

LUNAR KNIGHTS



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LUNAR KNIGHTS

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CHAPTER 1:

FUR AND FANG, TOOTH AND CLAW

Individual lycanthropes are as different as individual human beings. Each is unique. While having similarities in powers and abilities, it is the mind-set and how the lycanthrope goes about using her powers that make each one an individual.

Before we can understand what it means to be a lycanthrope—how they think and act—we must first explore what a lycanthrope is by examining the standard abilities of the were-beasts, so that we may know what we have to work with. The features described in detail here are common to all lycanthropes, and are summarized in the generic lycanthrope template presented below. When creating your own were-creatures or running one presented in this book, use these detailed descriptions as guidelines.

ALTERNATE ANIMAL FORM

All lycanthropes have an alternate animal form that can be virtually anything. The standard classical lycanthrope shifts into the form of a carnivorous, fur-bearing mammal.

It is with these creatures that this book will be primarily concerned, though a variety of were-creatures are presented alongside the standard types in *Chapter 2: Races*. The GM must decide if these variations are suitable for her campaign. The more outlandish the types of lycanthropes deviate significantly from the classic European legends of werewolves, but individual GMs may wish to indulge their players' creativity with these options.

The animal form of a lycanthrope is a terrible thing to behold. While it may seem normal at a glance, the closer one inspects the were-beast, the closer one comes to the true horror. Were-beast animal forms are stronger and more menacing

in appearance than mundane animals of the same variety. Their eyes often glow in horrid, vile colors, and they are imbued with a spark of intelligence not found in common animals. Claws and fangs are more dreadful and wicked, fur is course and thick, and skin is dark, wrinkled, and thicker than one might think.

HYBRID ANIMAL FORM

The full animal form is not the sole appearance a lycanthrope may take. Some popular stories tell of were-beasts that can assume a form that is neither entirely that of man or animal, but something with aspects of both. This hybrid form can be very dangerous. It provides the lycanthrope with the powers and enhancements of the animal form, but also the stature and manual dexterity of the humanoid form, allowing it to use armor and weapons with its increased physical ability scores. Not all lycanthropes can assume a hybrid form, although most can. As a rule, lycanthropes of a purely carnivorous animal type have a hybrid form, while other types are less likely to. See *Chapter 2: Races* for the details of each lycanthropic breed's hybrid form or lack thereof.

Changing a lycanthrope's form works as the spell *polymorph*. Not all lycanthropes have the strength of will to control their shapeshifting features, while others are extremely adept at it. The cycle of the moon can also affect a lycanthrope's ability to change her shape. (See the *change shape* special quality in the Lycanthrope template).

The majority of the lycanthrope's powers as detailed below are only available to the character while in either her animal or hybrid forms.

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ALTERNATE FORM MASS

When a lycanthrope changes forms, it has the obvious effect of increasing the density of muscle mass to its already existing humanoid form. With such heavy muscle and dense flesh and bone, the lycanthrope tends to weigh in at least half again as much as a normal animal of its size. Some may wonder where this excess mass comes from, or where it goes once the were-beast resumes its normal form and appearance.

Offhand references to magic can only take one so far, despite the fact that Lycanthropes are

extremely magical creatures, with their enhanced powers and abilities closely tied to the supernatural. While the mechanics of such transformations may go unquestioned in a fantasy-based campaign, there are many other genres that can accommodate were-beasts, including modern-day settings and science fiction. The idea of Lycanthropic aliens is certainly not out of the question.

Science teaches us that matter cannot be created or destroyed, only transformed into something else. Taking this into account, one might imagine that when a lycanthrope changes into its animal form, the strain of the transformation would tear the skin from its body. Also, when

the beast shucks its excess mass during its transformation back to humanoid form, the additional muscle might slough off its bones, or literally ooze from the pores of any remaining skin, leaving a nasty mess behind.

Another possible explanation might be sought the idea of alternate dimensions, if one is less interested in body-horror. When a lycanthrope initiates its change, perhaps it calls upon the ethereal energy of its aura to open a gateway to another dimension, where its alternate mass is "stored". Once the lycanthrope is done with the extra mass, she merely activates the ability again and shifts the excess bulk back to the alternate dimension.

Alternately, perhaps the lycanthrope trades places with—or is possessed by—an animal from some other plane of existence in which animals are dominant, such as the Happy Hunting Grounds, the Wolflands, or the Great Hunt. This option is best employed for infected lycanthropes (who lose their sense of self), rather than natural lycanthropes (who retain their sense of self).



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ENHANCED ABILITY SCORES

Humanoids are altered both physically and mentally by lycanthropy.

The change hardens their bodies and increases the efficiency of their metabolism, so that they tire less easily and become inured to debilitating magics, drugs, or poisons. As a rule, lycanthropes are stronger, faster, and tougher than the average humanoid stock they hail from, though the humanoid form may give no indication of these enhancements. A young elven girl of a frail build could secretly be a fearsome lycanthrope. The threat comes from the hidden beast, activated by the transformation into the alternate form.

At the same time, their minds are subtly altered as well, and they develop a perspective more attuned to their primal instincts, needs and drives. This does not necessarily lead lycanthropes to become a total savages, however it may make them harder to dissuade from acting on impulse. Still, their humanoid rationality remains more or less in control.

A lycanthrope that assumes its hybrid or animal form is given increased strength and stamina. This is represented by having a +2 bonus to Strength and Constitution in these forms. The transformation allows a lycanthrope to tap into reserves of strength as well as endure the stress of their environment and physical injury with slightly greater ease. In addition to these adjustments to the base humanoid form's stats, a lycanthrope's ability scores change when she assumes hybrid or animal form. In human form, the lycanthrope's ability scores are unchanged from the base humanoid's form. In animal or hybrid form, the lycanthrope's ability scores are the same as the base humanoid's or the base animal's, whichever ability score is higher.

All lycanthropes gain a +2 bonus to their Wisdom ability score due to an increase in animal cunning. Natural lycanthropes gain the benefit of this bonus all the time, while infected lycanthropes lose this bonus if and when they become free of the curse.

Lycanthropes suffer a -2 penalty to their Charisma ability score. They are not fully in control of their urges or emotions, and their aggressive urges can make dealing with others difficult. The beast within them wants to get out. As such, they have difficulty interacting with others.

SPECIAL ATTACKS AND SPECIAL QUALITIES

One of the most powerful attributes available to a lycanthrope is the gaining of the Special Attack forms and Special Qualities of the animal form they are assuming. Some of these abilities are only available to a lycanthrope while she is in her animal or hybrid form, but she can use them at their full potential while remaining in either of these forms.

Most lycanthropes share the forms of predator species, and thus possess the sharpened senses needed for tracking and locating prey. All lycanthropes have the scent ability, no matter which form they use. Lycanthropes gain low-light vision, which is usable in any form. Some lycanthropes are capable of darkvision if their base animal form possesses that ability.

NATURAL ARMOR AND DAMAGE REDUCTION

Lycanthropes have skin that is thicker and more resilient than normal animals. Besides having additional natural armor bonuses—greater even than that of the base animal form—they are simply harder to wound with physical attacks than natural creatures.

