#### Hybrid Fury [Werewolf]

**Prerequisites:** Curse of the Beast, Hybrid Form, character level 10th.

**Benefit:** While transformed into hybrid form with the Curse of the Beast feat, you can attack foes with a savage fury. If you hit a target with all three of your natural attacks (bite and two claws) in a round, you may immediately make another attack against the same target with each of your natural attacks as a free action. These attacks suffer a -5 penalty. This ability can be used only once per round.

Improved Greatwulf Form [Werewolf] **Prerequisites:** Curse of the Beast, Greatwulf Form, character level 10th.

**Benefit:** When you transform into greatwulf form with the Curse of the Beast feat, you gain an additional +2 bonus to your Strength, Dexterity, and Constitution scores, your natural armor bonus increases by an additional +2, and your movement speed increases by 20 feet. Finally, whenever you use the charge action, your bite attack deals twice its normal damage on a successful hit.

Improved Hybrid Fury [Werewolf] **Prerequisites:** Curse of the Beast, Hybrid Form, Hybrid Fury, character level 15th. **Benefit:** Whenever you transform into hybrid form with the Curse of the Beast feat, you gain an additional attack with your bite and two claw natural attacks. These attacks suffer a -5 penalty.

Master Greatwulf Form [Werewolf] Prerequisites: Curse of the Beast, Greatwulf Form, Improved Greatwulf Form, character level 15th.

**Benefit:** When you transform with the Curse of the Beast feat, you may choose to adopt a master greatwulf form—that of a truly massive and primordial wolf—instead of one of the other forms available to you. You make this choice each time you transform, even if the transformation is involuntary.

Master greatwulf form is similar to greatwulf form in most respects, and any feat or ability which affects you in greatwulf form also affects you in master greatwulf form. Master greatwulf form has a number of benefits over normal greatwulf form, however, including increasing to Huge size. These benefits, including the benefits from increasing in size, and also including the benefits from the Greatwulf Form and Improved Greatwulf Form feats, are as follows: you gain a +8 bonus to Strength and Constitution, a +4 bonus to Dexterity, your natural armor bonus increases by +10, you gain a +2 size bonus to CMB and CMD, and your movement speed increases to 80 feet. Your size does impose some penalties however, and you suffer a -2 size penalty to attack rolls and AC, a -4 size penalty to Fly skill checks, and a -8 size penalty to Stealth skill checks while in master greatwulf form. In master greatwulf form, your bite attack deals 2d8 points of piercing and slashing damage with each successful hit. As a Huge creature, you take up a 20-foot square, rather than a 5-foot one.

In addition to these benefits, while in master greatwulf form, you can make yourself temporarily immune to most damage. As a swift action, you can make yourself immune to all damage not inflicted by silver weapons until the beginning of your next turn. Damage that is not subject to damage reduction (such as fire or acid damage) is not affected by this ability, but non-silver weapons that would normally bypass damage reduction that is bypassed by silver (such as a +3 weapon, for example), are still subject to this ability. You can use this ability a number of times per day equal to your Hit Dice.

#### Nightsight [Werewolf]

**Prerequisites:** Curse of the Beast, darkvision 120 ft.

**Benefit:** Your darkvision now allows you to see perfectly in darkness of any kind, even that created by a deeper darkness spell. Additionally, your darkvision now allows you to see things in color.

#### Oversized Fangs [Werewolf]

**Prerequisite:** Curse of the Beast, character level 7th.

**Benefit:** When transformed with the Curse of the Beast feat, your bite attack deals more damage. It

now deals 1d8 points of piercing and slashing damage with a successful hit. Additionally, its critical modifier is increased to x3.

**Normal:** The bite attack granted by the Curse of the Beast feat deals 1d6 points of piercing and slashing damage with each successful hit, and has a critical modifier of x2.

**Special:** If you have the Greatwulf Form, Hybrid Form, or Master Greatwulf Form feats, this also affects your bite attack when in those forms. In greatwulf form, your bite attack now deals 1d12 points of damage. In Hybrid Form, it deals 1d8 points of damage. In Master Greatwulf Form, it does 2d10 points of damage. In all cases, the critical modifier is increased to x3.

#### Pinpoint Howl [Werewolf]

**Prerequisites:** Curse of the Beast, Howl of the Night Hunter, character level 10th. **Benefit:** As a swift action, you can expend one daily use of your Howl of the Night Hunter feat in order to let loose a focused, short howl. This causes a single target within 100 feet to be frightened unless he succeeds on a Will save (DC 10 + 1/2 your Hit Dice + your Charisma modifier). This is a sonic mind-affecting fear effect.

Additionally, you gain one more daily use of your Howl of the Night Hunter feat.

#### Rallying Howl [Werewolf]

## **Prerequisites:** Curse of the Beast, Howl of the Night Hunter.

**Benefit:** As a full-round action, you may choose to expend a daily use of your Howl of the Night Hunter feat to let loose a rallying cry. If you do, all of your allies within 30 feet who can hear you gain a +2 morale bonus to attack and damage rolls for the next minute. At 10th level, this bonus increases to +4.

Additionally, you gain one more daily use of your Howl of the Night Hunter feat.

#### Run All Night [Werewolf]

Prerequisite: Curse of the Beast.

**Benefit:** As long as you are transformed with the Curse of the Beast feat, you can travel for up to 16 hours before you are considered to be taking part in a forced march. Additionally, you can run for a number of minutes equal to three times your



Image: Werewolf by STIKS-1969

Constitution score before being forced to make Constitution checks to continue running. Finally, you gain a +4 racial bonus on all Constitution checks made to resist the effects of a forced march or to be able to continue running.

#### Savage Claws [Werewolf]

**Prerequisites:** Curse of the Beast, Hybrid Form, character level 7th.

**Benefit:** When transformed into hybrid form with the Curse of the Beast feat, your claws are especially sharp and wicked. They now deal 1d8 points of slashing damage with each successful hit. Additionally, they now threaten a critical hit on a roll of 18-20.

#### Scentsight [Werewolf]

**Prerequisites:** Curse of the Beast, Improved Scent, character level 7th.

Benefit: Your sense of smell is so strong that you

can effectively navigate by it. You gain blindsight 60 feet. Anything that would negate your sense of smell also negates this blindsight.

#### Silvery Hide [Werewolf]

**Prerequisites:** Curse of the Beast, DR 1/silver, character level 12th.

**Benefit:** Choose a single alignment (chaotic, evil, good, or lawful). In order to bypass your damage reduction, the attack must count as both silver and the chosen alignment. If your damage reduction can currently be overcome by other means, this does not prevent the other method from bypassing your damage reduction (for example, if you have DR/good or silver and choose chaotic, your DR can be overcome by a weapon that is silver and chaotic, or by a weapon that is good).

If your damage reduction already requires a specific alignment (for example, DR/good and silver), this feat has no effect.

#### Snapping Jaws [Werewolf]

Prerequisite: Curse of the Beast.

**Benefit:** You are adept at making attacks of opportunity with your jaws. While transformed with the Curse of the Beast feat, you gain a +4 bonus on attack rolls and a +2 bonus on damage rolls for all attacks of opportunity you make with your bite attack.

**Special:** If you have the Greatwulf Form, Hybrid Form, or Master Greatwulf Form feats, you also gain this benefit when transformed into those forms.

#### Superior Senses [Werewolf]

**Prerequisites:** Perception 10 ranks, Curse of the Beast.

**Benefit:** Your senses are keen enough that you are constantly on alert even when not concentrating on them. Whenever you make a Perception skill check, ignore any penalties or increases to the check's DC from factors such as being distracted or asleep, or from the target being invisible. Your Perception checks are still affected as normal by factors such as distance and unfavorable conditions. Prerequisite: Curse of the Beast.

**Benefit:** You are particularly fast in your werewolf form. When transformed with the Curse of the Beast feat, your movement speed is increased by an additional 10 feet.

**Special:** If you have the Greatwulf Form, Hybrid Form, or Greatwulf Form feats, this feat also affects your speed when in those forms.

#### Tripping Teeth [Werewolf]

**Prerequisites:** Curse of the Beast, character level 5th.

**Benefit:** When transformed with the Curse of the Beast feat, you are exceptionally skilled at tripping up your foes with your bite. You gain a +2 bonus to CMB on trip attempts made with your bite attack. Special: If you have the Greatwulf Form or Master Greatwulf Form feats, this also affects your ability to trip foes with your bite attack when in those forms.

#### Virulent Poison [Werewolf]

**Prerequisite:** Curse of the Beast, Poisonous Bite, character level 12th.

**Benefit:** The poison you secrete with the Poisonous Bite feat becomes more potent. You can now secrete virulent werewolf poison, instead. Doing so requires an additional daily use of your Poisonous Bite ability. The type of ability damage you deal (Strength or Dexterity damage) is still determined by the choice you made when you took the Poisonous Bite feat. Finally, you gain an additional daily use of your Poisonous Bite ability.

