

Rite Publishing Presents

WEIRD OPTIONS: WEREPYRES

by Scott Gladstein



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Weird Options: Werepyres

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Introduction

Far too often we decry the cliché and the tried and true tropes of literatures, in favor of the bizarre and the exotic. However, these roots are strong for a reason and to embrace the cliché and “gimmicky” may well result in more compelling characters by virtue of their existing in the ephemera of our social consciousness.

This book explores one of those gimmicky clichés and embraces it; the “werepyre” or werewolf/vampire hybrid. The stuff of bad (or good) vampire flicks, trashy supernatural romance novels, and every 13 year old in the 90’s imagination, werepyres occur throughout contemporary media. It may surprise that the connection between the blood-sucking fiends and shaggy were-beasts goes way back. A pervasive Romanian belief held a vampire was a werewolf (or other monster) whose corpse was not properly disposed of. The Greek term “vrykolakas” described both werewolves and vampires interchangeably.

Werepyre (Vrykolakas) Origins

There are many ways to view vampires and werewolf hybrids, but this book addresses four major categories: hybrids, progenitors, cursed, and as an independent species.

Hybrids: The most common explanation is a vampire simply bites and infects a werewolf, or the reverse... in significantly stranger circumstances. A werewolf cannot *generally* infect a vampire, as they are undead and thus are immune to diseases. However, odd things can occur in any setting with magic. (*Especially* if the GM is allowing werepyres in the *first* place!) Multiple hybrid werepyres may even breed, developing an independent line of “natural” werepyres (see below).

Progenitors: Some lore positions werepyres as the common ancestor between both vampires and werewolves (and potentially other monsters). With this view, they could be treated as a venerated ancestor, or purer form of either group. In the context of vampiric lore, they could be quite strong due to extreme age. Progenitor werepyres are sometimes referred to as “vaewolves.”

Cursed: Werepyres who exist due to some specific curse are the most diverse category. These could be beings born or burdened with the traits of a werepyre, usually in singularly unique conditions. They could be the result of a jealous or spiteful god, an ancient affliction, an archmage’s transmutation, or a mysterious artifact. This has nothing to do with the parentage of the afflicted, and everything to do with personal circumstances.

Species: The notion of werepyres as a species probably presumes some related origin or background to both werewolves and vampires, though the werepyre could be as established and common as either. This could even be any other origin that is successfully at passing their traits to children. They then only require sufficient time for their numbers to increase. They could be a third front in a long-standing battle between lycanthropes and vampires, either hunting both, or trying to make peace.

Other: Any origin can be altered to suit a particular setting, and in many cases there could be multiple methods of inclusion. One common literary trope is to have werepyres be a result of experimentation, such as a breeding program to produce a hybrid superior to both predecessors. Perhaps a vampire wishes to remove weaknesses in their spawn, or a werewolf necromancer conspires with dark forces to raise an unstoppable army. A mad wizard or insane scientist could simply try to create one, if only to see if they can. Then, in settings with more nuanced dealings with lycanthropic and vampiric cultures, it is possible families or clans of each could seal alliances. Alternately, star-crossed lovers might defy their tribes, and wish to walk a path together.

Werepyres in Your Game

The origin of the werepyre is whatever the GM and player makes it. This book presents tools to add the concept in whatever way best fits a setting’s context and the unique vision for the character. Are they a singular abomination hunted and despised? Are they an ancient and terrible bloodline which once ruled all dark creatures? Deciding on how their implementation fits a greater narrative evokes a stronger emotional impact. By their nature,

werepyres are special and unique, and someone wishing to roleplay one should feel empowered to do so in whatever way they choose. Consider this book a toolbox, rather than a guideline, in the crafting of whatever werepyre you envision.

Physical Appearance

Standing about as tall as their base creature type, werepyres usually have a more pallid or ashen complexion. Their irises are often subtly red, and their incisors sharply elongated. Unlike vampires growing gaunt or werewolves gaining bulk, werepyres more or less retrain the body type of the base creature. Their hair, which can vary and resemble their fur, grows rapidly. Many who do not pay special attention to grooming develop long, chaotic cascades of hair falling to the waist. Some might be prone to stark streaks of red or white, contrasting sharply with their base coloration. Their nails can grow just as quickly, often becoming reminiscent of sharp, curved claws when not attended to.

The hybrid form of a werepyre looks similar to the hybrid form of the lycanthropic type, though heavily influenced by their dual nature. Their eyes shine often shine unnatural colors in reflected light, like the white of a bloodless corpse or an unsettling crimson. Their animal ears could be leathery and long, bearing a striking similar to bat wings. Their fur often comes in either dark or muted shades. They might be a stark black, white, or red, but could simply be a former coloring, only washed-out like sunbleached clothing. Those who have streaks within their hair always reflect the same coloration in their hybrid form's fur, sometimes causing an unwelcome ease of connection between humanoid and hybrid.

The hybrid form of lycanthropes who are not capable of bipedalism can hunch-over, as if wishing to fall to all fours at any moment. Werepyres tend to stand straighter, maintaining a more dignified, well-spoken and controlled bearing while in hybrid form. Their ferocity is likewise generally more restrained, but all the more horrifyingly savage when their inner beast is released.



Relationships

Werepyres are often a contentious subject. Except in the case of vaewolves (progenitors), vampires and werewolves almost universally view werepyres with contempt. Even if that is the only thing they agree on. Vampires think them too brutish, and viewing them as tainted animals. Werewolves think them pompous, seditious, and broken in spirit, without a connection to instinct or nature.

Most werepyres are loners or by circumstance, if not nature. If possible, many yearn for at least a small, loyal group of friends or family. This is especially true for those who come from a base creature type or lycanthropic origin. Of course, this presumes werepyres are a relative rarity. Those hailing from an entire species might equate themselves with cultural groups or organizations, often shaped by their origins. Werepyres are often defiant and independent, coming to wear their cursed nature like a badge of honor. For example, those with their condition inflicted by hags might form “covens,” if only to spite the beings who made them.

Almost universally, the werepyres gravitate toward hierarchical structures when in groups. Power is always respected. Organized gatherings tend to revolve around a small group of leaders with significant power, such as a mated couple, or council of elders. The specifics of what type of power is lauded can vary widely between cultures. One group might value wisdom, another magic, while others see physical strength as the ultimate arbiter. Leaders often have a title, such as Mother or Watcher, and these can be passed down or selected by the individual. Many leaders only hold the position until someone greater challenges for their role. However, challenges are always ritualized, and far from brutal or deadly affairs.

Many creatures can have difficulty distinguishing between a werepyre and either a vampire or werewolf. Usually, their perceptions are based on preconceptions and experience. A necromancer might presume them to be a disguised spawn (until they transform). Likewise, a werewolf hunter seeing their hybrid form might dismiss the subtle differences.

The only races with an almost universal affinity for werepyres are dhampirs and tieflings. This is especially common for hybrid werepyres, as they can all empathize over monstrous relations and societal judgment.