All lycanthropes possess the extraordinary ability to reduce the amount of physical damage they take. Afflicted lycanthropes have 5 points of damage reduction while the more powerful natural lycanthropes have 10 points. This ability is useless against silver weapons, which have alchemical properties that are capable of cutting right through the were-beast's supernatural defenses. Lycanthropes are fearful of silver and have a perfectly rational hatred for all who use it. Sometimes, the mere touch of silver is enough to injure them, burning their flesh like fire or acid.

IMMUNITIES

Due to their shape-changing ability, lycanthropes are effectively immune to any polymorph effect that is used against them. Most choose to shrug off such impositions, preferring their own "natural" forms and abilities. However, when the need arises, they are capable of utilizing the benefits and abilities of such transformations, should they so choose.

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A lycanthrope's change shape ability mimics the *polymorph* spell, which in turn mimics the *beast shape II* spell. If a lycanthrope would gain additional abilities from having a *beast shape III* (or better) spell cast upon her, the creature would surely allow this spell to affect it. For example, were-cats of various breeds would certainly enjoy this benefit, as they could then make use of their base animal's rake attack.

LYCANTHROPIC EMPATHY

All lycanthropes have an innate empathic bond and may communicate with normal and dire versions of their base animal form. This makes animals of that type friendly towards the lycanthrope more often than not. Lycanthropes receive a +4 racial bonus to skill checks related to influencing animals of their same type.

At the same time, this affinity for their base animal can be problematic for Lycanthropes. For instance, herd animals such as cattle and horses may react negatively to the predatory aura of a weretiger, and cats and other small animals may be leery and nervous in the presence of a werewolf.

As an option, some Game Masters may wish to penalize a lycanthrope by giving them a -4 racial penalty on skill checks related to dealing with animals that are normal prey for their type. This will have a negative impact on those lycanthropes who are druids or rangers, as it may limit their options for animal companions.

THE CURSE OF LYCANTHROPY

The bite of a Lycanthrope is widely feared, and with good reason. Their saliva is so potent with their magical essence that they have the ability to pass on their shape-changing affliction to their victims. This ability is true with both natural were-beasts and afflicted lycanthropes.

In the case of the wererat, the victim need not even be bitten. Wererats are so potent with the "disease" of lycanthropy that they may spread it with any attack that successfully causes damage to their opponents. This includes natural attacks and those made with their filth-covered weapons. Because of this, wererats are considered to be **the** most dangerous of the were-folk, despite the infamous reputation of the werewolf. The rabid virulence of their particular curse is isolating, and reinforces the racial tendency towards evil alignments.

In any case, victims exposed to a lycanthropic bite (or wererat attack) must make a Fortitude save against a Difficulty Class of 15. If the check succeeds, the target has managed to shake off the curse until the next time they are exposed to a similar attack. If the character fails the saving throw, they will not realize they have become afflicted until the next full moon—and sometimes not even then (see Afflicted Lycanthropes, below).

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STANDARD LYCANTHROPE TEMPLATE

The standard lycanthrope template is presented here for easy reference:

LYCANTHROPE (CR +1)

Lycanthropes are humanoids with the ability to turn into animals and animal-humanoid hybrid shapes. Natural lycanthropes are born with this ability and have perfect control over their shapechanging. Afflicted lycanthropes contract this ability like a curse or disease from another lycanthrope; they sometimes change form involuntarily.

CREATING A LYCANTHROPE

“Lycanthrope” is an inherited (for natural lycanthropes) or acquired (for afflicted lycanthropes) template that can be added to any humanoid.

Challenge Rating: Same as base creature or base animal (whichever is higher) +1.

Size and Type: The creature (referred to hereafter as the base creature) gains the shapechanger subtype. The lycanthrope takes on the characteristics of some type of animal (referred to hereafter as the base animal) within one size category of the base creature’s size. A lycanthrope’s hybrid form is the same size as the base animal or the base creature, whichever is larger.

AC: In hybrid or animal form the lycanthrope has the natural armor bonus of the base animal increased by +2.

Defensive Abilities: A natural lycanthrope gains DR 10/silver in animal or hybrid form. An afflicted lycanthrope gains DR 5/silver in animal or hybrid form.

Speed: Same as the base creature or base animal, depending on which form the lycanthrope is using. Hybrids use the base creature’s speed.

Melee: A lycanthrope gains natural attacks in animal and hybrid forms according to the base animal.

Special Attacks: A lycanthrope retains all the special attacks, qualities, and abilities of the base creature. In hybrid or animal form it gains the special attacks, qualities, and abilities of the base animal. A lycanthrope also gains low-light vision, scent, and the following:

Change Shape (Su) All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form. A natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. An afflicted lycanthrope can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check, or humanoid form as a full-round action by making a DC 20 Constitution check. On nights when the full moon is visible, an afflicted lycanthrope gains a +5 morale bonus to Constitution checks made to assume animal or hybrid form, but a –5 penalty to Constitution checks made to assume humanoid form. An afflicted lycanthrope reverts to its humanoid form automatically with the next sunrise, or after 8 hours of rest, whichever comes first. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Curse of Lycanthropy (Su) A natural lycanthrope’s bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim’s size is not within one size category of the lycanthrope, this ability has no effect.

Lycanthropic Empathy (Ex) In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal’s attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Ability Scores: +2 Wis, –2 Cha in all forms; +2 Str, +2 Con in hybrid and animal forms. Lycanthropes have enhanced senses but are not fully in control of their emotions and animalistic urges. In addition to these adjustments to the base creature’s stats, a lycanthrope’s ability scores change when he assumes hybrid or animal form. In human form, the lycanthrope’s ability scores are unchanged from the base creature’s form. In animal and hybrid form, the lycanthrope’s ability scores are the same as the base creature’s or the base animal’s, whichever ability score is higher.

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LYCANTHROPY

A creature that catches lycanthropy becomes an afflicted lycanthrope, but shows no symptoms (and does not gain any of the template's adjustments or abilities) until the night of the next full moon, when the victim involuntarily assumes animal form and forgets his or her own identity. The character remains in animal form until the next dawn and remembers nothing about the entire episode (or subsequent episodes) unless he makes a DC 20 Will save, in which case he becomes aware of his condition.

A *remove disease* or *heal* spell cast by a cleric of 12th level or higher cures the affliction, provided the character receives the spell within 3 days of the infecting lycanthrope's attack. Alternatively, consuming a dose of wolfsbane gives an afflicted lycanthrope a new Fortitude save to recover from lycanthropy.

BLOOD WILL TELL

Though all Lycanthropes possess roughly the same suite of powers and abilities, they generally break down into two groups: Natural Lycanthropes, and Afflicted Lycanthropes.

NATURAL LYCANTHROPES

Rarely do the typical stories about were-beasts focus on this type of lycanthropy, preferring instead the gothic tragedy of the afflicted. This particular breed, however, is the more dangerous version of the two. Afflicted lycanthropes only assume their savage animal forms under the light of a full moon nights, but natural lycanthropes have complete control over their shapeshifting powers, and are able to change between forms at will.