#### VIRULENT WEREWOLF POISON

**Type** poison, injury; **Save** Fort DC 10 + 1/2 the werewolf's hit dice + the werewolf's Constitution modifier

Frequency 1/round for 6 rounds Effect 1d6 Strength or Dexterity damage Cure 2 saves

#### Wild Awareness

**Benefit:** You gain a +3 bonus to all Perception and Stealth skill checks at the cost of a -4 penalty to all Bluff skill checks. If you have 10 or more ranks in either Perception or Stealth, the bonus increases to +6 for that skill.

Swift Hunter [Werewolf]

#### Wild Body

**Benefit:** You gain a +2 bonus to all Fortitude and Reflex saving throws at the cost of a -3 penalty to all Will saving throws.

#### Wild Knowledge

**Benefit:** You gain a +3 bonus to all Knowledge (nature) and Survival skill checks at the cost of a -4 penalty to all Knowledge (local) skill checks. If you have 10 or more ranks in either Knowledge (nature) or Survival, the bonus increases to +6 for that skill.

#### Wild Presence

**Benefit:** You gain a +3 bonus to all Handle Animal and Intimidate skill checks at the cost of a -4 penalty to all Diplomacy skill checks. If you have 10 or more ranks in either Handle Animal or Intimidate, the bonus increases to +6 for that skill.

#### Wild Warrior

**Benefit:** You gain a +2 bonus to attack and damage rolls made with unarmed strikes and natural attacks at the cost of a -2 penalty to AC and Reflex saves. If you have a base attack bonus of +10 or higher, the bonuses increase to +4 and the penalties increase to -4.

#### Worrying Bite [Werewolf]

Prerequisite: Curse of the Beast.

**Benefit:** When transformed with the Curse of the Beast feat, your bite attack can deliver powerful blows. It now threatens a critical hit on a roll of 19 or 20. Further, whenever you successfully score a critical hit with your bite attack, you can immediately worry your opponent, dealing 2d6 points of bleed damage.

**Special:** If you have the Greatwulf Form or Master Greatwulf Form feats, this also affects your bite attack when in those forms. In greatwulf form, worrying the target deals 2d8 points of bleed damage. In Master Greatwulf Form, it does 2d10 points of bleed damage.

#### Wulver Curse [Werewolf]

**Prerequisites:** Curse of the Beast, Cursed Bite, character level 7th.

**Benefit:** Your lycanthropic curse can now cause your victim to transform into a wulver, a special,

mindless form of werewolf (see Wulver, in the New Werewolves section). Whenever a Mediumsized humanoid or monstrous humanoid is reduced to a number of hit points equal to its Hit Dice or fewer by your bite attack, it must succeed on a Fortitude save (DC 10 + 1/2 your Hit Dice + your Wisdom modifier) or be transformed into a wulver. This process takes one minute, during which the creature is helpless, and writhes in terrible agony, visibly transforming. At the end of this time, the transformation is complete. Slaying the creature during the transformation prevents the transformation from finishing. This feat does not grant any special ability to control the wulver.

#### Wulver Master [Werewolf]

Prerequisites: Cure of the Beast, Cursed Bite, Wulver Curse, character level oth. Benefit: You can control wulvers. As a standard action, you can attempt to gain control over a single wulver within 60 feet of you. The wulver must succeed on a Will save (DC 10 + 1/2 your Hit Dice + your Wisdom modifier) or fall under your control. Wulvers that fall under your control obey you unquestioningly and to the best of their ability. They do not understand spoken language, but you can communicate your wishes to them empathically, as long as they remain within 60 feet of you. You maintain control of wulvers who move beyond this range, and they will continue to follow your last directions to the best of their ability, but you cannot communicate with them in this way (other forms of communication, such as a telepathic bond, might overcome this restriction). If a wulver falls under the control of two different characters, make opposed Charisma checks to determine who is able to control the wulver.

You can control only so many wulvers at one time: at any given time, you can control a number of Hit Dice of wulvers equal to twice your Hit Dice. Attempting to control more wulvers than this results in losing control of other wulvers. **Special:** You can take this feat multiple times. Each time you take it, increase the amount of Hit Dice of wulvers you can control by an amount equal to your Hit Dice. Each time you gain a new Hit Dice, this increase is adjusted accordingly.

## **Updated** Feats

The following feats were originally printed in the book *Marchen der Daemonwulf*. They are only a handful of the feats that were included, but are ones that we felt it was important to include with this book, either because something in this book references the feat, or because we feel that the feat is an important option to provide for characters using Curse of the Beast to play a werewolf.

Most of these feats have also been slightly updated, with their wording adjusted to make their meaning more clear, and in some cases small mechanical adjustments made to the way the feat functions (generally to address information that was neglected or forgotten when the feat was first printed). Players who are using both *Marchen der Daemonwulf* and *Marchen der Daemonwulf II*, and are using any of the following feats, should use the version printed here, rather than the versions printed in the original *Marchen der Daemonwulf*.

The following feats are presented in alphabetical order.

Curse of the Beast [Werewolf]

**Benefit:** You can transform into a wolf through a variety of ways. While transformed, your racial bonuses to Dexterity and Constitution (if any) increase by +2, as does your natural armor bonus. The transformation also grants you low-light vision and the scent special quality, a +4 bonus to CMD versus trip attacks, and increases your base movement speed to 50 feet (or increases it by 10 feet, if your movement speed is already 50 feet or greater). Further, the transformation grants you a bite attack as a primary natural attack. This attack deals 1d6 points of piercing and slashing damage. Unlike most natural attacks, you apply only your Strength bonus, not 1.5 times your Strength bonus, to damage rolls made with this bite.

This is a polymorph effect. Unlike other polymorph effects, your gear does not meld into your body with this transformation, but instead falls to the ground around you. While transformed, for the purposes of spells or effects that affect creatures of different types differently (such as *charm person*, or *banishment*), you are treated as a magical beast instead of your normal creature type. If you are an undead creature, you are instead treated as a magical beast in addition to being treated as undead. Your type does not actually change, and neither do your subtypes (if any).

There are three ways in which you can transform into a wolf using this feat. Each method is outlined below:

Willing Transformation: You can willingly choose to transform into a wolf as a move action. You can use this ability a number of times per day equal to 1/4 your character level (minimum one). When you willingly transform, you remain lucid and self-aware throughout the transformation, and can act normally. When you transform in this way, the transformation lasts up to one minute per two character levels you possess (to a maximum of 10 minutes at 20th level). You cannot perform a willing transformation while exhausted or fatigued.

Battle Transformation: Whenever you are reduced to less than 1/2 your maximum hit points, you automatically transform into a wolf as a free action. You have no control over this transformation, and cannot prevent it (unless you have the Resist Transformation feat, or are prevented from changing shape by a spell or magic item). When you transform in this fashion, you are overcome by a powerful bloodthirst, and are not fully in control of your actions. Each round, you must attack at least one creature if able, and if no creatures are within your reach, you immediately begin searching for targets, moving towards them as fast as you are able and attacking them as soon as you reach them.

Once per minute, including the round you initially transform, you may make a Will save (DC 20) to become lucid, in which case you control your actions as normal, instead. You may also make a new Will save to become lucid each time you attack an ally (a successful save prevents the attack). Finally, each creature you kill while transformed grants you a cumulative +2 bonus on Will saves to become lucid. These bonuses last until you successfully become lucid. This transformation lasts indefinitely as long as you remain bloodthirsty, but once you become lucid, the transformation lasts up to one minute before

#### ending.

Nighttime Transformation: Every night, you automatically transform at sunset. This transformation takes a full minute, during which you are staggered. As this transformation takes place, you may make a Will save (DC 20) to become lucid, in which case you control your actions as normal. Otherwise, your predatory instincts take over, and you rush out into the night, traveling 1d6 miles and then hunting for a sentient creature to slay. If you fail to become lucid, you have no control over your actions during this time, and do not remember them after the transformation is over. See Sidebar: Handling Nighttime Transformations for more information on these excursions. If you are already transformed when sunset occurs, you remain in wolf form but must still make the Will save to stay (or become) lucid. Whether you become lucid or not, your nighttime activities do not prevent you from gaining the full benefits of a night's rest.

This transformation lasts until sunrise, though if you successfully become lucid you can end it at any time as a full-round action. Once

Image: Werewolf by STIKS-1969

#### Sidebar: Handling Night-Time Transformations

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Because of the nature of nighttime transformations, they typically don't need to be detailed in full: for one thing, the character is unlikely to remember more than vague, hazy flashes of the events in question, and for another, it will likely be less than entertaining for the group as a whole to go through every excruciating detail of hunting down a level 2 commoner in the night. While some nighttime transformations should be handled in detail, especially if something interesting or exciting is going to occur, most can be handled with only a few passing words. Though some GMs will be tempted to throw random encounters at the werewolf while he is alone and filled with bloodlust, you should generally resist this temptation, unless you are careful to ensure that the encounter is an appropriate challenge for the character by himself, and also that all members of your party either have a way to be involved in the encounter in a fun and exciting way, or have the opportunity for their own solo encounters.