Weaknesses

A werepyre’s nature is split between life and death. Serving two masters means striking an uneasy balance, and accepting compromise. Many of the worst excesses of each become muted or diluted, but can still be inconvenient or a detriment. This can also sometimes vary between individuals, with lycanthropic nature and origins playing a major role. However, a werepyre’s inherent weaknesses are always more pronounced when they take on a hybrid form.

Sunlight causes most werepyres pain and discomfort, but they are not truly injured. This worsens as they take on hybrid form, with their eyes specifically suited to the dark. Silver can cause grievous injuries when they are transformed, and some even bear one or more, lesser forms of vampiric weaknesses.

Werepyres are always more controlled than lycanthropes, even if their state is a supernatural affliction rather than a natural state. They always quickly and easily manage their transformation, ignoring the phases of the moon.

Those who disparage the werepyres often refer to them as soulless or lacking in spirit. This is especially common among the lycanthropes who view the werepyre as a gross perversion of nature. In truth, werepyres retain their literal soul, though they are less connected to life than even most humanoids. In comparison to the lycanthropes, they might as well be devoid of passion and a connection to the wild.

Life and Death

Werepyres are not mortal or undead. They exist in a state between, though the specifics can vary widely. Some might be dead things given an incredible influx of vitality. Others might have been primordial avatars of life, who have been reduced to a pale spark. Their connections to nature are tenuous and carefully managed, at best. As unique specimens, many must contend with fiends or dark gods who desire such an interesting servant simply for the prestige of rarity.

Many werepyres yearn to be seen as more than their state. While it can define them, they are always more than the duality of their condition or heritage. In many cases, they ironically have more in common with ordinary humanoids than either lycanthropes or vampires. Unfortunately, their features are so stark, it can often become the only lens through which they are seen.

Werepyre Spawn

While it is rare, it is not unheard of for werepyres to be able to infect others with their condition. Some groups who pride themselves on these abilities might even derogatorily refer to them as being similar to a “mule,” or the sterile offspring of a donkey and horse.

Werepyres can produce offspring with humanoids and frequently do. Their closer connection to life actually makes it easier for werepyres to reproduce through traditional means than a full vampire. The products of these unions are regarded as a unique kind of dhampir (see Lycanblood Dhampir sidebar for details). They tend to resemble the humanoid forms of werepyres, but no hybrid form. While the lycanblood dhampirs cannot take on a true animalistic appearance, they often gain some animalistic feature or features owing to their origins.

LYCANBLOOD DHAMPIR The dhampir spawn of a werepyre gains the following alternative ability score modifiers and racial trait.

+2 Constitution, +2 Charisma, –2 Dexterity: Lycanblood dhampir are often tougher than those born of vampires, and possess far greater vitality.

Animal Feature: Lycanblood dhampirs often have one or more animalistic features owing to their lycanthropic origins. These can be hidden or concealed, but this requires a Disguise skill check with a –2 penalty.

Fangs: Lycanblood dhampirs always have more pronounced and bestial teeth. This functions as the fangs alternate racial trait.

Scent: A lycanblood dhampir gains the scent universal monster ability. This racial trait replaces the manipulative racial trait.

Vitality: Lycanblood dhampirs are much closer to life than most dhampirs and werepyres. They gain the Endurance feat as a bonus feat. This racial trait replaces the negative energy affinity and resist level drain racial traits.

Strange Breeds

Lycanthrope and vampire hybrids are not the only possibility. Even weirder possibilities exist, as there are many odd creatures whose nature might interact in unexpected ways when mixed with lycanthropy or vampirism. The suffix -pyre is generally used

to denote those who are odd divergences from vampiric origins, while the prefix were- identifies atypical interactions with lycanthropy. There are of course, many exceptions.

Dracopyres or Weredragons: A dracopyre or weredragon might occur when a humanoid with strong draconic blood becomes a lycanthrope or is touched by vampirism. The blood of dragons is often considered a delicacy by vampiric cultures, leading to the dracopyres being a relatively common occurrence. Likewise, draconic heritage brings with it no particular resistance to lycanthropy. However, instead of the ordinary effects of either condition, the individual finds their inborn magic heightened and changed. Most often, a dracopyre occurs when a vampire overfeeds or nearly kills a dragon-blooded sorcerer. Weredragons often arise among half-dragons descended from dragons with some shapeshifting ability who sire children with humanoids. They might seem quite similar to natural lycanthropes, except their hybrid form is similar to the base appearance of a half-dragon.

Dracopyres or weredragons might be pitied by dragons, worshiped by covens of cults of kobolds, or employed by vampires as muscle, with specifics varying depending on their nature and origin. Regardless of heritage, they tend to have an easier time breeding true than most werepyres, and often establish powerful dynasties.

Shapeshifters: Vampiric blood might interact with other shapeshifting creatures in a manner similar to the werepyre. These could even be simply rare breeds of lycanthrope, such as a wereturtle or weretoucan. They might also simply be distinct bloodlines of vampires with an uncommon propensity for shapeshifting. These might be similar to the Mesoamerican stories of the vampiric nagual, who could take the form of a jaguar or serpent.

Soulstitched or Wereliches: Perhaps the strangest werepyres are artificially fashioned by a lich to act as living storage for a phylactery. While wereliches are not undead, their souls are not quite living. A non-traditional lich might marry their souls by magically concealing the phylactery inside a lycanthrope they ritually kill and necromantically reanimate as with vampiric blood. Unlike an ordinary werepyre, a werelich functions as if they possessed an entire soul (between the two tainted and fractured halves). However, this causes a dependency on the phylactery, and removing it causes their immediate death. The benefit for the lich is being able to more rapidly rejuvenate when

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destroyed. The undead literally bursts out of the werepyre's body, often causing severe emotional and physical trauma.

The rejuvenation process takes 1d10 hours instead of 1d10 days. This deals 10 damage to the werepyre per hour, as a portion of their flesh and bone is literally sacrificed to reform the undead spellcaster. Destroying the lich simply causes the process to start over again.

Zanger Monks of the Bestial Spirit: In the misty mountains, atop the peak of the tallest and most remote mountain, stands the monastery temple of Chun'Dan'Fu. Within its walls members of the Zanger Sect, an ancient monastic religious order, practice a mystical style of martial arts. The Zanger channel the animal spirit of predatory creatures who manage to kill and consume them. This ritualistic practice can take time, depending on



the monk's skill, and the animals they face. After death, they are resurrected through occult ritual, returning from the afterlife with a portion of the beast's body and spirit.

While they seemingly bear no relation to lycanthropes or vampires, the Zanger are coincidentally quite similar to werepyres. This might raise all manner of questions, especially in a setting where the werepyre was the progenitor of both werewolves and vampires.

New Player Options

The following new races allow players to take on the traits of inhuman and bloodthirsty shapeshifters.