Born with their shape changing abilities already, they tend not to display the various telltale features by which others may spot the afflicted: monobrows, pentagram markings on the body, etc (See below). In this way, they may move among more mundane folk with relative ease, lone wolves in sheep's clothing.

When they congregate in large groups, however, natural lycanthropes tend to stay in the wilderness, living as nomadic tribesmen, and remaining apart from civilization. This reduces their chance of encountering rivals for their hunting territories or running across afflicted-type lycanthropes, who

they shun. Such isolation also helps them avoid hunters, for many "normal" humanoids tend to seeing them as beasts to be killed. Encounters with such enclaves of natural lycanthropes often result in misunderstandings and before long even a peaceful clan or pack may be perceived as a threat to the surrounding civilized populace.

As individuals, natural lycanthropes can be found anywhere. They often try to pass themselves off as normal people, concealing their shapeshifting abilities from those they live around. A natural lycanthrope would never wish to be mistaken for an afflicted "killer in disguise". Despite this, forward thinking and tolerant communities will sometimes welcome a natural lycanthrope when one is discovered in their midst, provided that individual uses their abilities for the common good. A town sheriff who is supernaturally impervious to normal weapons is a useful person to know when orcs or brigands come raiding.

AFFLICTED LYCANTHROPES

The more traditional tales of lycanthropy detail the sad histories of these poor souls. Afflicted—often referred to as *cursed*—lycanthropes are those who have no control over the magical disease that has infected their body.

There are a variety of different ways for one to acquire the curse, the most common being the bite of another lycanthrope. Other methods include magical curses dreamed up by spellcasters, pacts with dark powers, as well as the rare and bizarre occurrence of an previously suppressed inner beast emerging to take vengeance against those who have wronged the lycanthrope.

When a character has become infected with lycanthropy, they will most likely remain unaware of their affliction for some time, as no symptoms will appear before the first night of the next full moon. During that night, the afflicted character will undergo a terrible and unwanted transformation into whatever form of animal their curse is based on. This transformation is painful to experience and terrifying to behold. The character loses all sense of self or personal identity, and has no control over his own actions while transformed. The inner beast has taken over, using its new body according to whatever savage instincts drive it. The alignment of the character is suppressed along with her memory,

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allowing the animal to act as it will. Only with the rising of the morning sun will the character return to her normal humanoid form, remembering nothing of the transformation or the previous night's events.

Though afflicted characters retain no memory of their nighttime forays, they may eventually come to understand the circumstance of their condition. Telltale signs of the transformation may be obvious: waking up naked, far from where the character remembers being the previous night. The body of the afflicted may be covered in marks or even wounds from savage events such as hunting or mating. Upon awakening, a cursed individual might be horrified to discover themselves covered in blood. All of these grim signs may impress upon a character the nature of what is happening to him.

Characters who continue to bear the curse of lycanthropy for an extended period may begin to develop strange physical features while in their humanoid forms. The longer one is infected with the curse, the more prominent and diverse the signs of their affliction will become. These are the traditional signs that one is infected:

- Growing a monobrow. This sign is common on males afflicted with the curse.
- The appearance of a pentagram or some other dark and arcane marking somewhere on the body. This symbol may even bleed, hum, or glow when the character is about to undergo his monthly transformation.
- The fingernails and/or teeth become longer and sharper.
- The third (middle) finger becomes elongated and clawed.
- The tongue grows longer and more active.
- The character may become prone to fits of anger and violence.
- The character may develop a taste for rare or even raw meat. Infected lycanthropes who develop this symptom may find themselves tearing into their food like an animal.

Once a character comes to realization what has happened to her, she may begin attempting to exert some control over the transformations. Good-natured sufferers may try to isolate themselves from the rest of the community during nights of the full moon. Alternatively, those of an evil bent might attempt to find ways to isolate themselves **with** those they want to see dead or otherwise harmed during the full moon. In this way, the beast can do what the individual may not have the strength of will—or the means—to accomplish.

Afflicted lycanthropes suffer a double threat to their lives and sanity. Over time, the animal instincts introduced into their bodies begin to take over their minds as well. If the afflicted lycanthrope cannot find a way to be rid of the curse of lycanthropy quickly, they will become forever transformed into a savage monster. Once the character has become aware of their lycanthropic nature, she must make a Willpower save (DC 15 + the number of times transformed) each time she assumes her animal form. Failure will result in the lycanthropic character forever assuming the alignment of the animal form in all of her other forms as well.



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ALIGNMENT

The moral outlook and personal attitudes of lycanthropes are as varied as any other intelligent creatures. Natural lycanthropes may be of any alignment, but tend to favor the alignment of the humanoid race from which they hail. Wererats are the rare exception to this: Those vicious and sneaky beasts have a much greater tendency towards evil (specifically Lawful Evil) no matter what race they come from.

On the other hand, infected lycanthropes are very different. As a humanoid, they may be of any alignment. Once they have transformed during the full moon, however, the alignment of the were-beast takes over. This alignment may be completely different from the humanoid's, and traditionally is. Most infected lycanthropes become evil while in their animal (or hybrid) forms under the light of the full moon.

FREEDOM FROM THE CURSE

A character that has become infected with lycanthropy is forced into a world of constant terror. Whenever the moon is full, danger stalks their closest relatives, friends, and any unwary innocents who may cross the path of the beast within. Loved ones who are not killed outright by the were-beast may be injured by it, thereby contracting the curse and spreading the terror further.

Despite this, after the affliction is uncovered, steps may be undertaken to find a cure. Thankfully, there are many different ways to cure an afflicted lycanthrope, but many of them are difficult or dangerous. Some methods involve using herbs and drugs to calm or cure the beast, while others rely on arcane or divine magics. Of course, legend says that the surest way to undo the curse is to track and kill the creature responsible for spreading the affliction in the first place. In game terms, this latter method can provide an entertaining adventure or goal for your campaign, with brief stops every month to cage or restrain the afflicted character.

Note: Though these methods are useful for curing afflicted lycanthropes, natural lycanthropes cannot be cured of their condition, and would not wish to be cured in any case. Even so, a *miracle* or *wish* could potentially transform a natural lycanthrope into a normal humanoid.

HERBS AND REMEDIES

There are many herbs in folklore that are used in either repelling or curing lycanthropes. The most popular of these is wolfsbane, more commonly known as Monkshood. This tall plant has a slim stem with beautiful blue blossoms. It is native to mountainous regions and grows on wet grassland, stony or rocky slopes, and near forest streams.