In general GMs should take one of two approaches to handling nighttime transformations. The first approach is for the GM to determine on his or her own whether or not the werewolf character manages to find and kill any prey, and, if so, what it is. The other is for the werewolf character to make a Survival check, with a 15 or higher indicating that he or she successfully slew a victim, and noticeably higher numbers indicating particularly successful hunts. Also, the werewolf character should generally be able to return to the rest of the PCs by around sunrise, unless there is good reason (for example, it will be fun and interesting for the group as a whole) for things to be to the contrary. Finally, think long and hard before having the werewolf attack the other party members while they are sleeping, as this will likely not create much fun for anyone. This is among the reasons that the Curse of the Beast feat specifically indicates that the werewolf travels 1d6 miles from the party before beginning his or her hunt.

your transformation ends, you are exhausted for one minute, after which you are fatigued for 10 minutes.

**Special:** If you are afflicted by the curse of iycanthropy, you may choose to retrain a feat you possess and take this feat, instead. If you do so, you no longer suffer from the curse of lycanthropy. The Curse of the Beast feat cannot be retrained without aid of spells such as remove curse or heal, regardless of how it was gained. Finally, if you have the curse of lycanthropy, you count as having this feat for the purpose of anything that lists it as a prerequisite.

**Special:** For the purposes of prerequisites for feats or prestige classes, you count as possessing all the attacks and special abilities which you possess while transformed (such as a bite attack, the scent special quality, and so on). If you only possess such abilities while transformed, you only gain the benefits of feats or prestige classes which have those abilities as a prerequisite while you are transformed, however.

#### Cursed Bite [Werewolf]

Prerequisite: Curse of the Beast.

Benefit: While transformed with the Curse of the Beast feat, your bite attack can transmit the curse of lycanthropy. Whenever you damage 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. Special: Natural lycanthropes count as having this feat for the purposes of feats or prestige classes which list this feat as a prerequisite. Special: If you have the Greatwulf Form, Hybrid Form or Master Greatwulf Form feats, this also affects your bite attack when in those forms.

Extended Transformation [Werewolf] **Prerequisite:** Curse of the Beast. **Benefit:** When you make a willing transformation with the Curse of the Beast feat, the transformation lasts up to one minute per character level you possess. **Normal:** When you make a willing transformation with the Curse of the Beast feat, the transformation lasts up to one minute per two character levels you possess (to a maximum of 10 minutes at 20th level).

#### Greatwulf Form [Werewolf]

**Prerequisites:** Curse of the Beast, character level 6th.

**Benefit:** When you transform with the Curse of the Beast feat, you may choose to adopt a greatwulf form—the form of a huge and primal wolf—instead of the form you normally transform to. You make this choice each time you transform, even if the transformation is involuntary.

In addition to all the normal benefits and drawbacks of the normal transformation (as described under Curse of the Beast), while in greatwulf form, you gain a variety of benefits, and grow to Large size. These benefits, including the benefits from increasing in size, are as follows: you gain a +4 bonus to Strength and Constitution, your natural armor bonus increases by +6, your base land speed increases to 50 feet, and you gain a +1 size bonus to CMB and CMD. Your 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 greatwulf form. Your bite attack in greatwulf form deals 1d8 points of damage instead of the normal 1d6. As a Large creature, you take up a 10-foot square, rather than a 5-foot one.

#### Howl of the Night Hunter [Werewolf] Prerequisite: Curse of the Beast.

**Benefit:** Once per day, as a standard action that provokes attacks of opportunity, you can let loose a fearsome howl. All creatures within 120 feet of you that can hear you must succeed on a Will save (DC 10 + 1/2 your Hit Dice + your Charisma modifier) or become frightened for one minute. Creatures that have at least 5 fewer Hit Dice than you do are panicked instead. Even if the target succeeds on its saving throw, it is still shaken for a number of rounds equal to your Charisma modifier.

**Special:** You may take this feat more than once. Each time you do, you gain an additional daily use of this ability.

#### Hybrid Form [Werewolf]

**Prerequisites:** Curse of the Beast, character level 6th.

**Benefit:** When you transform with the Curse of the Beast feat, you may choose to adopt a hybrid form—a monstrous beast that is a cross between a human and a wolf—instead of the form you normally transform to. You make this choice each time you transform, even if the transformation is involuntary.

When you transform into hybrid form, you do not gain the normal benefits of transforming with the Curse of the Beast feat. Instead, you gain the following benefits: your racial bonuses to Strength and Constitution increase by +2, you gain the low-light vision and scent special qualities, and you gain a primary bite natural attack and two primary claw natural attacks. All three of these attacks deal 1d6 points of slashing damage (the bite attack deals piercing and slashing) on a successful hit, and apply your Strength modifier as a bonus to damage rolls. 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. If you do wield a manufactured weapon, any natural attacks you make are treated as secondary attacks, instead. 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. While transformed, for the purposes of spells or effects that affect creatures of different types differently (such as charm person, or banishment), you are treated as a monstrous humanoid instead of your normal creature type. If you are an undead creature, you are instead treated as a monstrous humanoid in addition to being treated as undead. Your type does not actually change, and neither do your subtypes (if any).

## Improved Scent [Monster]

**Prerequisite:** Scent special quality. **Benefit:** Your scent ability functions at twice the normal range (including the ranges for upwind, downwind, and pinpointing a scent's location). Further, you gain an additional +4 bonus to Survival skill checks made to track a creature using scent.

Additionally, as long as you can smell a

creature, you may make a Knowledge skill check of the appropriate type (arcana for dragons, planes for outsiders, religion for undead, etc.) to identify the creature, even if you are not trained in the skill. You gain a +5 bonus on such checks.

Finally, your sense of smell allows you to recognize individuals whose scent you are familiar with, which may foil disguises that do not include a scent component (if the disguise does include a scent component, you make a Perception check opposed by the target's Disguise check, as normal). Additionally, you gain a +4 bonus on Will saves made to disbelieve illusions that do not possess a scent component.

Lycanthropic Toughness [Werewolf] **Prerequisites:** Curse of the Beast, character level 7th.

**Benefit:** You gain damage reduction 2/silver while you are transformed with the Curse of the Beast feat.

**Special:** You may take this feat multiple times. Each time you take it, increase the damage reduction the feat grants by 1 (for example, a character who took the feat twice would have DR 3/silver, while a character who took the feat five times would have DR 6/silver).

#### Poisonous Bite [Werewolf]

**Prerequisites:** Curse of the Beast, character level 5th.

**Benefit:** Three times per day, as a swift action, you can coat your fangs in a potent poison. This poison persists on your fangs for one minute, and your bite delivers the poison with each successful attack during that time. If you do not have a bite attack at the time you activate this ability, it has no effect. The poison deals either Strength or Dexterity damage to the victim, and this choice must be made when the feat is taken, and cannot later be changed. You are immune to your own poison, but not to the poison of other characters with the Poisonous Bite feat. The poison you secrete cannot be collected or stored.

#### WEREWOLF POISON

Type poison, injury; Save Fort DC 10 + 1/2 the werewolf's hit dice + the werewolf's Constitution modifier Frequency 1/round for 6 rounds Effect 1d4 Strength or Dexterity damage Cure 1 save

Resist Transformation [Werewolf] **Prerequisite:** Curse of the Beast. **Benefit:** When you would make a battle transformation or a nighttime transformation with the Curse of the Beast feat, you may make a Will saving throw (DC 20) to resist the transformation. If you succeed, the transformation is completely negated. Even if you fail the saving throw, you may still make a separate Will saving throw to remain lucid, as normal. **Normal:** You cannot resist a battle transformation or a nighttime transformation. You can only attempt to remain lucid after the transformation occurs.



Image: Werewolf by STIKS-1969

## Pack Lord

"You look at me and see just a man. But you are mistaken. I am something far more than a single man. I am the head of a pack, a closely-bonded alliance of hunters and warriors. We are all brothers and sisters in the pack, and our ties are thicker even than blood. What is good for the pack is good for each member, and what is good for its members is good for the pack. They follow me because I know this. They respect me because I am strong. Make an enemy of one of us, and you make an enemy of the whole pack."

#### -Derek the Wolf, pack lord

Pack lords draw on a strong, inner force of leadership to inspire almost supernatural loyalty in others. They are said to have the spirit of the wolf within them, and indeed pack lords always seem to surround themselves with wolves and other hunting animals, but their raw, animal charisma grants them sway over more than just beasts.

## Becoming a Pack Lord

Though many pack lords are competent warriors in their own right, most pack lords focus instead on support and leadership, allowing their pack mates to do most of the direct combat, empowering their allies and inspiring them to greater heights as hunters.

#### **Entry Requirements**

Abilities: Charisma 14 or higher. Skills: Diplomacy or Intimidate 6 ranks. Special: Must have some special connection to wolves in general or one wolf in specific, such as having a wolf animal companion, or worshipping a god of wolves, taking the Curse of the Beast feat, etc.