Werepyre (Orykolakas)

Werepyres can arise from nearly any lycanthrope or vampiric ancestry, leading to an incredibly diverse number of strange, shapeshifting undead racial options. The following racial traits can be used to represent a wide variety of werepyres.

Racial Traits

+2 to One Ability Score: No two werepyres have the same story, and with unique, magical, or unexpected origins owing to diverse breeds of lycanthropes and vampires.

Medium: Werepyres are Medium creatures and thus receive no bonuses or penalties due to their size.

Humanoids: Werepyres are humanoids with the shapechanger and werepyre subtypes.

Normal Speed: Werepyres have a base speed of 30 feet.

Senses: A werepyre gains darkvision 60 feet and scent.

Beast: A werepyre can gain power from draining the blood from prey. The werepyre must have a bite attack to use this ability, and can only drink the blood of living humanoids and a single additional creature type (usually animals). A selected creature type must have a Constitution score. Whenever the werepyre establishes or maintains a pin, they deal bite damage and drain blood, dealing 1d2 points of Constitution damage. If the werepyre drains the blood of a living humanoid or a creature of the selected type, they gain 5 temporary hit points and a +1 bonus on Constitution checks. The creature must have Hit Dice equal to or greater than the werepyre. The werepyre cannot gain these benefits when drinking the blood of a willing creature or

through any means other than their bite attack. They can gain an additional 5 temporary hit points per 3 Hit Dice, but the bonus to Constitution checks does not stack. These effects last for 1 hour.

Change Shape (Su): A werepyre can transform into one of two forms as a move-equivalent action: humanoid or hybrid. Equipment does not meld into the werepyre's hybrid form. A slain werepyre reverts to its humanoid form. The werepyre gains a number of advantages and weaknesses while in hybrid form as follows.

- **Bite:** A bite attack that deals damage appropriate for a creature of the werepyre's size (usually 1d6 damage for a Medium-sized creature. The werepyre can drain blood with this bite attack per the beast racial ability.
- **Hulking:** A +1 racial bonus to CMB and CMD.
- **Inhuman:** A +2 racial bonus to Intimidate checks.
- **Light Blindness:** Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light.
- **Vulnerability:** The werepyre takes half again as much damage (+50%) from silver or good-aligned weapons.

Light-Sensitivity: Werepyres are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Soulless: The process of becoming a werepyre is sometimes said to rob a lycanthrope of their soul. This is not true, but a werepyre does exist in an odd balance between life and death. A werepyre is immune to death effects and level drain. However, they cannot be resurrected with the *raise dead*, *reincarnate*, or *resurrection* spells. The *limited wish*, *wish*, *miracle*, or *true resurrection* spells can restore a werepyre to life.

Undead Resistance: Werepyre gain a +2 racial bonus on saving throws against disease and mind-affecting effects.

Languages: Werepyre begin play speaking Common. Werepyres with a high Intelligence score can choose any languages they want (except secret languages, such as Druidic).

Alternate Racial Traits

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

Cursed: The werepyre created by a terrible curse... perhaps the displeasure of a god, or a generational spell cast by a powerful witch. This curse cannot be lifted as its work has been done but it leaves you with certain unique abilities. The werepyre is always in hybrid form and cannot change into a humanoid form. If they gain the ability to change shape into an animal form, they can only change from an animal into their hybrid form. The werepyre loses the shapechanger subtype, but does not gain the light sensitivity or light blindness weaknesses regardless of their form.

Dracopyre (Su): Some werepyres are capable of taking on hybrid forms reminiscent of dragons, perhaps owing to strange ancestry or influences. The werepyre can only select dragons as a creature type (in addition to humanoids) that they can drain blood from with the beast ability. Once per day as a standard action (while in hybrid form), the werepyre can use a breath weapon that deals energy damage of a type suitable to a selected draconic lineage (acid, cold, electricity, or fire) in a 30 foot cone. The amount of energy damage is equal to 1d6 per two character levels the werepyre possesses (minimum 1d6). A successful Reflex save halves the damage (DC 10 + 1/2 the werepyre's character level + the werepyre's Constitution modifier). If the werepyre has used this ability and drains the blood of a living creature with the dragon or humanoid type, they regain the use of their breath weapon. This replaces the normal benefits of draining blood (temporary hit points and a +1 bonus to Constitution checks). This alters the beast racial trait.

Hunger: The predatory bloodlust is overwhelming for some werepyres. While in hybrid form, their bite attack deals damage as a creature of one size category larger (usually 1d8 damage for Medium-sized werepyres) and they deal 1d4 points of Constitution damage when draining blood with the beast racial ability. However, whenever they enter hybrid form in combat against a living humanoid or creature type whose blood they can drain with the beast racial ability, they must succeed on a Will save with a DC equal to 10 + 1/2 the creature's Hit Dice + the creature's Constitution modifier. On a failed save, the werepyre must attempt to move toward, attack (with their bite attack), grapple, or pin the creature each turn until they drain the creature's blood with the beast racial ability at least once. They can take no other action (such as using the change shape ability or the withdraw action) until they drain the creature's blood. If the werepyre is in hybrid form when combat begins, the werepyre makes a save at the beginning of their first turn.

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Infected: A vampire's bite creates spawn and infected lycanthropes spread their state. The bite of some werepyres can combine these two dreadful curses. However, a humanoid creature damaged by the werepyre's bite attack while in hybrid form must make a Fortitude save (DC 10 + 1/2 the werepyre's character level + werepyre's Constitution modifier). See the Werepyre Infection sidebar for details. If the humanoid's size is not within one size category of the werepyre, this ability has no effect. The infected werepyre requires a full-round action to use the change shape racial ability (or a standard action with the Fast Change feat). A werepyre with this alternate racial trait cannot select the cursed alternate racial trait.

WEREPYRE INFECTION While most werepyres arise from natural lycanthropes or find the influence of vampirism causes their lycanthropic infection to stabilize, there are those who are capable of spreading a terrible curse. This functions as the curse of lycanthropy (see *Pathfinder Roleplaying Game: Bestiary* for details), except the afflicted humanoid involuntarily assumes a hybrid form (as a werepyre) during the full moon. In addition, the werepyre that infected the humanoid can cast the *command* spell as a spell-like ability on the humanoid at will while the werepyre is in hybrid form. In addition to the normal options, the werepyre can command the humanoid to change, which causes them to transform into their hybrid form on their turn. The infected werepyre requires a full-round action to change shape in this manner. If the werepyre targets an infected humanoid with this ability that is already in hybrid form, it instead functions as the *greater command* spell.