Care must be taken in harvesting and preparing the plant, as common monkshood is quite poisonous. It's lethal reputation goes back to ancient times. Hunters have long used it to coat their spears and arrowheads. When consumed, the herb initially acts as a stimulant, giving a +2 alchemical modifier to Strength and Dexterity for 10 minutes. After that, the toxins in the plant paralyze the nervous system. Symptoms of monkshood poisoning include a numbing, tingling, and/or burning sensation in the mouth, abundant salivation, nausea, vomiting, and diarrhea. As the poison does its work, the skin becomes cool, limbs become insensitive, and the pulse accelerates. Death results from respiratory failure and cardiac arrest. Small characters such as halflings or children may be poisoned if they hold monkshood tubers in their hands for a prolonged periods.

Another common herb used to combat lycanthropy is belladonna. The name of the species comes from Latin and means "pretty woman," a reference to its use in ancient times as a cosmetic. Women once treated their faces with belladonna, adding a red blush to the cheeks and a peculiar brightness to the eyes. This was a dangerous practice, however as prolonged use could have deadly results. Belladonna is highly poisonous, a fact that was well known even then.

Belladonna has oval dark-green leaves, bell-shaped violet blossoms and a black, cherry-like fruit. The fruit is particularly attractive, and children all too often fall victim to this dangerous herb. The symptoms of poisoning appear quickly and include dizziness, dry mouth, flush, nausea and vomiting, visual impairment, increased heart rate, agitation and raving, followed by weakness and sleepiness, breathing compression, and death.

Afflicted lycanthropes may attempt to stave off the curse by consuming either wolfsbane or belladonna shortly after being infected. If characters eat one or the other within an hour of the attack, they are allowed a DC 20 Fortitude save to be cured of the

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affliction. The herbs must be freshly picked within the last week.

As noted above, both belladonna and wolfsbane are extremely toxic. The rules for poisoning are as follows:

BELLADONNA

Type Poison, ingested; **Save** Fortitude DC 14

Onset 10 minutes; **Frequency** 1/minute for 6 minutes

Effect 1d2 Str damage, target can attempt one save to cure a lycanthropy condition contracted within the past hour; **Cure** 1 save



WOLFSBANE

Type poison, ingested; **Save** Fortitude DC 16

Onset 10 minutes; **Frequency** 1/minute for 6 minutes

Effect 1d3 Con damage, target can attempt one save to cure a lycanthropy condition contracted within the past hour; **Cure** 1 save

Afflicted characters may also try to use these herbs as a method to control their transformations. Both belladonna and wolfsbane have been used in medical science to develop medicines. A skilled physician or alchemist might be able to concoct a potion or drug to assist characters in preventing or postponing the change. This can be expressed in game terms by the alchemical concoction giving the afflicted character a +5 alchemical bonus to the Constitution check to change form. Of course, some evil doctors or alchemists may devise a means to induce the transformation through herbs or drugs, allowing an afflicted lycanthrope to transform into their animal or hybrid form with its application, whether it is the full moon or not.

Seeking out a particularly rare herb or medicine to cure a lycanthropic plague could form the basis of an entertaining adventure for your campaign.



MAGIC AND PRAYER

A much safer, and more popular treatment, is the use of arcane or divine magic. Spells that may be used include *break enchantment*, *heal*, *limited wish*, *miracle*, *remove curse*, *remove disease*, and *wish*.

While *remove curse* and *remove disease* are relatively low-level spells (3rd level), they must be cast by clerics of at least 12th level to be effective. Even then, the infected must receive the benefit of these spells before the next full moon. Some clerics may not be able to help unless the individual is a member of their faith, or one very similar to it. The same caster level limit applies to the casting of a *heal* spell to cure lycanthropy.

Break enchantment is a useful spell in fighting the curse. However, it can only destroy the affliction if cast during one of the three nights of the full moon.

Miracles and *wish* spells (including *limited wish*) are hard to come by, but once invoked they instantly remove the curse. Gaining these spells from an outside source (a wizard or cleric that is not a member of the character's party) will be **extremely** expensive, either in terms of cash or a favor owed. Those who cannot make up the appropriate funds may be asked to undertake a quest or task in lieu of a fee.

The use of any of these spells is still no guarantee. With the exception of *miracle* and *wish*, once these spells are cast, the afflicted lycanthrope must still succeed at a DC 20 Willpower save to be freed of the curse. The caster of the spell will know whether or not the subject succeeded the saving throw.

HAIR OF THE DOG THAT BIT YOU

The one cure recommended above all others is a quest to destroy the lycanthrope responsible for the original infection. If one is able to slay a powerful were-beast lord, all those who have been infected by him become free of the curse.

Of course, there are some disagreements as to the methods, means, and effects involved. Some say that only the one who strikes the fatal blow will be freed from the beast's affliction. Some insist that the deed must be done under a full moon, and others speak of ritual hunts or consecrated silver knives. Certain scholarly tomes instruct the afflicted to consume the blood, brains, or heart of the beast. Certainly, the process is going to be long, involved, and probably very messy.

Ingesting poisonous plants may seem easier after all...

LUNAR KNIGHTS

CHAPTER 2: MYTHS AND LEGENDS

Throughout history, the legend of the lycanthrope has pervaded folklore. Most of these hoary tales concern themselves with the werewolf. Other lycanthropes are more pervasive in Native American legend, and areas devoid of wolves may also substitute local animals for these legends; werehyenas in Africa, werejaguars and werepumas in South America, and weretigers in India.

METHODS OF AFFLICTION

While legends of the werewolf inflicting the curse with its bite are popular in modern horror fiction, this method is actually quite rare in classic folklore. That means of supernatural transformation is more often attributed to vampires in the older tales. The werewolves of European legend are primarily wicked and evil men who threaten and attack others in the form of wolves. They are given this power by the Devil and commanded by their fiendish master to attack the innocent.

In these stories, the simplest method of becoming a werewolf is to remove one's clothing and wear a belt made of wolf-skin. Variations of this legend also include wearing the entire pelt. The werewolves of this legend are typically referred to as "loup-garou." Other methods include rubbing oneself with a specially-prepared magic salve made from the blood of an animal mixed with that of a young child.

Certain superstitions hold that drinking rainwater from the footprint of a wolf or drinking from a pool frequented by wolves or other animals might also afflict one with lycanthropy. Such pools might already be considered enchanted, blessed, or cursed in some way. Folktales from Italy, France and Germany hold that, on certain summer nights, one would turn into a werewolf by sleeping outside with the full moon shining directly on one's face. The

villain who seeks out the power of the werewolf might try any of these methods, or might opt to try making pact with a fiend or devil.

Many religious scholars of the past insist in their writings that lycanthropy is a divine punishment, inflicted upon those excommunicated from the church. The folklore is filled with stories of God or saints transforming the unrighteous into werewolves.

Finally some werewolves acquire their curse through an accident of birth. Perhaps a young mother is attacked by a wolf during her pregnancy. Perhaps the child is born on the new moon, or under a full moon. Some legends even link werewolves to incidences of epilepsy.

ALTERNATE LYCANTHROPE ABILITIES

A Game Master can use the following regional legends to alter the lycanthrope template with variant or additional powers:

ARMENIA

The werewolves of Armenian legend are said to be women who have committed deadly sins. As a punishment, they are condemned to spend seven years in the form of a wolf. When the woman sins, she is visited by a spirit carrying a wolf skin. The spirit commands the woman to wear the skin, causing her to have an unending craving for human flesh. The werewolf then goes on to devour her own children, along with those of her relatives and neighbors. The werewolf wanders out only at night, with locks and doors springing open at her approach.