#### Making a Pack Lord

Pack lords use their raw charisma and leadership instincts to inspire great loyalty and prowess amongst those elite warriors they choose

2-1: The Pack Lord					
Base Attack	Fort	Ref	Will		
Bonus	Save	Save	Save	Special	
+1	+1	+1	+0	Gather pack	
+2	+1	+1	+1	Alpha status, inspiration	
+3	+2	+2	+1	Charm monster	
+4	+2	+2	+1	Inspiration	
+5	+3	+3	+2	Dual inspiration	
+6	+3	+3	+2	Inspiration	
+7	+4	+4	+2	Pack avatar	
+8	+4	+4	+3	Inspiration	
+9	+5	+5	+3	Greater pack avatar	
+10	+5	+5	+3	Inspiration	
	Bonus +1 +2 +3 +4 +5 +6 +7 +8 +9	Bonus Save   +1 +1   +2 +1   +3 +2   +4 +2   +5 +3   +6 +3   +7 +4   +8 +4   +9 +5	BonusSaveSave $+1$ $+1$ $+1$ $+2$ $+1$ $+1$ $+3$ $+2$ $+2$ $+4$ $+2$ $+2$ $+5$ $+3$ $+3$ $+6$ $+3$ $+3$ $+7$ $+4$ $+4$ $+8$ $+4$ $+4$ $+9$ $+5$ $+5$	BonusSaveSaveSave $+1$ $+1$ $+1$ $+1$ $+0$ $+2$ $+1$ $+1$ $+1$ $+1$ $+3$ $+2$ $+2$ $+1$ $+4$ $+2$ $+2$ $+1$ $+5$ $+3$ $+3$ $+2$ $+6$ $+3$ $+3$ $+2$ $+7$ $+4$ $+4$ $+2$ $+8$ $+4$ $+4$ $+3$ $+9$ $+5$ $+5$ $+3$	

## Tables of The Deal Land

to make a part of their pack.

Abilities: Most of the pack lord's abilities benefit from having a high Charisma score, which inspires greater confidence and loyalty from the pack lord's pack mates. Most pack lords are also melee fighters of some kind, and so they generally benefit from high Strength for bonuses to attack and damage, high Dexterity for greater AC, and high Constitution, allowing them to take more hits. Having a high Strength or Constitution score is also a good way for a pack lord to garner the respect of his pack.

Alignment: Pack lords generally tend towards neutral alignments, much like the wolves they emulate. While their tendency to distance themselves from society, and the fact that they rarely respect any authority but their own leans them towards the chaotic, their close bonds with their pack, and the responsibility of caring for those they lead leaves them with one foot planted firmly in lawful territory. Pack lords can be good as easily as evil, and neither type is particularly more common than the other. Evil pack lords typically still care about their pack mates, they simply lead their packs to evil ends, such as hunting and preying upon innocents, while good pack lords typically use their pack's power to protect the weak and hunt down evil.

#### Hit Dice: dio.

## Class Skills

The pack lord's class skills (and the key ability for each skill) are Diplomacy (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), and Survival (Wis).

Skill Ranks at each Level: 2 + Intelligence modifier.

#### **Class Features**

The following are class features of the pack lord prestige class.

Weapon and Armor Proficiency: Pack lords gain no proficiency with any weapon or armor.

Gather Pack (Ex): At 1st level, a pack lord attracts a number of dire wolves who regard him as the leader of their pack, and obey his commands. The number of wolves is determined by the pack lord's leadership score (his character level plus his Charisma modifier), as indicated on the table below These wolves are fiercely loyal to the pack lord, and they share a bond with the pack lord that allows him to empathically share his wishes with them. With a standard action, he can silently direct all the wolves in his pack that are within 60 feet of him, and they will obey him to the best of their ability.

At 4th level, the dire wolves in the pack lord's pack gain the advanced creature template, and at 7th level they gain the giant creature template.

Finally, at 10th level, each of the dire wolves' natural weapons becomes enchanted, gaining a +3 enhancement bonus to attack and damage. At the pack lord's discretion, some or all of that enhancement bonus can be "traded in" for special abilities (such as flaming or holy). This decision, once made, cannot later be altered.

If a member of the pack lord's pack is slain, a new wolf joins the pack in 1d4 weeks.

Leadership Score	Wolves	
Less than 10	2	
11-14	3	
15-19	4	
20-25	5	
26+	6	

Alpha Status (Ex): Beginning at 2nd level, a pack lord is able to accept intelligent creatures into his pack, as well as wolves. This has two effects: first, only creatures in the pack lord's pack can benefit from his inspirations (see below). Second, each creature that joins the pack lord's pack accepts him as their leader, and the pack lord draws power from this.

In order for an intelligent creature to join the pack lord's pack, it must willingly accept the pack lord as its leader. The pack lord must then accept the potential pack member as a member of his pack. Typically, a ritual demonstrating the new pack member's subservience to the pack lord is involved (which may involve kneeling, swearing oaths, or rolling over and showing the pack lord one's belly), but these are not strictly necessary. Even if no ritual is involved, the process takes a full minute to take effect. Either party can end the effect at any time simply by willing it. They can later resume the bond, if both parties will still agree to it.

Any creature that has joined a pack lord's pack in this way suffers a -2 penalty on Bluff, Diplomacy, and Intimidate checks. Though the wolves granted by the pack lord class feature are members of the pack lord's pack for the purposes of inspirations, this penalty does not apply to them. At 2nd level, the pack lord gains a bonus on Bluff and Intimidate checks based on the number of pack members in his pack, including any wolves granted by his pack lord class feature. The exact amount is determined by the table below.

Pack Members Bluff and Intimidate Bonus

1-2	+1
3-4	+2
5-6	+3
7-8	+4
9-10	+5
11-13	+6
14-16	+7
17-20	+8
21-24	+9
25+	+10

**Inspiration:** At 2nd level, and every two levels thereafter, the pack lord learns a new inspiration. Inspirations are special abilities that allow him to channel his spirit as the leader of the pack through his pack members, empowering them and granting them various benefits. Unless otherwise stated, each inspiration requires a standard action to use, and can be used at will. Whenever an inspiration refers to a pack member, it includes any wolves gained through the pack lord class feature, as well as anyone who has willingly become a part of the pack lord's pack as outlined in the alpha status class feature.

A number of inspirations allow a pack member to take an action. Regardless of whether that action would normally be a standard action, a move action, or even a full-round action, all such inspirations allow the pack member to perform the action as a free action, even though it is not currently the pack member's turn.

Coordinated Strike (Ex): This inspiration allows two of the pack lord's pack members within 30 feet of the pack lord, who are both adjacent to the same creature, to each make a single melee attack roll against that creature. They gain a +2 bonus on their attack and damage rolls for those attacks.

Defensive Position (Ex): This inspiration allows all of the members of the pack lord's pack that are adjacent to the pack lord to take a fulldefense action.

Inspired Charge (Ex): This inspiration allows a single member of the pack lord's pack to make a charge action against a single creature it can charge. The charging creature gains a +4 bonus on any damage rolls made as part of the charge.

Pack Magic (Sp): This inspiration allows a single member of the pack lord's pack to cast a single spell he or she can currently cast (the spell must either be prepared, or, if the caster is a spontaneous caster, he or she must have a spell slot of the appropriate level available to use). The spell must have a casting time of no more than a standard action, and the spell slot, as well as any material components the spell requires, are still expended.

Regroup (Ex): This inspiration allows all of the pack lord's pack members within 60 feet of the pack lord to make a single move action. They do not provoke attacks of opportunity for leaving the square that they started in during this movement, though they do provoke attacks of opportunity for leaving further squares.

Relentless Assault (Ex): This inspiration allows a single member of the pack lord's pack to make a full attack against a single target with a melee weapon (either natural or manufactured).

Savage Strike (Ex): This inspiration allows a single member of the pack lord's pack to make a single, exceptionally powerful melee attack against a single target. If the attack hits, it deals additional damage equal to twice the pack lord's class level.

Second Wind (Su): This inspiration restores the vitality and fighting spirit of the pack. Each member of the pack lord's pack that is adjacent to the pack lord heals 1d8 hit points per two class levels the pack lord possesses (rounded down, maximum 5d8 at 10th level). Any pack member who has 1/2 his or her maximum hit points or more is not affected by this ability. **Charm Monster (Sp):** Beginning at 3rd level, a pack lord is able to use his raw, animal charisma to influence others. He can cast *charm monster* as a spell-like ability three times per day. His caster level for the purposes of this ability is equal to twice his class level, and the saving throw DC is Charisma-based.

**Dual Inspiration (Ex):** Beginning at 5th level, the pack lord can use two inspirations at one time. As a single standard action, he applies the benefits of a two inspirations that he knows. No single member of his pack can benefit from more than one of these inspirations in a single round, but he can use one inspiration for the benefit of some pack members and another inspiration for the benefit of others. The pack lord can use this ability a number of times per day equal to his pack lord level + his Charisma modifier.

**Pack Avatar (Su):** Beginning at 7th level, the pack lord can draw on the strength of the various members of his pack in order to become a terrible fighting force. Once per day, as a move action, he can draw this energy from all pack members within 6o feet of him. If he does so, each pack member within range immediately becomes fatigued, and remains fatigued until one hour after this ability ends. A member of the pack that would be affected by this ability cannot choose to leave the pack in order to avoid becoming fatigued in this way. Hecan choose to leave the pack after becoming fatigued, and if so he no longer contributes to the benefits the pack lord receives, but this does not restore his fatigue.