Nemesis: Many werepyres become vampire hunters, often as a means of gaining revenge. The werepyre's natural bite attack functions as a magic and silver weapon for the purposes of overcoming the damage reduction of creatures with the undead type. The werepyre can only drain blood with the beast racial ability from living humanoids, vampires, or vampire spawn (but not an additional creature type). Instead of dealing Constitution damage to vampires or vampire spawn, the werepyre deals Charisma damage. For 1 round after taking Charisma damage in this manner, the target does not regain hit points from fast healing, and cannot use the change shape or gaseous form abilities. If the werepyre deals Charisma

damage equal to or greater than the vampire or vampire spawn's Charisma score, the undead is destroyed. However, the werepyre gains one vampiric weakness (see below) without gaining a bonus feat. If the werepyre gains all of the vampiric weaknesses, they can gain this alternate racial trait and one bonus feats.

Phylactery: Though exceedingly rare, some werepyres are specifically created by hopeful lichs to act as a living repository for their soul. This usually involves the implanting of a phylactery somewhere within a lycanthrope's body. Sometimes called "wereliches," these strange immortal creatures live only as long as the phylactery remains intact. The werepyre is immune to natural and magical aging. The werepyre can be returned to life as if they had a soul long as the phylactery remains implanted. The werepyre is not immune to negative levels, but takes no penalties from energy drain effects. If they accrue more negative levels than they have Hit Dice, they die, and the phylactery is destroyed. Removing the phylactery kills the werepyre. This alternate racial trait alters the soulless racial trait.

Vampiric Weakness: For some werepyres, the vampiric curse weighs more heavily on their spirit. The werepyre gains one of the following feats as bonus feats: Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes or Toughness. However, they must also select one of the following weaknesses. All saving throw DCs are equal to DC 10 + 1/2 the werepyre's character level + werepyre's Charisma modifier

- **Invitation:** The werepyre must attempt a Will save or be unable to enter a private home or dwelling unless invited by someone with the authority to do so. One a failed save, they cannot enter uninvited for 24 hours.
- **Revulsion:** Whenever the werepyre encounters garlic, a holy symbol, or mirror, they must succeed on a Will save or be unable to approach within 5 feet of the garlic, holy symbol, or mirror. They can attempt a new save each round as a standard action.
- **Water:** The werepyre take 1d6 points of damage each round they remain immersed in running water. This damage bypasses any damage reduction the werepyre might possess. In addition, the werepyre functions as an undead creature for the purposes of holy water. If the werepyre is reduced to 0 or less hit points by this damage or by damage due to holy water, they are automatically destroyed.

The werepyre can gain two of the above feats as bonus feats, but then gains all three vampiric weaknesses.

Weritage: Some werepyres arise from rare or unique types of lycanthropes. Select one of the following. This replaces the hulking ability while in hybrid form and the undead resistance ability.

Werebear: While in hybrid form, the werepyre gains the benefits of the Improved Grapple feat even if they do not meet the prerequisites.

Wereboar: While in hybrid form, the werepyre gains the benefits of the Diehard feat even if they do not meet the prerequisites.

Weretiger: While in hybrid form, if the werepyre charges a flat-footed opponent as a full-round action and hits with a bite attack, they gain the benefits of the Vital Strike feat for the natural attack as if it was a weapon. If they have the Vital Strike feat, this instead functions as the Improved Vital Strike feat. If they have the Improved Vital Strike feat, this instead

functions as the Greater Vital Strike feat. If they have the Greater Vital Strike feat, they roll the bite's damage dice for the attack five times and add the results together before adding bonuses from Strength, weapon abilities (such as *flaming*), precision based damage, and other damage bonuses.

Werebat: While in hybrid form, the werepyre gains vestigial wings. These wings that cannot be used for flying but can be used to allow them to glide and thus take no damage from falling (as if subject to a constant nonmagical *feather fall* spell). While in midair, the werepyre can move up to 5 feet in any horizontal direction for every 1 foot they fall, at a speed of 60 feet per round. The werepyre cannot gain height with these wings alone; it merely coasts in other directions as it falls. If subjected to a strong wind or any other effect that causes a gliding werepyre to rise, it can take advantage of the updraft to increase the total distance it can glide.



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Werecrocodile: While in hybrid form, the werepyre can perform a death roll when grappling a foe of its size or smaller. When it makes a successful grapple check to establish or maintain a pin, it can knock the creature prone in addition to any other effects (such as bite damage or draining blood).

Wereshark: While in hybrid form, the werepyre gains a swim speed equal to half their land speed and can notice any bleeding creature by scent in a 180-foot radius underwater.

Werepyre Feats

The following feats are available to werepyres. They may be available to other races at the GM's discretion.

Animal Form

You can collect grim trophies from memorable vampiric prey.

Prerequisites: Survival 3 ranks, werepyre.

Benefit: You can use the change shape racial ability to also transform into an animal form appropriate for your lycanthropic heritage (such as a dire rat for a wererat or a wolf for a werewolf). This functions as the *beast shape I* spell, except you can only become the single animal type, and can remain in animal form indefinitely. While in animal form you gain a bite attack (as if you were in your hybrid form), but gain no other benefits or weaknesses of your hybrid form. Any equipment you are wearing melds into your animal form and you gain no benefits from it.

Best of Both Curses

You may be a lycanthropic vampiric nightmare, but at least you can sunbathe.

Prerequisite: Werepyre.

Benefit: You lose your light sensitivity racial trait as long as you are not in hybrid form. If you are in hybrid form, you have the light sensitivity racial trait, but not the light blindness weakness.

Fang Collector

You can collect grim trophies from memorable vampiric prey.

Prerequisites: Nemesis alternate racial trait or favored enemy (undead), werepyre.

Benefit: Whenever you destroy a vampire or vampire spawn with a melee attack, you can rip their fangs out as an immediate action. This prevents the fang's destruction, even if the undead

would otherwise be utterly destroyed. Each set of fangs you collect in this manner gives you a +1 bonus to damage with your bite natural attack against living humanoids, vampires, or vampire spawn. You must be wearing the fangs openly and visibly to gain this bonus to damage. The maximum damage bonus is equal to +1 per 4 character levels (maximum +5).

Fast Change

You can effortlessly switch between your forms.

Prerequisites: Base attack bonus +3, werepyre.

Benefit: You can use the change shape ability as a swift action.

Pelt Hunter

Those who think hunting humans is a challenge have never skinned an alpha werewolf.

Prerequisites: Craft (leather) 5 ranks, Survival 5 ranks, werepyre.

Benefit: If you kill a natural lycanthrope with a melee attack, you can force it to remain in animal or hybrid form instead of reverting to its humanoid form. You can then skin the lycanthrope and craft (per the Craft skill) the hide into armor or an article of clothing. While wearing the leather, you gain a +2 natural armor bonus. This functions as an enhancement bonus to AC and is in addition to any armor bonus granted by armor. This is a supernatural ability and creatures other than you do not gain this benefit. The natural armor bonus from this ability increases if you claim more powerful skins. If the lycanthrope had 10 or more Hit Dice, you gain a +3 natural armor bonus. If the lycanthrope had 15 or more Hit Dice, you gain a +4 natural armor bonus. If the lycanthrope had 20 or more Hit Dice, you gain a +5 natural armor bonus.