Spell-Like Ability: At will – *knock*. The caster level is equal to the werewolf's Hit Dice.

CH 2: MYTHS AND LEGENDS

ETHIOPIA

Most African legends speak of a dangerous shapeshifter known as a buda (or bouda). The buda are traditionally blacksmiths, and can transform themselves into hyenas after nightfall. These creatures rob graves and consume the bodies found within. One can ward one's self against a buda by carrying holy talismans or other divine relics. These items will repel a buda in the same manner than a holy symbol will repel a vampire.

One can recognize a buda in human form by a number of distinguishing traits, including hairiness, gleaming red eyes, and a nasal voice.

Weakness: Buda recoil from strongly presented holy symbols. These things don't harm the buda—they merely keep it at bay. A recoiling buda must stay at least 5 feet away from the holy symbol and cannot touch or make melee attacks against that creature. Holding a buda at bay takes a standard action. After 1 round, a buda can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

FINLAND AND SCANDINAVIA (CR +1)

Fennoscandian werewolves are old women who possess poison-coated claws and have the ability to paralyze cattle and children with their gaze.

Paralytic Gaze (Su): Paralysis (as *hold monster*), range 30 feet, Will negates (DC 10 + 1/2 lycanthrope's Hit Dice + lycanthrope's Constitution modifier).

Poison Claws (Ex): Claws – injury; *save* Fort (DC = 10 + 1/2 lycanthrope's Hit Dice + lycanthrope's Constitution modifier); *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 2 saves.

GREECE

The Greek believe that when a werewolf is slain, it should be cremated or similarly destroyed. Failing to do so will cause the werewolf to return as a vampire in the form of a wolf or hyena. The vampiric creature then prowls the fields in search of blood, and returns to the appearance of a humanoid corpse during the day. Only by decapitating the corpse during the light of day can the creature be slain.

Vampiric Rejuvenation (Su): When the lycanthrope has been slain but not destroyed (using burning, *disintegrate*, or similar effect), it returns the following night as a vampire. Remove the lycanthrope template from the base creature and replace it with the vampire template.

Alternatively, the creature that rejuvenated the next night can be created by adding the vampire template to a wolf or hyena that has been treated as though affected by an *awaken* spell. The creature does not gain the vampire's sunlight weakness, but instead assumes the form of a helpless humanoid corpse during the day.

HAITI

The werewolves of this island nation are known to be evil spirits called "Jé-rouge" (red-eyes). These spirits possess the bodies of others and transform them into cannibalistic lupine creatures.

Possession (Su): Once per round, the lycanthrope can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the lycanthrope's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the lycanthrope must be adjacent to the target. The target can resist the attack with a successful Will save (DC 10 + 1/2



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lycanthrope's hit dice + lycanthrope's Charisma modifier). A creature that successfully saves is immune to that same lycanthrope's possession for 24 hours.

NATIVE AMERICAN (CR +1)

Skin-walkers are supernatural creatures that appear to be humans who go naked, save for an animal skin. However, they can transform themselves into whatever animal form they choose, at will. To enact this change, they wear the pelt of the animal whose form they want to assume. The most often seen forms of the skin-walker are the coyote, crow, fox, owl, or wolf. Some Navajo legends also tell of skin-walkers who are able to steal the body of a person. The Navajo believe that if you lock eyes with a skinwalker, they can absorb themselves into your body. It is also said that skinwalkers avoid the light and that their eyes glow like an animal's when in human form, and when in animal form their eyes do not glow as an animal's would.

Skin-walkers possess a variety of other supernatural powers besides that of shapeshifting. They can read the thoughts of others. They also possess the ability to make any human or animal noise they choose. A skin-walker may use the voice of a relative or the cry of an infant to lure victims out of the safety of their homes.

Skin-walkers are fast and not easily spotted when running. Even a readily visible skin-walker is notoriously difficult to slay, as weapons misfire when aimed at the monster.

Change Shape (Su): This ability works as the *polymorph* spell, however, the skin-walker can assume any animal or humanoid form so long as it wears the skin of the animal or humanoid whose shape it wants to adopt. When using this ability, the skin-walker can assume the shape of specific humanoid individuals, so long as they have the skin of that person.

Darkvision (Su): Skin-walkers have darkvision 60 ft.

Fast Movement (Ex): A skin-walker's land speed is faster than the norm for her race by +10 feet. This applies in all of the skin-walker's forms (humanoid, hybrid, and animal).

Fast Stealth (Ex): A skin-walker can move at full speed while using the Stealth skill without penalty.

Lure (Su) At any point that a skin-walker's targets are unaware of it (for example, if the skin-walker is hiding or concealed in darkness), the skin-walker can call out to the targets, who must be in line of sight and within 60 feet. When the skin-walker calls out, the targets must make a Will save (DC 10 + 1/2 skin-walker's Hit Dice + skin-walker's Charisma modifier) or fall under the effects of a *suggestion* to approach the sound of the skin-walker's voice. This effect functions identically to a *mass suggestion* spell with a caster level equal to the skin-walker's Hit Dice. A creature that saves cannot be affected again by the same skin-walker's lure for 24 hours. The lure is a language-dependant effect, and if the skin-walker uses the victim's name during the lure, the victim takes a -4 penalty on its saving throw. This is a sonic mind-affecting charm effect.

Spell-Like Abilities: Constant – *protection from arrows*; at will – *detect thoughts*, *ghost sound*. The caster level is equal to the lycanthrope's Hit Dice.

SERBIA

Serbian legend regards vampires and werewolves as the same type of creature. These monsters are men who would return from the grave to haunt their widows.

Undead Type: Lycanthropes of this breed gain the undead type and all associated traits.

TAILAND (CR +1)

In Tailand, the most famous lycanthropes are wererocodiles. These monsters are said to be even more powerful than the standard variety, possessing teeth made of diamonds and having the ability to cast spells.

Powerful Bite (Ex): A wererocodile applies twice its Strength modifier to bite damage. The bite of a wererocodile counts as adamantine for the purpose of overcoming DR.

Spells: A wererocodile knows and casts arcane spells as a sorcerer with a caster level equal to its Hit Dice. The wererocodile does not gain any other sorcerer class abilities.

Treasure: The diamond teeth of a wererocodile are worth a number of gold pieces equal to the lycanthrope's hit points x 100.

CHAPTER 3:

CLASSES

All lycanthropes have a class, even if it is an NPC class. Lycanthropes become even more dangerous opponents by training in one of the standard player character classes.

BARBARIANS

A truly horrifying combination of class and template is the lycanthropic barbarian. Imagine the primal animal force of a were-beast mixed with the rage ability of the barbarian (which adds to Strength, Constitution, and movement speed). The lycanthrope, in animal or hybrid form, already has bonuses in all of these areas, so when taking on barbarian class features, it becomes exponentially more powerful.