The pack lord then receives a temporary circumstance bonus to his Strength, Dexterity, and Constitution scores. This bonus lasts for one minute, and the amount of the bonus depends on the number of pack members whose energy he is borrowing, as indicated on the table below.

Pack Members	Ability Bonus		
1-3	+2		
4-6	+4		
7-10	+6		
11-15	+8		
16+	+10		

**Greater Pack Avatar (Su):** At 9th level, the pack lord is able to use his pack avatar class feature three times per day, instead of just once. Additionally, while he is using the pack avatar class feature, any of his pack members who are currently affected by the pack avatar class feature can spend a full-round action to allow the pack lord to take a full round's worth of actions on the pack member's turn. No more than one pack member may use this ability per combat round, and each pack member may use it only once per use of the pack avatar ability.

## Playing a Pack Lord

Pack lords are charismatic figures with strong, magnetic personalities that attract others to follow them and accept their leadership. This may be because the pack lord cares deeply about his followers and is sure to take care of them and ensure that they receive the best, or it may be because the pack lord has a singular vision to which he aims, and that dream carries his followers on as well. It may be for other reasons entirely. But even those pack lords who don't make their pack their first priority understand that the pack is important, and not to be mistreated.

Races: Humans are the most common pack lords, in part due to their general prevalence, but also in part because they are generally the race that is most able to get in touch with their inner wolf and still be able to attract anyone to follow them. Half-orcs and orcs are also surprisingly common, as many of these races are already deeply in touch with their inner wolf, though orcish pack lords tend to attract only wolves and orcs to their packs. Occasionally an elf or half-elf will take up the mantle of pack lord, typically styling themselves as a noble lord of the hunt, but this is far rarer than humans or half-orcs. Dwarves, gnomes, and Halflings generally don't become pack lords, though the odd exception is not unheard of.

**Religion:** Pack lords are not typically very religious, though some pack lords are exceptionally so. Becoming a pack lord does not make a character any more or less likely to have religious inclinations than he was before entering the prestige class. Some pack lords use their packs to religious ends, driving their followers on in a frenzied crusade. Others have their own quiet, private beliefs which they keep to themselves and do not share with their pack, or perhaps believe in nothing at all. Generally speaking, a pack lord that is religious is more likely to worship a nature deity or god of the hunt than any other sort of deity, but a pack lord's power comes from within, and in some rare cases pack lords have even been known to worship deities of civilization, law, and architecture.

Other Classes: Pack lords respect and appreciate the abilities of all classes, and their primary concern when presented with another party member is how best to apply that character's specific skills to the benefit of the pack. In general, they get along best with melee fighters, such as barbarians and fighters, because the majority of their inspirations work best with such characters, and because directing them is similar to directing the pack lord's wolf companions. That said, they place a high value on spellcasters, ranged combatants, and anyone else with a more unique skill set, recognizing that these skills are at least as valuable, if not more so, than the ones that the melee fighters possess.

## Pack Lords in the World

"Yes, I remember the Red Wolf. They called him a bandit, but to my mind he was something a bit different, he was. Flaming red hair, and then there were all those wolves that always went with him—large enough to block out the sun. It started with just him, attacking the caravans going up to the governor's manor. He'd kill the guards and take some plunder, sure, but the bulk of it he just left there. Maybe he was trying to be kind, or maybe he just didn't want to take more than he could carry, but what was left over really helped us out. And soon a lot of the men were going out to join him. Before long he had a small army out there."

-Fendrick Smallcaster, mayor of Freehold

Daily Life: Pack lords are generally very active, spending their time either securing the well-being of the pack (through hunting or otherwise procuring food, and also securing shelter and other necessities), training and drilling the members of the pack, or, in many cases, driving the pack onwards towards some goal. While the welfare of the pack is more than enough concern for some pack lords, other see their pack as a means to a much loftier goal, and these tend spend nearly every waking minute striving towards that goal. As far as other habits, pack lords can range from incredibly civilized to downright savage, so while some pack lords will hunt for their food with their bare hands, others hunt on horseback, directing their companions. One common trend among pack lords, however, is that they nearly all enjoy the thrill of the hunt—a pack lord almost never eats meat he didn't take some part in killing, if he can help it.

Notables: As charismatic and often quite outlandish figures, pack lords frequently become very popular and well-known figures, though not always for the best. While pack lords like the Red Wolf, a bandit king who was reputed, against all evidence, to do his work for the good of the people, are generally admired and honored as heroes, other pack lords, such as Jorrgull the Beast, a barely-civilized man who led a small horde of barbarians and giant winter wolves on a bloody path through the frozen north, are decried as monsters.

Organizations: Generally speaking, each pack lord is an organization unto himself, forming the head of his own pack. Pack lords usually don't spend much time in each other's company, because all pack lords are natural leaders, and so any time that two meet there is an instant friction between them. For this reason, there is no organization for pack lords. That said, there are some legends that say that, at the end of time, in the last battle, a great pack lord will appear, and his pack will be made entirely of other pack lords, forming a pack of packs, and this great pack will march out as a legion against the enemy. This is generally held to be superstition, but in theory, if a charismatic enough pack lord were to appear, there is no particular reason he couldn't draw other pack lords to him.

NPC Reactions: The first thing that the average person notices about a pack lord is the fact that he is accompanied by a group of dire wolves (in the case of powerful pack lords, these dire wolves eventually become Huge, which is a very intimidating sight indeed). This can understandably be off-putting for most NPCs. Many feel that someone so deeply in touch with their inner wolf must be some sort of feral savage, and often the pack lord does not disappoint on this score. At the same time, however, a pack lord's power comes from his innate leadership, and so NPCs who get to know a pack lord generally find themselves being won over to the pack lord's side, forced to admire his inner strength and forthright self-determination.

**Pack Lord Lore:** Characters with ranks in Knowledge (nature) can research pack lords to learn more about them. When a character makes this skill check, read or paraphrase the information from the table below, including the entries for lower DCs.

## Table 2-2: Pack Lord Lore

DC	Information
10	Pack lords are beast masters who surround themselves with dire wolves.
	A pack lord's power comes from his ability
15	to take leadership, and he can inspire great
15	battle prowess in his pack.
-	
	Most pack lords expand their pack beyond
20	just wolves, to other humanoids as well.
	These followers accept the pack lord's
	dominance and gain benefits.
	Powerful pack lords can draw power from
25	the members of their pack, unleashing a
	terrible battle fury.
	Characters who achieve this level of
	success can learn details about a specific
30	pack lords, his activities, and the areas in
	which he operates.
-	

## Pack Lords in the Game

Because pack lords have a pack, each pack lord becomes something of a party unto himself, with a number of wolves and potentially other followers obeying his commands in battle. A large number of the pack lord's class features directly tie into this "battle commander" theme, allowing him to dole out extra actions to various pack members in order to tactically drive the battle. In a sense, once combat starts, the pack lord's player is playing not just the pack lord, but rather the entire pack. Often, it will feel more like he is playing the rest of the pack than the pack lord himself, as the pack lord will often spend his turn granting actions to others.

Obviously any character that has a number of hangers-on that fight in combat has the potential to take up an unfair amount of combat time and monopolize the spotlight. This is one of the reasons that the number of wolves that the pack lord could get was limited, and also why the pack lord's abilities enable him to grant actions to other party members as well, which will often be more advantageous than granting actions to the wolves. Try to create combat situations that reward clever tactics, and allow the pack lord to take advantage of his extra bodies, but also try to create situations that reward the pack lord for giving other party members extra actions, as well, in order to keep everyone at the table engaged and involved.

Also remember that while joining a pack lord's pack does require "accepting the pack lord as one's leader," that doesn't mean that anyone who does so (whether PC or NPC) is forced to blindly obey the commands of the pack lord. This is more a symbolic gesture, and while the pack lord is free to retract membership from those who he feels don't belong in the pack, he can't force anyone to obey him simply because they have joined the pack. Pack lords should not turn the other party members into mindless combat puppets, controlling the entire party on the battlefield.

## New Werewolves

The following pages present rules and flavor descriptions for five new types of werewolf, from the Lok'wa, a race of nomadic, plains-dwelling canine humanoids, to the vurdulak--a creature created when an evil spirit possesses a corpse and transforms it into a murderous, bloodthirsty monster with the features of a wolf.

In all there are two monsters, two templates, and a player (or NPC) race. Each entry (except the Lok'wa race) comes with a statistics block, and all of the entries come with all the necessary mechanical information to use them in your game, as well as flavorful background information about what the creature's habits are.

For more information on reading a monster's statistics entry, see the *Pathfinder Bestiary*.



Image: Werewolf by STIKS-1969

## Lok'wa

Lok'wa are a race of wolf-like humanoids. Some scholars believe that they are descended from wolves, others believing that they are descended from werewolves. The lok'wa themselves believe that their race was created by the blessing of Artharis, a great wolf spirit that they believe watches over their people and lands.