Wooden Claw (Combat)

Your ki-filled strike can reduce spawn to dust or keep the most powerful vampires helpless.

Prerequisites: Stunning Fist, Zanger Fist, Heal 9 ranks or Craft (alchemy) 9 ranks, werepyre.

Benefit: If a vampire or vampire spawn fails a save against your Stunning Fist, you can sink your fist into their undead heart as an immediate action. If the target is a vampire spawn, it is automatically destroyed (no save). If it is a vampire, it remains stunned as long as you remain adjacent to it and expend a use of Stunning Fist each turn as a standard action.

Zanger Fist (Combat)

You have studied with the zanger monks of chu'dan'fu.

Prerequisites: Stunning Fist, Heal 7 ranks or Craft (alchemy) 7 ranks, werepyre.

Benefit: You can affect undead creatures with the Stunning Fist feat, even though they are normally immune to Fortitude saves. If a creature fails the save against your stunning fist attack you may elect to not stun the creature and deal no damage. Instead they receive a new Fortitude save against an ongoing curse or disease (extraordinary or supernatural). This can cure an afflicted lycanthrope, but has no effect on a natural lycanthrope. A willing creature can forgo the Fortitude save, and you can expend a use of stunning fist without being required to make an attack or deal damage.

Werepyre Archetypes

The following racial archetypes are available to werepyres.

Experimental Monster (Alchemist)

Many werepyres are the result of bizarre tests and terrible experiments by individuals with more power than sanity. They might have unintentionally learned much from the awful experience, though they are unlikely to be thankful of their teachers.

Mutagenic Monster (Su): The experimental monster's hybrid form is often far more disturbing and hideous than normal. The experimental monster can only take on the features of their hybrid form for 10 minutes per class level. Changing shape in this manner or back into a normal form requires a standard action. When an experimental monster uses their change shape racial ability, they also gain all benefits and penalties associated with the mutagen alchemist class feature without needing to prepare or consume a mutagen. However, the +4 bonus to a physical ability score (Strength, Dexterity, or Constitution) and -2 penalty to a mental ability score (Intelligence, Wisdom, or Charisma) must be selected when this class feature is gained. It cannot be changed thereafter. The experimental monster can select the greater mutagen and grand mutagen discoveries. They gain the bonuses and penalties to ability scores while in a changed shape, but the bonuses and penalties must be selected with the discovery is gained, and cannot be changed thereafter. This modifies mutagen.

Unnatural Weaponry (Su): An experimental monster's creator often bestows on them some terrible weapon, such as acidic saliva or incendiary blood. While in hybrid form, they can add additional energy damage (acid, cold, electricity, or fire) to any

natural attack. The type of energy damage must be selected when this ability is gained, and cannot be changed thereafter. The additional damage is equal to 1d6 plus an additional 1d6 per two class levels after first. This damage is in addition to any damage for the natural attack. The experimental monster can use this ability a number of times per day equal to their class level plus their Intelligence modifier. This replaces Throw Anything and bomb.

Rapid Change (Su): At 3rd level, an experimental monster can use the mutagenic monster ability as a move equivalent action. At 6th level, they can use the ability as a swift action. At 18th level, they can use the ability as an immediate action. This replaces swift alchemy, swift poisoning, and instant alchemy.

Eternal Monster (Su): At 14th level, an experimental monster can remain in hybrid form using the mutagenic monster ability indefinitely.



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Souldrinker (Witch)

Instead of consuming blood, some werepyres learn to devour a creature's magical energy, replacing supernatural patronage with stolen power. Their familiars feast on this cursed blood essence, becoming as twisted as their beloved masters.

Drain (Su): Souldrinker witches do not possess a patron and do not gain bonus spells from a patron. When using the beast racial trait, the souldrinker can choose to drink a spellcaster's magical power instead of their blood. They can drink from any creature capable of casting spells (in addition to living humanoids and an additional creature type). If the creature is a spellcaster, they take points of ability damage to their spellcasting ability score instead of Constitution damage.

If the souldrinker drains magical power from a spellcaster in this manner, instead of the normal benefits of the beast class feature, the souldrinker gains a +1 bonus to caster level and saving throw DCs when casting arcane spells or using hexes. The spellcaster must have a caster level equal to or higher than the souldrinker for the witch to gain this benefit, though the target takes ability damage regardless. If the target's caster level is 5 or more levels higher than the witch, these bonuses increase to +2. These benefits last for 1 hour. The benefits or duration of multiple uses of the drain ability do not stack.

If the souldrinker witch is gaining the benefits of the drain ability, they can sacrifice the bonuses and allow their familiar to consume the energy as a swift action. The familiar gains the following benefits based on the witch's class level for the remaining duration of the drain ability. If the spellcaster had a caster level 5 or more levels higher than the witch, the familiar gains these benefits for 1 hour per class level of the souldrinker witch or until the next time the witch prepares spells (whichever happens first). The souldrinker witch's familiar cannot gain these benefits if the witch has selected an improved familiar (as the Improved Familiar feat).

At 2nd level, the familiar temporarily gains the undead creature type for the duration. Do not recalculate the familiar's HD, base attack bonus, or saving throws.

At 4th level, the familiar is affected by an effect equivalent to the *anthropomorphic animal*^{UM} spell for the duration. The familiar is affected as if it was an animal. This is a supernatural effect and cannot be dispelled, but the familiar can cease or resume the effect as a move equivalent action.

At 6th level, the familiar gains a bite natural attack that deals damage appropriate for a creature

of its size (if it did not already possess one). The familiar can drain blood or magic on behalf of the souldrinker witch. This functions as the beast werepyre racial trait and the drain class feature (and any other related class features). When the familiar uses this ability, only the witch gains the benefits of the drain.

At 8th level, the familiar gains the benefits of the giant creature simple template (see *Pathfinder Roleplaying Game: Bestiary* for details).

At 10th level, the familiar's maximum total hit points become equal to the master's total hit points (not including temporary hit points). The familiar is not healed of any damage when its hit points are increased.

At 12th level, the familiar gains an enhancement bonus to natural armor equal to the witch's Intelligence modifier.

At 14th level, the familiar's base attack bonus becomes equal to the master's witch caster level or base attack bonus (whichever is higher).

At 16th level, the familiar gains a resistance bonus to saves equal to the witch's Intelligence modifier.

At 18th level, the familiar's spell resistance becomes equal to the master's caster level + 10.

This alters witch's familiar, replaces the hex gained at 1st level, and replaces bonus spells granted by the witch's patron.

Hex: A souldrinker witch can select the following hex.

Drain Spirit (Su): The souldrinker can use the drain ability on any creature capable of casting spell-like abilities. The drain ability then affects the creature's Charisma ability score. The creature's caster level for spell-like abilities functions as its caster level for the purposes of the drain ability.