NEW BARBARIAN RAGE POWER

Lycanthropic Stalker (Su): While raging, the barbarian's natural weapons count as silver for the purpose of overcoming DR. A barbarian must have one of the following rage powers as a prerequisite to take this power: animal fury, lesser beast totem, or lesser fiend totem.

BARDS

Howling fills the night when the full moon reaches the heavens: this sound may be the call and symphony of the lycanthrope bard. Bardic werefolk often write and sing haunting music. Game masters may wish to alter the bard abilities slightly, to inspire animals of the lycanthrope's breed, as well as the bard's companions.

CLERICS

Natural lycanthropes often have their own deities and religions. They tend to focus on the moon-aspect gods or shape-shifting forces, such as dragons that can change their form at will. Besides these, nature gods and goddesses also make for popular idols.

Cursed lycanthropes are usually very antireligious. They cannot understand why the gods would let them suffer under such a terrible affliction, and so turn away from the divine forces.

LUNAR DOMAIN

Deities: Any non-evil deity of the moon.

Granted Powers: The night holds no fear for you, as you are able to call on the light of the moon to aid you or curse your enemies.

Moonfire (Sp): As a standard action, you can unleash a bolt of blue-white light from your outstretched hand. You may target any single foe within 30 feet as a ranged touch attack with this bolt of moonfire. If you hit the foe, the bolt deals 1d6 points of damage + 1 point for every two cleric levels you possess. Alternatively, if the target is a lycanthrope, you may choose to heal the target for a like amount. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Moonbeam (Su): At 8th level, you can emit a 30-foot cone of light for a number of rounds equal to your cleric level. This acts as a *daylight* spell. In addition, lycanthropes within this area are forced to assume their hybrid form. Spells and spell-like abilities with the darkness descriptor are automatically dispelled if brought inside this area. These rounds do not need to be consecutive.

Domain Spells: 1st—*magic fang*, 2nd—*faerie fire*, 3rd—*continual flame*, 4th—*emotion*, 5th—*dimension door*, 6th—*project image*, 7th—*insanity*, 8th—*animal shapes*, 9th—*shapechange*.

DRUIDS

Alongside rangers, druids are a popular class for lycanthrope characters. This class provides the perfect cover with which to mask the condition. How can one prove the druid is a were-beast, when

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one of the eventual powers of the druid is to assume an animal form? This can be both a blessing and a curse, as sometimes druid enclaves are raided by ignorant villagers in retaliation for lycanthrope – or even mundane – animal attacks.

FIGHTERS

Given that they receive Strength bonuses when in their animal or hybrid form, Lycanthropes make excellent fighters. Melee combatants come into contact at a close range, allowing the lycanthrope a chance to infect them.

MONKS

Some lycanthropes prefer the path of the monk. An afflicted individual may chose to become a monk in order to understand more about what she has become. Through focus and concentration, the afflicted monk attempts to master her inner beast.

GM note: A cursed lycanthrope monk can provide interesting role-play opportunities. As an option, when an afflicted lycanthrope monk reaches 20th level, not only does she gain the perfect self monk ability, but she also achieves harmony with her inner animal, transforming her into a natural lycanthrope.

As for a natural lycanthropes, the use of its body as a weapon is nothing new. Few natural lycanthropes become monks, but those who have done so are responsible for several new monastic orders dedicated to animal-style martial arts.

PALADINS

Lycanthropes that become paladins are extremely rare, and Paladins who manage to keep their status despite lycanthropic infection are even more so. An infected paladin who discovers she has become a lycanthrope must do all in her power to remove the affliction. Doing nothing runs the risk of permanent loss of status. Natural lycanthropes who are paladins tend to come from the lawful werelion breed.

RANGERS

With keen enhanced senses and natural hunting skills, all lycanthropes make perfect rangers. Animal instincts can only be a benefit while in the wild,

more so than any normal humanoid is capable of appreciating. NPC lycanthrope rangers are perfect tutors for any PC ranger in the party.

ROGUES

Several lycanthropes receive Dexterity bonuses while they assume their hybrid or animal form. This is a major benefit to the lycanthrope rogue. With quick movements and heightened senses, a werebeast can become a master thief in no time.

SORCERERS

While the majority of a lycanthrope's natural magical aura is consumed in maintaining its shapeshifting abilities, some individuals do still manage to become sorcerers. While not always a charismatic lot, Lycanthropes can still become quite powerful with natural spellcasting. Traditionally, the ruling wererat caste is made up of sorcerers.

Spellcasting for lycanthropes is only possible while in their humanoid or hybrid forms. Unless it possesses the Silent Spell and Still Spell feats, it is impossible for a lycanthrope to cast spells in its animal form. Cursed lycanthropes with these feats do not cast spells in animal form. They prefer to rely on their natural weapons to tear their victims apart.

NEW SORCERER BLOODLINE: LYCANTHROPIC

The curse of lycanthropy has tainted your family sometime in the past. This affliction has waned in the years, but has given you the ability to channel potent magic.

Class Skill: Knowledge (nature).

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

Bonus Feats: Animal Affinity, Eagle Eyes, Eldritch Claws, Endurance, Greater Spell Focus (transmutation), Skill Focus (Knowledge [nature]), Spell Focus (transmutation), Toughness, Weapon Focus (bite).

Bloodline Arcana: When using a transmutation (polymorph) spell on yourself, all of your natural

weapons count as silver for the purpose of overcoming DR.

Bloodline Powers: The taint of lycanthropy is evident in the powers you manifest.

Lycanthrope's Bite (Ex and Su): At 1st level, you can grow fangs as a free action. These fangs are treated as a natural weapon inflicting 1d4 points of damage plus your Strength modifier (1d3 if you are Small). At 5th level, these fangs are considered magical for the purposes of overcoming DR. At 9th level, these fangs are considered silver for the purposes of overcoming DR. At 11th level, the fangs are imbued with the curse of lycanthropy (Bite – curse, injury; *save* Fort DC 10 + 1/2 your sorcerer level + your Constitution modifier, Will DC 10 + 1/2 your sorcerer level + your Constitution modifier to avoid the effects; *onset* on the next full moon; *frequency* on the night of every full moon or whenever the target is injured; *effect* target transforms into a wolf under the GM's control until the next morning), transforming the target into an afflicted werewolf. You can use your fangs for a number of times per day equal to 3 + your Charisma modifier.

Lycanthropic Resilience (Ex): At 3rd level, you gain a +2 natural armor bonus to AC and a +2 resistance bonus to Fortitude saves to resist lycanthropy. At 9th level, these bonuses both increase to +4.

Lycanthropic Senses (Ex): At 9th level, you gain low-light vision and scent. If you already have low-light vision, you gain darkvision 60 ft. You gain a +4 racial bonus to Survival checks when tracking by scent. You also gain the keen senses trait, giving you a +2 racial bonus to Perception checks. If you already have keen senses, you gain Skill Focus (Perception) as a bonus feat.