Physical Description: These fur-covered humanoids share several characteristics with wolves, and are easily mistaken for a werewolf in hybrid form. They have canine heads, sharp claw-like nails on their hands and feet, and wolf-like tails. The color of their fur varies as much as it does for regular wolves: lok'wa that dwell on the plains tend to have fur that blends in with the grasses of the plains; whereas those that dwell in forests tend to have much darker fur. Generally they keep their fur trimmed relatively short, though some cultivate large manes of hair around their heads, or long braids. Others simply allow all of their fur to grow out long, giving them a shaggy look. They tend to be taller than humans, with a stronger frame.

**Society:** Lok'wa tend to live as huntergatherers in nomadic tribes that they refer to as packs. These packs are often led by a single pair of lok'wa, one male and one female. These alphas tend to be the strongest and most experienced members of the pack. Though this pair is often mated, they are not always. A number of elders and shamans provide guidance to the alphas, when needed, and see to a number of lesser responsibilities in running the pack. A pack's population varies based on the abundance of food and other resources in the area, and in particularly hard times a number of the pack's members may split off from the pack in order to search for easier living elsewhere.

Lok'wa have a strong affinity for wolves, and many lok'wa keep wolves and other dogs as hunting companions. When a lok'wa comes of age at 15 years old, he is usually sent out on a vision quest in order to find his own guiding spirit, which the lok'wa believe helps to lead them through their lives, providing not only advice and counsel, but also protecting the lok'wa from harmful spiritual influences.

**Relations:** Lok'wa tend to be slow to trust other races, though they are usually more wary of them than hostile. This is an understandable position, as other races often mistake lok'wa for lycanthropes, and it's not uncommon for such people to attack lok'wa on sight due to this misconception. This persecution has led lok'wa to have a fairly insular society, keeping largely to themselves and doing their best to avoid other races. Despite this general attitude, lok'wa have a long-standing hatred of gnolls, and the two races fight bitterly any time they meet, with constant skirmishing occurring if lok'wa and gnolls find themselves sharing the same territory.

Alignment and Religion: As a race, lok'wa generally gravitate towards chaotic alignments, though not so much that lawful lok'wa cannot be found. Lok'wa generally tend toward neutral alignments over good or evil ones, though this is far from a hard and fast rule. Most lok'wa adhere to a mixed religion that venerates both nature spirits, such as the spirits of specific rocks, trees, rivers, plains, and so on, as well as the spirits of their ancestors, and Artharis, the mythical wolf spirit that they view as their ultimate and oldest ancestor, who is father to their entire race. Some lok'wa, especially those who venture away from their packs and join other cultures, turn to various druidic sects, or else to nature deities. A handful of lok'wa with more violent tendencies worship deities of hunting and slaughter.

Adventurers: Though most lok'wa live out the entirety of their lives in their pack, and may never encounter a human or a member of another race, all lok'wa are aware of the outside world and a significant minority decide to set out into it, once they have had their vision quest and officially come of age. Their reasons for doing so differ, but those lok'wa who are willing to discuss the matter often say that they feel a stirring in their heart which tells them to explore a world beyond the one they know. Few lok'wa truly fit into the societies of other races, however, and so most of those that leave their pack become adventurers, or else turn to another profession that puts them outside of proper civilization.

**Names:** Lok'wa generally have only a single name, which is chosen for them by their parents at the age of five. These names generally describe the lok'wa, either physically or spiritually.

*Individual Names (in Wolfen):* Arkthus, G'tharn, Harrko, Ka'tharra, Rothtram, Tharrisk.

Individual Names (in Common): Dustpelt, Mosshide, Redclaw, Riverpaw, Silverfang, Swiftpaw.

Physical Statistics: A lok'wa reaches adulthood at the age of 14, and most lok'wa adventurers begin their careers between the ages of 15 and 25. A lok'wa becomes middle-aged at 35, becomes old at 53, and becomes venerable at 70 years of age. A lok'wa's height and weight can be randomly determined on the table below:

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	5 ft. 2 in.	+2d12	190 lbs.	x 7 lbs.
Female	5 ft. o in.	+2d12	170 lbs.	x 7 lbs.

## Lok'wa Racial Traits

+2 Dexterity, +2 Wisdom, -2 Intelligence: Lok'wa are both agile and wise, but have little use for the book-learning of more "civilized" races.

**Medium:** Lok'wa are Medium creatures and have no bonuses or penalties due to their size.

Fast Speed: Lok'wa have a base speed of 40 feet.

Lok'wa Subtype: Lok'wa are humanoids with the lok'wa subtype. The lok'wa subtype grants low-light vision and scent. Creatures with the lok'wa subtype can be affected by spells that can affect animals, even if those spells couldn't normally affect them.

Low-Light Vision: Lok'wa can see twice as far in conditions of dim light as humans. See the *Pathfinder Roleplaying Game Core Rulebook* for more information. **Scent:** Lok'wa have a very keen sense of smell and can use it locate creatures and objects by their scent. Lok'wa possess the scent special quality. See the *Pathfinder Roleplaying Game Bestiary* for more information.

**Beast Speak:** Lok'wa with a Wisdom of 11 or higher gain speak with animals as a spell-like ability once per day. The caster level for this effect is equal to the lok'wa's Hit Dice.

Hunter's Senses: Lok'wa receive a +2 racial bonus on Perception skill checks and a +4 racial bonus on Survival skill checks made to track via scent.

**Wolfen Fangs:** Lok'wa have powerful canines just like regular wolves, granting a bite attack. This is a secondary natural attack that deals 1d4 points of piercing damage.

Languages: Lok'wa begin play speaking Common and Wolfen (their own language, which consists of a complex combination of barks and growls). Lok'wa with high Intelligence scores can choose from the following: Draconic, Giant, Gnoll, Gnome, Goblin, Orc, and Sylvan.



## Rager

The man in front of you suddenly stops talking, his friendly smile slowly shifting to a murderous scowl. His eyes gleam with the red glint of rage, and he lets out a snarl as he attacks.

CR 2

CR 3

#### RAGER TOWNSPERSON (DAY)

#### XP 600

Male human rager commoner 2 N Medium humanoid (human) Init +5; Senses Perception -2

#### DEFENSE

AC 15, touch 11, flat-footed 14 (+2 armor, +1 Dex, +2 natural) hp 13 (2d6+6); fast healing 2 Fort +4, Ref +1, Will -2 Defensive Abilities ferocity OFFENSE Speed 30 ft. Melee sickle + 4 (1d6 + 2)

Special Attacks berserker strength, curse of rage STATISTICS

Str 15, Dex 13, Con 14, Int 7, Wis 6, Cha 10 Base Atk +1; CMB +3; CMD 14 Feats Great Fortitude, Improved Initiative,

Toughness, Weapon Focus (sickle)

Skills Handle Animal +4, Profession (farmer) +2

Languages Common

SQ berserk, night hunter

ECOLOGY

#### **Environment** any

Organization solitary, gang (3d4), or mob (10d4 + 6)

Gear leather armor, sickle

#### RAGER TOWNSPERSON (NIGHT)

#### XP 800

Male human rager commoner 2 N Medium humanoid (human) Init +6; Senses Perception -4

#### DEFENSE

AC 18, touch 12, flat-footed 16 (+2 armor, +2 Dex, +4 natural) hp 13 (2d6+6); fast healing 2 Fort +4, Ref +2, Will -4 Defensive Abilities ferocity; DR 5/silver

OFFENSE

Speed 30 ft.

<b>Melee</b> sickle + 5 (1d6 + 3)
Special Attacks berserker strength, curse of rage
STATISTICS
Str 17, Dex 15, Con 14, Int 2, Wis 2, Cha 10
Base Atk +1; CMB +4; CMD 16
Feats Great Fortitude, Improved Initiative,
Toughness, Weapon Focus (sickle)
Skills Handle Animal +4, Profession (farmer) +0
Languages common
SQ berserk, night hunter
ECOLOGY
Environment any
Organization solitary, gang (3d4), or mob (10d4
+ 6)
Gear leather armor, sickle

Ragers are afflicted by a unique form of lycanthropy. Their curse does not cause them to transform physically into a beast, but rather transforms them mentally each night, causing them to become aggressive and feral. While the curse takes them, they mindlessly attack anything that moves, venting an unholy rage against everything and everyone they encounter. Their menace is further compounded by the subtle physical augmentations the curse provides them: improved strength, speed, and stamina, as well as incredible healing.

A creature can become a rager in a number of different ways. The most common way to be afflicted with the curse is to be slain by a rager in one of his fits of madness. One can also become a rager in other ways, however. A *bestow curse* spell can cause a creature to gain the rager template, though if a creature becomes a rager in this way (and only if they become a rager in this way), the curse can be lifted by a *remove curse* spell. Deities and similarly powerful entities can impose the affliction more permanently, and, according to legend, children born on or near a battlefield can become ragers.