Glut (Su): The souldrinker deals 1d4 points of ability damage when using the drain ability to drink magical power instead of blood. The benefits of the drain ability last for a number of hours equal to the points of ability damage dealt. The duration from multiple uses of the drain ability is not cumulative, but a higher duration of the effect supersedes a shorter duration.

Noble Monster (Paladin)

There are werepyres who seek to utterly master their bestial savagery through the embracing a paladin's strict code valuing honor and kindness. They often struggle against both lycanthropes and vampires, externalizing the battle against their own inner demons.

Aura of Dignity (Su): At 1st level, the difficulty of the weight the noble monster has chosen to shoulder gives their presence a spiritual weight. They gain a morale bonus equal to half their class level on all Charisma-based skill checks (minimum +1). An ally within 10 feet of the noble monster gain this bonus on their Charisma-based skill checks if the noble monster uses the aid another action to support their skill check in some manner. This ability functions only while the noble monster is conscious and not in hybrid form, not if they are unconscious or dead.

Detect Monster (Sp): At will, a noble monster can use *detect undead*, as the spell. In addition to the spell's normal effects, they can also detect creatures with the shapechanger subtype. They can discern the difference between a shapechanger and an undead creature. The noble monster can, as a move action, concentrate on a single individual within 60 feet and determine if it is undead or a lycanthrope, and learn the strength of its aura as if having studied it for 3 rounds. A lycanthrope functions as an undead of its Hit Dice for the purposes of determine the strength of its aura. While focusing on one individual or object, the paladin does not detect anything in any other object or individual within range. This replaces the *detect evil class* feature of the paladin.

Rampage (Ex): At 1st level, a noble monster's denial of the beast within gives them little control when it emerges in moments of pain and hunger. Whenever a living, hostile creature with a type the noble monster can feed from (per the beast racial trait) deals damage with a critical hit against the noble monster, the noble monster must succeed on a Will save (DC equals the damage dealt). On a failed save, the noble monster flies into a murderous rage. On their next turn, the noble monster must transform into their hybrid form (per the beast racial trait). They must then either attack a hostile living creature with their bite attack or move toward the nearest hostile living creature each round. They preferentially attack creatures whose blood they can drink (usually humanoids and animals). They can take no other actions. They can still distinguish friend from foe, but cannot cease attacking or return to a humanoid form until they no longer sense any hostile living creatures. The noble monster retains their paladin class features until they can no longer sense any hostile living creatures (see Code of Conduct below).

Smite Evil (Su): A noble monster gains an additional use of the smite evil class feature at 1st level (for a total of 2/day). However, their smite

evil only does additional damage against creatures with the evil subtype, shapechanger subtype, and undead. This modifies smite evil.

Tear Away: The noble monster learns to cut and rip away at curses, lies, and death, like a surgeon removing a cancerous tumor. They often focus this ability on combatting lycanthropes or vampires, but





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might find their skills useful against a wider range of foes. Whenever the noble monster damages a creature with the shapechanger subtype or undead creature type with a use of smite evil to modify an attack, the creature suffers one of the following additional effects based on the noble monster's class level. This additional effect must be declared with the smite evil attack is declared. The Will save DC against these effects is equal to DC 10 + 1/2 the noble monster's class level + noble monster's Charisma modifier. The noble monster cannot extend this ability to allies with the aura of justice paladin ability.

Lies (Su): At 3rd level, the noble monster learns to tear away lies and discover what is beneath. A damaged shapechanger must succeed on a Will save or change into their natural form on their next turn. For a lycanthrope, their humanoid form is their natural form. If a damaged undead creature is affected by a polymorph or illusion spell, spell-like ability, or supernatural ability, it must succeed on a Will save or the effect is immediately dispelled or ended.

Malignance (Su): At 6th level, the noble monster might be too late to save the dead from dying, but can at least cut the curse of undeath away from their bones. The noble monster can expend a use of smite evil and then attack a corpse. If the corpse has been affected by an effect which would cause it to become undead (such as the create spawn ability) the corpse visibly burns from the attack. However, the corpse is permanently prevented from becoming undead by any means.

Disease (Su): At 9th level, the noble monster learns to cut out supernatural curses. If they target and damage a creature with smite evil attack that is affected by a curse or disease (including supernatural diseases), the curse or disease is removed. This can cure lycanthropy if the attack is delivered within 3 days of infection. The creature still takes damage as normal, but only takes additional damage from smite evil if the creature is evil. If they creature does not wish for the disease to be cured, they can resist this effect with a successful Will save.

Chains (Su): At 12th level, the noble monster can free creatures being influenced by undead, by severing the ties of their curse. If the noble monster damages an undead creature, they must succeed on a Will save or their active compulsion spells or effects are immediately dispelled or ended. If the undead creature possesses enslaved spawn, the spawn immediately become free-willed undead.

Curse (Su): At 15th level, the noble monster can truly tear away at the deepest curse, but many targets cannot survive the brutal process. The noble monster must succeed on a coup de grace attack with smite evil against a creature with the undead type and augmented subtype or shapechanger and augmented subtype (the creature must be helpless or willing). If an augmented undead is destroyed by the attack, the undead must succeed on a Will save or be resurrected (as the *resurrection* spell) as a living creature of the type it was prior to becoming undead. The undead must attempt this save, even if they are willing. If an augmented shapeshifter survives the attack, they must succeed on a Will save or permanently lose any ability to change shape or any template which grants the change shape ability. This can remove the lycanthropy template from natural lycanthropes or afflicted lycanthropes who have been infected for longer than 3 days. A willing augmented shapechanger can forgo the saving throw.

Soul (Su): At 18th level, if the noble monster reduces an undead creature to 0 hit points with damage from the paladin's lay on hands or smite evil abilities, the undead is destroyed even if they possess abilities which prevent their destruction. An undead with the rejuvenation ability must succeed on a Will save or they are permanently destroyed and cannot rejuvenate.

This replaces mercy.

Code of Conduct: A noble monster swears to not give into the beast within. In addition to the normal paladin code of conduct, the noble monster swears an oath to not consume blood or change into their hybrid form. Should they do either, it is treated as an evil act, and they must seek an *atonement* spell to regain their class features.

Antagonists

The following antagonists allow a GM to incorporate werepyres as strange new enemies.

Unending Hunger

The first noble monster surrendered to the terrible beast within her, devouring thousands of innocents before her grandchildren managed to free her from her beast. She did not survive the cutting, but in her final moments she desperately spoke to them of a prophecy, "The end of all with the blood or beast

will be born and sworn when the bloody moon goes black."

Since her tragic end, her descendants, and those brought into the fold, have searched for, "End-of-All," a child they believe is fated to lead their order in a final war against the lycanthropes and vampires. If possible, they induct these children into their order, swearing them in when the blood moon returns, and waiting to see if it turns black. Calling themselves the Sworn by Bloodlight, they have searched in vain for centuries.