Lycanthropic Flesh (Ex): At 15th level, you gain DR 5/silver. At 20th level, this ability increases to DR 10/silver. The power of a lycanthrope infuses your body protecting you from its curse. If you acquire the curse of lycanthropy, you become a natural lycanthrope rather than an afflicted lycanthrope.



Power of Beasts (Ex): At 20th level, you become a master of lycanthropes. You can change shape into a wolf at will as a move-equivalent action. While in this wolf form, you are affected as the *beast shape II* spell except that you may stay in this shape as long as you want. Afflicted lycanthropes in their hybrid or animal forms will not attack you unless you attack them. You receive a +4 morale bonus on saving throws made against spells and spell-like abilities cast by lycanthropes.

WIZARDS

Most lycanthrope spellcasters are either clerics or sorcerers, as spellbooks are rather difficult to come by in the wild. On top of this, few natural lycanthrope wizards have the time to be weighed down with an apprentice.

LUNAR KNIGHTS

CALL OF THE WILD: NEW PRESTIGE CLASSES

The following prestige classes are intended solely for the use of lycanthrope characters:

The **Dire Lord** is lycanthrope barbarian who uses her rage to increase her hybrid and animal form abilities.



The **Lunar Knight** channels the divine energy of the moon to enhance her weapons in the service of justice. The **Moon Priest** devoted herself to the lunar gods, gaining incredible powers to heal and remove afflictions. The **Pack Alpha** possesses the power to influence and manipulate his followers and allies to greatness.

DIRE LORD

Just as dire animals are more powerful versions of their more mundane counterparts, so too are dire lords more powerful versions of lycanthropes. These beings have trained their bodies to become even more fearsome and dangerous when they have assumed their hybrid and animal forms. By calling on their inner beasts, they are able to become even stronger, faster, and tougher than the standard lycanthrope.

Any lycanthrope barbarian can become a dire lord. They use their rage to enhance their already formidable physical attributes.

Role: Dire lords are living engines of destruction and fierce close-combat opponents. They use their abilities to become stronger, causing untold devastation with their weapons. A dire lord is able to shrug off all but the most powerful of physical attacks, making them ideal melee combatants and front-line warriors.

Alignment: The savage and feral nature of the dire lord precludes a lawful alignment. They tend to be chaotic; delighting in their fury and unbridled passion of stalking and killing.

Hit Die: d10.

REQUIREMENTS

To qualify to become a dire lord, a character must fulfill all of the following criteria.

Alignment: Any non-lawful.

Race: Any lycanthrope.

Skills: Knowledge (nature) 5 ranks, Survival 5 ranks.

Feats: Improved Control Shape.

Special: Rage class feature.

CLASS SKILLS

The dire lord's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier.

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CLASS FEATURES

All of the following are class features of the dire lord.

Weapon and Armor Proficiency: Dire lords are proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Dire Rage (Ex): A dire lord's class levels count as barbarian levels to determine the number of rounds per day the dire lord can use the rage class feature. Dire lord class levels also count as barbarian levels for the purpose of meeting any prerequisites for rage powers.

Improved Natural Attack: At 2nd level, the dire lord gains Improved Natural Attack as a bonus feat. This feat must be selected for one of the dire lord's natural weapons in hybrid or animal form.

Dire Might (Ex): At 3rd level, the dire lord becomes more powerful when using rage and change shape. When a dire lord is using the rage ability in either her hybrid or animal form, she gains a +2 morale bonus to Strength, Dexterity, and Constitution. This bonus is in addition to the normal bonuses provided by the rage class feature.

Improved Natural Armor: At 4th level, a dire lord gains Improved Natural Armor as a bonus feat. If the dire lord does not have any natural armor in her humanoid form, she only gains the bonus natural armor in her hybrid or animal forms.

Dire Hulk (Su): At 5th level, a dire lord can increase in size. When assuming either her hybrid or animal form and using rage, the dire lord becomes one size class large than normal. The dire lord gains a +2 size bonus to Strength and Constitution, a +2 size bonus to natural armor, and suffers a -2 size penalty to Dexterity. The dire lord also increases the damage dice of her weapons by one step.

LUNAR KNIGHT

Lunar Knights are those lycanthropes who have taken up the cause of fighting evil and injustice, both in the wilds and in more civilized lands. They defend both lycanthropes and non-lycanthropes equally, using their shapechanger powers to augment their martial prowess. Despite their role as warriors, though, lunar knights are often called on to be negotiators for peace. They only become aggressive when necessary, and only in the defense of others or themselves.

All lunar knights have been blessed by both the moon priests and benign moon deities to wield powerful lunar weapons. As a lunar knight becomes more powerful and skilled, so does her weapon.

Fighters, rangers, paladins, and clerics all make superb lunar knights. Rogues and bards often fill the knightly ranks, as sometimes stealth is needed far more than might. Spellcasters may also join the ranks of the lunar knights, but few remain long, as they usually leave to continue their magical training.

NPC Lunar Knights can be great heroes, leaders, or even patrons for the player characters. These lycanthropic warriors are a great inspiration to all, just as much as any paladin.

Role: Lunar knights are crusaders. They travel the land, seeking out evil wherever it may be found and excising it from the region. Their lunar weapons provide excellent capabilities in melee combat, making the lunar knights the vanguard of any attack.

Alignment: As the lunar knights have taken an oath to aid others, they tend to be of good alignment. A lunar knight can otherwise feel free to act in any manner she so chooses. Some are selfless, while others seek a hedonistic lifestyle. As long as they answer the call to aid others, they can follow whatever path they desire.

Hit Die: d10.

TABLE 3-1: DIRE LORD

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+0	+0	Dire rage
2	+2	+1	+1	+1	Improved natural attack
3	+3	+2	+1	+1	Dire might
4	+4	+2	+1	+1	Improved natural armor
5	+5	+3	+2	+2	Dire hulk

LUNAR KNIGHTS



REQUIREMENTS

To qualify to become a lunar knight, a character must fulfill all of the following criteria.

Alignment: Any good.

Base Attack Bonus: +3.

Race: Any lycanthrope.

Skills: Diplomacy 5 ranks.

Special: A lunar knight must be initiated by a moon priest or cleric of a lunar deity with the Lunar Domain who is 5th level or higher.

CLASS SKILLS

A lunar knight's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the lunar knight.

Weapon and Armor Proficiency: Lunar knights are proficient with all simple and martial weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields).

Lunar Oath (Su): At 1st level, a lunar knight swears a holy oath to the moon god(s) and promises to give her life for the defense of others if called upon. This holy oath imbues the lunar knight with a sacred toughness, increasing her hit points by one per lunar knight level. These hit points accumulate as the lunar knight gains levels, to a maximum of 10 hit points as 10th level.

In addition, if wounded, the lunar knight can regain one hit point per lunar knight level by spending ten minutes in prayer to the moon at night. The lunar knight may heal her wounds in this manner only once per night.