#### **Creating a Rager**

"Rager" is an inherited or acquired template that can be added to any humanoid creature (referred to hereafter as the base creature). A rager uses the base creature's statistics, except as

#### noted here.

Challenge Rating: Same as base creature +2 at night; otherwise, same as base creature +1.

Armor Class: Natural armor improves by +2.

**Defensive Abilities:** A rager gains ferocity and has fast healing 2.

**Special Attacks:** A rager retains all the special attacks of the base creature, and also gains the following:

Berserker Strength (Ex): For every ten points of damage inflicted on a rager he gains a cumulative +1 bonus to his Strength score. These bonuses last as long as the damage persists. This ability only functions while the rager is under the effects of his night hunter special quality.

*Curse of Rage (Su):* Whenever a rager who is currently under the effects of his night hunter special quality reduces a humanoid creature to o or fewer hit points, that creature must make a Fortitude save (DC 15). If the creature fails, it dies, or becomes unconscious and dying, as normal. If it succeeds on the saving throw, however, the creature becomes a rager. It immediately falls unconscious, and appears dead (though a DC 25 Heal check will reveal that it is still alive, if faintly). At sunrise, it awakens with full hit points and the rager template.

**Special Qualities:** A rager retains any special qualities of the base creature, and also gains the following:

Berserk (Ex): Whenever reduced to less than 1/2 its maximum hit points, or whenever under the effects of the night hunter special quality, a rager loses control of his actions and is overcome by bloodlust. He attacks the nearest living creature to the best of his ability, without regard to whether that creature is friend or foe. This effect lasts until the rager has at least 1/2 its maximum hit points and is not under the effects of the night hunter special quality.

Night Hunter (Su): Each night, at midnight, a rager undergoes a horrible transformation. This transformation is not primarily physical, but rather mental. The rager becomes a mindless, murderous killing machine, losing control of his actions and attempting to kill any living thing he encounters. During this time, the rager's natural armor bonus increases by +2, and he gains DR 5/silver. He also gains a +2 bonus to his Strength and Dexterity scores, though his Intelligence and Wisdom scores are reduced to 2 for the duration of the effect. Finally, the rager's berserker strength and curse of rage special attacks only function while he is transformed in this way. The transformation lasts until sunrise.

Ability Scores: Increase from the base creature as follows: +2 Str, +2 Dex, +2 Con, -2 Int, -2 Wis.

Feats: Ragers gain Great Fortitude and Toughness as bonus feats.



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## Vurdulak

The creature before you appears to be a walking corpse, its flesh rotting and decaying. Its form has been twisted, however: thick hair grows over its entire body, it has long, jagged fingernails that appear to be made of bone, and its face has morphed into some kind of bestial monstrosity.

#### VURDULAK

CR 8

XP 4,800 CE Medium undead Init +6; Senses darkvision 60 ft.; Perception +16 DEFENSE AC 22, touch 12, flat-footed 20 (+2 Dex, +10 natural) hp 114 (12d8+60) Fort +10, Ref +8, Will +9 DR 10/silver; Immune undead traits OFFENSE Speed 30 ft. Melee 2 claws + 14 (1d6 + 6), bite +10 (1d8 + 3) Special Attacks create spawn, gouging bite STATISTICS Str 22, Dex 14, Con -, Int 14, Wis 12, Cha 18 Base Atk +8; CMB +14; CMD 26 Feats Combat Reflexes, Great Fortitude, Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (bite) Skills Climb +21, Disguise +19, Intimidate +19, Perception +16, Sense Motive +16, Stealth +17 Languages abyssal, common SQ corpse feeding, seeming, stunted healing ECOLOGY **Environment** any Organization solitary or pack (1d8 + 3) **Treasure** incidental Corpse Feeding (Su): As a full round action that

provokes attacks of opportunity, a vurdulak can consume the heart of a recently slain creature, immediately causing the vurdulak to heal a number of hit points equal to the maximum hit points that the corpse possessed when it was alive (for example, devouring the heart of a corpse of a creature that had a maximum hit point total of 68 hit points would cause the vurdulak to immediately heal 68 hit points). In order to use the ability, the vurdulak must be within 5 feet of a corpse that has been dead for no more than 10 minutes, and which possesses a more-or-less intact heart. Any points of healing in excess of the vurdulak's maximum hit points are wasted.

**Create Spawn (Su):** Any creature slain by a vurdulak, or who dies while under the effects of bleed damage caused by a vurdulak's gouging bite, rises as a vurdulak at the next full moon. The new vurdulak retains no memories or traces of its prior life, and is under no obligation to obey the vurdulak that created it. A creature whose heart has been removed, consumed, or destroyed does not rise as a vurdulak under any circumstances.

**Gouging Bite (Ex):** Vurdulaks' fangs are specifically designed to rip apart human flesh, and they leave ragged, bloody wounds in the vurdulak's victim. Whenever a vurdulak deals damage to a creature with its bite attack, the creature suffers 1d6 points of bleed damage. This damage stacks with itself, so a creature bitten twice by a vurdulak would have 2d6 points of bleed damage, total.

Seeming (Sp): Vurdulaks possess an innate magic that allows them to hide their true form. This functions as the spell *disguise self*, except that it causes the vurdulak to appear either as a living humanoid, or as a living wolf. The vurdulak can switch between these two appearances, or suppress or resume the effect, as a move action. Creatures interacting with the vurdulak can make a Will save (DC 22) to disbelieve the effect. The saving throw DC is Charisma-based.

**Stunted Healing (Ex):** Vurdulaks do not regain hit points naturally, despite being intelligent undead. Further, they are not healed by negative energy, though they are not harmed by it, either. They are still harmed normally by positive energy. The only way for a vurdulak to regain lost hit points is for it to devour a fresh corpse with its corpse feeding ability.

Vurdulaks are corpses possessed by the spirit of a malevolent, wolf-like demon of the same name. Any trace of personality the corpse possessed in life is completely subsumed by the wicked mentality of the fiend, who, in fact, inhabits the corpse's body instead of its soul, meaning that the slain creature can be resurrected without slaying the vurdulak, at least by methods such as *true resurrection* that do not require the creature's body. The vurdulak resembles an ordinary human with elongated nails, thick joined eyebrows, elongated jaws, glowing yellow eyes, and a generally wild appearance. Perhaps the vurdulak's most distinguishing physical feature is its exaggerated canine fangs, which give it a horrifying and demonic appearance. Of course, most of a vurdulak's victims never get a chance to witness its true form, as the fiends are protected by an illusory disguise that causes them to appear as normal humans.

Vurdulaks propagate through murder, but their numbers tend to remain low, as vurdulaks feel a strong compulsion to devour the hearts of their victims, both because of the benefit this grants them, and because of the perverse pleasure they gain from doing so. This habit means that a vurdulak rarely leaves an intact corpse to rise as a new vurdulak, and so new vurdulaks tend to be created only when a vurdulak is trying to build an army, or by accident, when a vurdulak is forced to flee before devouring its kill.

Some occult scholars claim that it is possible to make contact with a vurdulak spirit through ritual, and invite it into oneself through a series of obscene and closely-guarded rites. It is said that this transforms the practitioner into a half-dead immortal and grants a number of the vurdulak's abilities, but it is unclear whether the practitioner would retain any control over his body, or if the vurdulak's spirit would consume his.

In combat, vurdulaks favor their natural weapons over manufactured ones. They prioritize killing spellcasters and other vulnerable targets so that they can secure a source of healing during the battle. Even when clearly losing, most vurdulaks fight to the death, giving in to a dark blood frenzy.



## Wolf-Were

The wolf that stands before you watches with eyes that betray an intelligence far greater than wolves should possess. As you watch, its body shifts, and it transforms into a young woman.

CR 6

#### WOLF-WERE WINTER WOLF

#### XP 2,400

NE Large magical beast (cold, human, shapechanger)

Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +13

#### DEFENSE

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)

hp 57 (6d10+24)

Fort +9, Ref +6, Will +5

Immune cold

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee bite + 10 (1d8 + 7 plus 1d6 cold and trip) Space 10 ft.; Reach 5 ft.

**Special Attacks** breath weapon (every 1d4 rounds, 15-ft. cone, 6d6 cold damage, Reflex half DC 17), mark of the beast (DC 16), wolf hex (DC 16)

STATISTICS

Str 20, Dex 13, Con 18, Int 9, Wis 17, Cha 8 Base Atk +6; CMB +12; CMD 23 (27 vs. trip) Feats Improved Initiative, Run, Skill Focus (Perception) Skills Perception +13, Stealth +4 (+10 in snow),

Survival +7; Racial Modifiers +2 Perception, +2 Stealth (+8 in snow), +2 Survival

Languages Common, Giant

SQ change shape (*alter self*, Medium or Small humanoid), feral intellect

ECOLOGY

**Environment** cold forests and plains **Organization** solitary, pair, or pack (6-11) **Treasure** standard

Wolf-weres are wolves or other canine creatures that have gained an eldritch power to take on the guise of a humanoid. This can happen in a number of ways. The most common way for a wolf-were to be created is for a demon or other fiend (or, in some cases, a powerful spellcaster or even a ghost or other lost spirit) inhabit the body of the creature, controlling it and using it to their own ends. In other cases, though, wolf-weres have been created by spells which bless (or, some would argue, curse) the creature with the various powers and abilities, as well as the intelligence, of the wolf-were. In some cases, wolf-weres have been created as vessels for nature deities or forest spirits, who used them to combat human encroachment into natural lands.