During her years of bestial terror, the first noble monster spawned a separate bloodline, born from the depths of her hunger and hatred. It was to these children she first spoke the prophecy, but they believe the word was rule, not end. While they also seek the child who is destined to lead them to dominance, they are not as focused on mindlessly waiting for fate to move. Called the Unending Hunger, they worship the bloody moon, and force all monsters to serve or die.

Antipaladin of the Bloody Moon CR 4

XP 1,200

Human antipaladin 5

CE Medium werepyre (shapechanger)

Init +0; **Senses** darkvision 60 ft., scent; Perception +4

Aura cowardice (10 ft.)

DEFENSE

AC 24, touch 11, flat-footed 24 (+10 armor, +1 deflection, +1 natural, +2 shield)

hp 49 (5d10+15)

Fort +13, **Ref** +8, **Will** +11; +2 vs. disease and mind-affecting*

Defensive Abilities soulless*; **Immune** disease, light blindness*

Vulnerability good-aligned or silver weapons

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +2 *scimitar* +12 (1d6+7/18-20), or bite +10 (1d6+5)

Special Attacks channel negative energy 3/day (DC 16, 3d6), smite good 2/day (+5 attack and AC, +5 damage)

Antipaladin Spell-Like Abilities (CL 5th; concentration +9)

At will—*detect good*

Antipaladin Spells Prepared (CL 2nd; concentration +7)

1st—*bane* (DC 15), *cause fear* (DC 16)

STATISTICS

Str 18 (20), **Dex** 10, **Con** 15, **Int** 10, **Wis** 11, **Cha** 19 (21)
Base Atk +5; **CMB** +11; **CMD** 22

Feats Channel Smite, Command Undead, Step Up, Weapon Focus (scimitar)

Skills Bluff +9, Intimidate +15, Perception +4, Spellcraft +8

Languages Common

SQ beast*, change shape*, cruelty (shaken), fiendish boon (weapon +1, 1/day), touch of corruption 7/day (2d6)

Combat Gear unholy water (5); **Other Gear** +1 full plate, mwk heavy steel shield, +2 scimitar, amulet of natural armor +1, belt of giant strength +2, cloak of resistance +2, headband of alluring charisma +2, ring of protection +1, silver unholy symbol of the bloody moon

*Werepyre racial traits

Antipaladins of the bloody moon always travel in packs (usually groups of 3 to 5). They lack subtlety in whatever action they take, preferring overwhelming force and brutality to meet their goals. They always leave a trail of bodies, having no fear of discovery, and delighting in the murder of fools who hunt them. Only the eldest of their kind learn a measure of restraint, but even then they are prone to terrible savagery when provoked.

While the Order of the Unending Hunger still seeks one who might fulfil the prophecy, it has grown to be less of a concern in recent decades. The first children of the Beast Mother have grown strong and influential, ruling from the shadows over legions of monsters. They see no need for some destined whelp to aid them any longer, and have quietly been slaying any potential prophesied child the packs return with.

Inquisitive Exposure

The nature of a werepyre within civilization is often one of desperate secrecy. Neither aspect of their nature is one which is liable to ingratiate them with humanoids. The best case scenario might be imprisonment or exile, whereas many communities might simply seek to shoot the monster with silvered bolts blessed by whatever passes for a priest.

Lycanthropes usually already have more than a little bigotry directed at werepyres. This can become even more significant for those who are doing their best to blend in with humanoid society. Werepyres are likely to be confused for lycanthropes, especially

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when the “soulless abominations” inevitably go on a blood-crazed rampage. Then, if the populace does get riled up, they are unlikely to be satisfied with a single death, and could easily keep searching until the lycanthropes themselves become a casualty.

More civilized lycanthropes therefore keep an eye out for trouble, and are far more likely to sniff out a werepyre than more ignorant folk. Once discovered, their methods of quiet elimination of the cause for concern could vary based on the subject in question. A “reasonable” werepyre might be issued a firm ultimatum and given a short span of time to leave. One who is considered of higher risk, could simply never wake up after laying down for a good night’s rest.

Wererat Detective CR 5

XP 1,600

Human natural werewolf vigilante^{UI} 5

LN Medium humanoid (human, shapechanger)

Init +0; Senses darkvision 90 ft., low-light vision, scent; Perception +9

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 armor)

hp 30 (5d8+6)

Fort +3, Ref +5, Will +6

Defensive Abilities unshakable (+5)

OFFENSE

Speed 40 ft.

Melee +1 ranseur +10 (2d4+5/×3)

Space 5 ft.; Reach 5 ft. (10 ft. with +1 ranseur)

Special Attacks curse of lycanthropy (DC 15), startling appearance

STATISTICS

Str 16, Dex 10, Con 12, Int 14, Wis 12, Cha 14

Base Atk +5; CMB +8; CMD 18

Feats Dazzling Display, Furious Focus^{APG}, Power Attack, Weapon Focus (ranseur)

Skills Acrobatics +7 (+11 to jump), Bluff +10, Diplomacy +9 (+13 when in your social identity), Disable Device +7, Disguise +10 (+30 to appear as part of polite society while in your social identity), Intimidate +10 (+14 when in your social identity), Perception +9, Sense Motive +9, Stealth +7, Survival +9 (+11 to avoid becoming lost)

Languages Common, Elven, Undercommon

SQ change shape (human, hybrid, and dire rat; *polymorph*), dual identity, lycanthropic empathy (rats and dire rats), social grace, social talents (gossip collector^{UI}, mockingbird^{UI}, social grace^{UI}), vigilante specialization (avenger^{UI}), vigilante talents (shadow’s sight^{UI}, shadow’s speed^{UI})

Combat Gear caltrops (5); Other Gear +2 chain shirt, +1 ranseur, cloak of resistance +1, handy haversack, bear trap^{APG}, bedroll, belt pouch, chalk, compass, crowbar, hemp rope (100 ft.), mirror, masterwork manacles, small tent, thieves’ tools, 817 gp, 3 sp, 9 cp

Wererat Detective (Hybrid Form) CR 5

XP 1,600

Human natural werewolf vigilante^{UI} 5

LN Medium humanoid (human, shapechanger)

Init +0; Senses darkvision 90 ft., low-light vision, scent; Perception +9

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 armor)

hp 30 (5d8+6)

Fort +3, Ref +5, Will +6

Defensive Abilities unshakable (+5); DR 10/silver

OFFENSE

Speed 40 ft.