Whatever their origin, wolf-weres are nearly always hostile towards humans and human settlements, using their ability to disguise themselves to integrate into the society, and then using their mark of the beast and wolf hex abilities to cause the members of the community to turn on one another in bloody massacres. They almost universally delight in destroying human society, acting as proverbial wolves in sheeps' clothing.

#### Creating a Wolf-Were

Wolf-were is an inherited template that may be applied to any living corporeal wolf, dire wolf, or other canine animal or magical beast.

CR: Same as the base creature +1.

**Type:** A wolf-were's type changes to magical beast, and it gains the shapechanger and human subtypes. Do not recalculate base attack bonus, Hit Dice, or saves.

**Special Attacks:** A wolf-were retains all the special attacks of the base creature, and also gains the following:

Mark of the Beast (Su): A wolf-were can instill the curse of lycanthropy in humanoid creatures. Once per week, as a standard action, the wolf-were can cause a single humanoid creature within 60 feet to succeed on a Will save (DC 10 + 1/2 the wolf-were's Hit Dice + the wolf-were's Wisdom modifier) or gain Curse of the Beast as a bonus feat. A willing recipient can choose to fail its Will save. Alternatively, at the wolf-were's option, this ability can be used to transform a humanoid permanently into a wolf. This version functions as the spell *baleful polymorph*, except the target is always transformed into a wolf. The DC is the same for both versions of the ability.

Wolf Hex (Su): A wolf-were can cause primal anger to overwhelm the minds of humanoid creatures. Three times per day, as a standard action, the wolf-were can cause a single humanoid creature within 60 feet to become gripped in a powerful rage. The creature must succeed on a Will save (DC 10 + 1/2 the wolf-were's Hit Dice + the wolf-were's Wisdom modifier) or be affected as though by the *rage* spell. Additionally, affected creatures go berserk, attempting to kill any living thing it encounters. This effect lasts for a number of hours equal to the wolf-were's Hit Dice.

**Special Qualities:** A wolf-were retains any special qualities of the base creature, and also gains the following:

Change Shape (Su): A wolf-were can change its shape into that of any humanoid creature as a move action. This ability otherwise functions as the spell *alter self*, except that it has no duration. The wolf-were does not gain a size bonus to any ability score for transforming into a medium-sized humanoid.

Feral Intellect (Ex): A wolf-were uses his Wisdom score as his Intelligence score for the purposes of qualifying for feats or other prerequisites, his ability to speak, and his ability to take character classes. When a wolf-were gains enough experience to gain a level, he may choose to gain a level in a character class.

Ability Scores: Wisdom +4, Charisma -2.

Languages: Wolf-weres can speak Common.

The following spell can be used by players or GMs alike to give wider use to the wolf-were template in your game.

#### POSSESS WOLF

School necromancy; Level druid 8, sorcerer/wizard 7, witch 7 Casting Time 1 hour Components V, S, F (a wolf's paw) Range touch Target canine creature touched Duration 1 day/level Saving Throw Will negates; Spell Resistance no

You force your spirit to leave your body and enter that of the target, transforming it temporarily into a wolf-were and giving you full control over its actions. For the duration of the spell, the target gains the wolf-were template. If the target cannot gain the wolf-were template for some reason, the spell fails.

For the duration of the spell, you control the target's body as though it were your own, gaining full access to all of its extraordinary, supernatural, and spell-like abilities, including those abilities granted by the wolf-were template.

Though your spirit and mind are in control, you are somewhat limited by the mind of the target, and use its Intelligence, Wisdom, and Charisma scores rather than your own. If the target has animal intelligence (2 or less) then you have dim and hazy recollections of who you are and what you hoped to accomplish by casting this spell, and are still able to recognize specific individuals, but you are nonetheless limited in your higher thinking by your intelligence, relying instead on instinct and animal intuition to solve your problems, rather than on intelligence and careful planning.

While you are in the target's body, your own body is completely helpless, and appears to be asleep. The magic of the spell ensures that your body does not starve or dehydrate, but otherwise you are completely vulnerable until you return to your body. If your body is slain while you are gone, you die when the spell ends. When the spell ends, or if you are slain in the target's body, you immediately wake up in your own body, regardless of the distance. If you and your body are on separate planes when the spell ends, you remain trapped in the target's body permanently.

#### Wulver

This creature has the body of a man, but covered in coarse fur, with limbs stretched to unnatural proportions. Its hands and feet end in wicked claws, and a bushy tail sprouts from between its legs. Its head is that of a wolf or hunting dog.

#### WULVER

CR 3

XP 800

CE Medium monstrous humanoid

Init +1; Senses low-light vision, darkvision 60

ft.; Perception +10

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural) hp 30 (4d10+8) fast healing 2

Fort +5, Ref +5, Will +3

OFFENSE

Speed 30 ft.

Melee bite +5 (1d6 + 3), 2 claws +5 (1d4 + 1) Special Attacks killer instinct

STATISTICS

Str 16, Dex 12, Con 14, Int 2, Wis 8, Cha 6 Base Atk +4; CMB +7; CMD 18 Feats Endurance, Great Fortitude Skills Perception +10, Survival +7; Racial Modifiers Perception +4, Survival +8 SQ dogged hunter, scent ECOLOGY Environment any land Organization solitary, pack (2-12) or mob (4-24

plus one werewolf with at least 8 hit dice) Treasure incidental

SPECIAL ABILITIES

**Dogged Hunter (Ex):** Once a wulver begins hunting a creature, it will follow it unshakably until it catches it. Whenever a wulver deals damage to a living creature with its bite or claw attack, it marks the creature as its quarry. The creature remains the wulver's quarry until either the wulver or the creature is slain, or until the next full moon. The wulver gains a +2 bonus on attack and damage rolls against its quarry, and a +4 bonus on Perception and Survival checks made to track its quarry. This single-minded devotion blinds the wulver to other prey, however, and as long as it has a quarry, it suffers a -4 penalty to attack and damage rolls against Other creatures, and a -4 penalty against Perception and Survival checks to notice or track other creatures.

Killer Instinct (Ex): As natural predators, wolvers are experts at going for the kill. A wulver gains a +2 bonus to attack and damage rolls against any creature that currently possesses less than 1/2 its maximum hit points.

Considered by many to be the lowest form of werewolf, wulvers are mindless killing machines that no longer bear any trace of their original humanity. While most forms of lycanthropy merely cause the werewolf to transform into a beast at various times, those cursed with the form of the wulver are permanently transformed into a mindless beast.

There are multiple ways for a creature to become a wulver. Some particularly powerful werewolves can transform those that they bite into wulvers, who they typically add to their hunting packs, raising a small army of feral beasts. Others are transformed into wulvers by powerful curses, or through a variety of other means.

Once the wulver is transformed, almost no trace of the original creature remains. The wulver's general build may be vaguely reminiscent of what it used to be—tall men become tall wulvers, and fat men become fat wulvers, for example—but most features are obliterated by the transformation. Wulvers have no memory of their previous lives, and do not recognize those they used to associate with.

In fact, wulvers have only animal intelligence, and live for nothing more than the hunt. They naturally form hunting packs, if enough wulvers can be found in a single area, and they often fall in quite readily with packs of "greater" werewolves, such as lycaonites and the like, as long as those packs lead them to hunt. They are single-minded in pursuit of their prey to the point of stupidity, and are known for not giving up on their quarry, following them across continents in order to make their kill.





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# Unleash Your Inner Beast

Werewolves have always been a source of fascination to humanity, and tales of such beasts are as popular today as they were thousands of years ago. There is something primal about werewolves, which calls out to each and every one of us, daring us to tear off the shackles of polite society and so-called civilization and be free, giving in to our darker, wilder selves. In short, werewolves are cool.

Marchen der Daemonwulf II picks up where the original left off, providing no less than 50 new werewolf-related feats designed to allow players to custom-build a werewolf whose powers and abilities match your own version of what a "real werewolf" should be. In addition to these, the book provides five new kinds of werewolf monsters, from the Lok'wa (a race of nomadic, wolf-like humanoids) to such monstrosities as the Vurdulak (a sort of undead werewolf that is possessed by a malevolent spirit and consumes the hearts of its victims) and the Wulver (a feral monster resembling a werewolf in hybrid form, which hunts with a dogged and single-minded inevitability). Finally, the book also includes the pack lord prestige class, which allows characters to draw power from gathering a pack of followers—wolf and humanoid alike—and also to use them as a potent force of destruction.

While Marchen der Daemonwulf II is designed to expand upon the original and provide new options for characters using that book, it also contains everything you need to play a werewolf using the rules pioneered in the original Marchen der Daemonwulf, so if you want to enjoy the power of lycanthropy, this is the book for you.