Melee +1 ranseur +10 (2d4+5/×3), bite +4 (1d4+3 plus disease and curse of lycanthropy; DC 15)

Space 5 ft.; Reach 5 ft. (10 ft. with +1 ranseur)

Special Attacks curse of lycanthropy (DC 15), startling appearance

STATISTICS

Str 16, Dex 10, Con 12, Int 14, Wis 12, Cha 14

Base Atk +5; CMB +8; CMD 18

Feats Dazzling Display, Furious Focus^{APG}, Power Attack, Weapon Focus (ranseur)

Skills Acrobatics +7 (+11 to jump), Bluff +10, Diplomacy +9 (+13 when in your social identity), Disable Device +7, Disguise +10 (+30 to appear as part of polite society while in your social identity), Intimidate +10 (+14 when in your social identity), Perception +9, Sense Motive +9, Stealth +7, Survival +9 (+11 to avoid becoming lost)

Languages Common, Elven, Undercommon

SQ change shape (human, hybrid, and dire rat; *polymorph*), dual identity, lycanthropic empathy (rats and dire rats), social grace, social talents (gossip collector^{UI}, mockingbird^{UI}, social grace^{UI}), vigilante specialization (avenger^{UI}), vigilante talents (shadow’s sight^{UI}, shadow’s speed^{UI})

Combat Gear caltrops (5); Other Gear +2 chain shirt, +1 ranseur, cloak of resistance +1, handy haversack, bear trap^{APG}, bedroll, belt pouch, chalk, compass, crowbar, hemp rope (100 ft.), mirror, masterwork manacles, small tent, thieves’ tools, 817 gp, 3 sp, 9 cp

Hidden communities of lycanthropes tend to police their own out of necessity. They cannot allow one crazed or afflicted individual to turn the rest of them into targets. Thus, it is fairly typical for there to be some authority figure trusted by the rest to investigation and adequately manage concerns. It is relatively common for these individuals to also hold some influential position within the humanoid community, particularly in law enforcement. This allows them to play both sides, while protecting their people.

Wererats are the more common sort of lycanthrope encountered in a city, and the most likely to fulfill such a position even for a more diverse community. With a web of influence they work to be the first on the scene for any situation potentially involving lycanthropes or their interest. They might initiate a cover up for their own protection, even as they work behind the scenes to hunt down the cause of their headache.

Primordial Threats

Werepyres are at least often rare, and sometimes are almost truly unique. At least half of their heritage is immortal, and the longest-lived vampires are likely to take interest in a werepyre's existence. They might seek to create their own hybrid army, imprison the notable curiosity for amusement, or put them to the knife for some dark ritual. Regardless, these staggeringly dangerous threats are almost certain to be vastly more powerful than any individual werepyre. The only potential saving grace might be the insanely paranoid caution possessed by any individual that has somehow managed to survive for many thousands of years.

Any origin can be altered to suit a particular setting, and in many cases there could be multiple methods of inclusion. One common literary trope is to have werepyres be a result of experimentation, such as a breeding program to produce a hybrid superior to both predecessors. Perhaps a vampire wishes to remove weaknesses in their spawn, or a werewolf necromancer conspires with dark forces to raise an unstoppable army. A mad wizard or insane scientist could simply try to create one, if only to see if they can. Then, in settings with more nuanced dealings with lycanthropic and vampiric cultures, it is possible families or clans of each could seal alliances. Alternately, star-crossed lovers might defy their tribes, and wish to walk a path together.

Primordial Werepyre

CR 9

XP 6,400

Drow vampire sorcerer 8

LE Medium undead (augmented humanoid, elf)

Init +6; Senses darkvision 120 ft.; Perception +14

DEFENSE

AC 26, touch 15, flat-footed 23 (+3 armor, +2 deflection, +2 Dex, +1 dodge, +8 natural)

hp 90 (8d6+56); fast healing 5

Fort +9, Ref +8, Will +11; +2 vs. enchantments, +2 bonus vs. poison

Defensive Abilities channel resistance +4; DR 10/magic, 10/silver; Immune sleep, undead traits; Resist cold 10, electricity 10, fire 5; SR 14

Weaknesses light blindness, vampire weaknesses

OFFENSE

Speed 30 ft.

Melee +2 rapier +10 (1d6+6/18-20) or slam +3 (1d4+2 plus energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 19), energy drain (2 levels, DC 19)

Spell-Like Abilities (CL 8th; concentration +13)

1/day—*dancing lights, darkness, faerie fire*

Bloodline Spell-Like Abilities (CL 8th; concentration +13)

8/day—*corrupting touch* (4 rounds)

Sorcerer Spells Known (CL 8th; concentration +13)

4th (4/day)—*wall of fire*3rd (6/day)—*hold person* (DC 18), *suggestion* (DC 18), *vampiric touch*2nd (7/day)—*acid arrow, blindness/deafness* (DC 18), *blur, scorching ray*1st (8/day)—*alarm, cause fear* (DC 17), *grease, hypnotism* (DC 16), *magic missile, protection from good*0 (at will)—*acid splash, detect magic, disrupt undead, ghost sound* (DC 15), *message, read magic, resistance, touch of fatigue* (DC 16)

Bloodline Infernal

STATISTICS

Str 18, Dex 15, Con —, Int 15, Wis 12, Cha 21

Base Atk +4; CMB +8; CMD 23

Feats Alertness, Combat Casting, Combat Reflexes, Dodge, Eschew Materials, Improved Initiative, Iron Will, Lightning Reflexes, Maximize Spell, Spell Focus (necromancy), Spell Penetration, Toughness

Skills Appraise +6, Bluff +24, Diplomacy +12, Fly +6, Intimidate +12, Perception +14, Sense Motive +12, Spellcraft +13, Stealth +14; Racial Modifiers +8 Bluff, +10 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Common, Elven, Undercommon

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SQ bloodline arcana (+2 DC for charm spells), change shape (dire bat or wolf, beast shape II), gaseous form, poison use, shadowless, spider climb
Combat Gear *lesser empower metamagic rod*; **Other Gear** +2 rapier, amulet of natural armor +2, belt of giant strength +2, bracers of armor +3, cloak of resistance +2, ring of feather falling, ring of protection +2

SPECIAL ABILITIES

Famished (Ex) These statistics represent an ancient vampire upon first awakening from a long slumber. They tend to more resembled dried-out corpses, and possess an insatiable hunger for the blood of powerful vampires. Once per month, if the ancient vampire completely drains the blood of a vampire with at least 10 Hit Dice or a werepyre of any Hit Dice, they gain the mythic vampire template at rank 1 (see *Pathfinder Roleplaying Game: Mythic Adventures* for details) or increase their current mythic rank in the template by 1. They can only gain mythic ranks in the template equal to half their

base CR, but might gain other templates or class levels at the GM's discretion.

Truly ancient vampires might hibernate for centuries or longer, awaiting some coming celestial event or for the world to recover from some destruction. They may even have been the source of the apocalyptic event, having moved like an unstoppable plague through the world, devouring some significant portion of the population. Understanding the cattle cannot sustain their ongoing depredations, they must retreat to sleep, allowing their body to wither.

In time however, they emerge. They are weak, at first, and must take great care in regaining power. The ancients have not achieved this state without understanding caution, and so are unlikely to make overt or dangerous moves while they work to recover their strength. However, the rumors of a werepyre's blood might be worth some small risk, since it could literally save them years of time spent directing minions or manipulating prey while hiding safely in the dark.



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