Lunar Weapon (Su): At 1st level, a lunar knight may use a standard action to call upon the aid of the moon spirits in order to enhance her weapon for 1 minute per lunar knight level. When called, the spirit causes the weapon to shed light as a torch. At 1st level, this spirit grants the weapon a +1 enhancement bonus. For every three levels beyond 1st, the weapon gains another +1 enhancement bonus, to a maximum of +4 at 10th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +4, or they can be used to add any of the following weapon properties: defending, disruption, flaming, flaming burst, ghost touch, holy, keen, merciful, and speed. Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the weapon already has, but

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TABLE 3-2: LUNAR KNIGHT

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+0	+0	Lunar oath, lunar weapon +1
2	+2	+1	+1	+1	Fearsome howl
3	+3	+2	+1	+1	Lunar grace +2
4	+4	+2	+1	+1	Lunar weapon +2
5	+5	+3	+2	+2	Ignore damage reduction 5
6	+6	+3	+2	+2	Lunar resistance
7	+7	+4	+2	+2	Lunar weapon +3
8	+8	+4	+3	+3	Lunar grace +4
9	+9	+5	+3	+3	Hunter in night
10	+10	+5	+3	+3	Ignore damage reduction 10, lunar weapon +4

duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The moon spirit imparts no bonuses if the weapon is held by anyone other than the lunar knight but resumes giving bonuses if returned to the lunar knight. These bonuses apply to only one end of a double weapon. A lunar knight can use this ability once per day at 1st level, and one additional time per day for every three levels beyond 1st, to a total of four times per day at 10th level.

If a weapon bonded with a moon spirit is destroyed, the lunar knight loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the lunar knight takes a -1 penalty on attack and weapon damage rolls.

Fearsome Howl (Ex): At 2nd level, a lunar knight is able to strike fear into her foes by unleashing a terrible howl, shout, or roar. She gains a +4 bonus to Intimidate checks to demoralize an opponent. This ability can only be used in hybrid or animal form.

Lunar Grace (Su): At 3rd level, a lunar knight gains divine protection from the moon god(s). During the night, when the moon is visible, the lunar knight gains a +2 sacred bonus to saving throws. This bonus increases to +4 at 8th level.

Ignore Damage Reduction (Ex): At 5th level, a lunar knight is capable of striking her opponent with sufficient force to ignore up to 5 points of the enemy's DR. At 10th level, the lunar knight may ignore up to 10 points of DR. This bonus only applies when the lunar knight is wielding a melee weapon; it does not apply to ranged weapons or natural attacks.

Lunar Resistance (Ex): At 6th level, a lunar knight is imbued by the moon deities with additional protection. The lunar knight gains spell resistance equal to 10 + the lunar knight's class level. This spell resistance only applies during the night and when the moon is visible.

Hunter in the Night (Ex): At 9th level, a lunar knight gains darkvision 60 ft. She can use this ability in all of her lycanthrope forms (normal, hybrid, and animal). If the lunar knight already possesses darkvision, its range is increased by 30 ft.

MOON PRIEST

Moon priests are lycanthropes who have chosen to devote their lives to the worship of moon deities. They are the chosen divine spellcasters of these deities, and speak for the lunar gods in holy matters. These priests wander the world, seeking to aid the afflicted against further harm from evil lycanthropes. They are experts in removing the curse of lycanthropy as well as other, more mundane diseases.

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Lycanthrope clerics and paladins often become moon priests, following their devotion to the lunar gods towards destiny. Druids, monks, and rangers sometimes choose to become moon priests, and are very good in the role. It is rare when a rogue, bard, fighter, or barbarian becomes a moon priest, but not unheard of. Sorcerers and wizards sometimes become moon priests to enhance their spell knowledge and gain access to the moon priest's special healing abilities.

NPC moon priests are lone wanderers, seeking to aid the helpless against evil-natured or cursed lycanthropes. Their natural reclusiveness may cause them to be seen as mad hermits or witches by local townsfolk, yet the same people will still consult them when in need of restorative magic or a healing salve. These moon priests try to keep their shapechanger identity secret from non-lycanthropes, while helping whomever they can.

Hit Die: d8.

REQUIREMENTS

To qualify to become a moon priest, a character must fulfill all of the following criteria.

Alignment: Any non-evil.

Race: Any lycanthrope.

Spells: Must be able to cast *remove curse* as a divine spell.

Special: The character must have the Lunar domain.

CLASS SKILLS

A moon priest's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the moon priest.

Weapon and Armor Proficiency: Moon priests gain no proficiency with any weapon or armor.

Curse Breaker (Su): The moon priest gains a +2 competence bonus to caster level checks when using *break enchantment*, *remove curse*, or any similar effect. This bonus increases to +4 at 5th level.

Spells per Day: At the indicated levels, a moon priest gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class. She does not, however, gain other benefits of that class other than spells per day, spells known, and an increased effective level of spellcasting. If she had more than one divine spellcasting class before becoming a moon priest, she must decide which class gains the new level for the purpose of determining spells per day.

Master Healer (Su): At 2nd level, the healing spells cast by a moon priest are enhanced. All spells cast by the moon priest with the healing descriptor are cast as though the character has +2 caster levels.

Silver Tolerance (Ex): At 3rd level, a moon priest is blessed by her god to resist the harmful effects of silver. The moon priest gains DR 2/—. This amount increases by +2 at 6th and 9th level.

Controlled Bite (Ex): At 4th level, a moon priest may choose whether or not to inflict the curse of lycanthropy on her target when using her bite attack.

Lunar Healing (Su): At 6th level, on nights when the moon is visible, all of the cure spells cast by a moon priest are treated as if they were empowered, increasing the amount of damage healed by half (+50%). This does not apply to damage dealt to undead with a cure spell. This does not stack with the Empower Spell metamagic feat.

Improved Lycanthropy (Su): At 7th level, the moon priest can control the curse of lycanthropy inflicted by her bite. The moon priest can choose to infect the target with lycanthropy. If she chooses to do so, the target becomes a natural lycanthrope rather than an afflicted lycanthrope.

Remove Lycanthropy (Su): At 8th level, a moon priest can completely remove the curse of lycanthropy from an afflicted lycanthrope (no check or saving throw required), no matter how the curse was introduced to the target. This completely removes all benefits and penalties gained from the lycanthrope template, turning the lycanthrope back into a normal humanoid of her type. This supernatural ability can be done only at night, under the light of the moon. Using this ability is a full-round action. A moon priest cannot use this ability

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TABLE 3-3: MOON PRIEST

Level	BAB	Fort	Ref	Will	Special	Spells Per Day
1	+0	+1	+0	+1	Curse breaker +2	+1 level of existing divine spellcasting class
2	+1	+1	+1	+1	Master healer	+1 level of existing divine spellcasting class
3	+2	+2	+1	+2	Silver tolerance +2	+1 level of existing divine spellcasting class
4	+3	+2	+1	+2	Controlled bite	+1 level of existing divine spellcasting class
5	+3	+3	+2	+3	Curse breaker +4	+1 level of existing divine spellcasting class
6	+4	+3	+2	+3	Lunar healing, silver tolerance +4	+1 level of existing divine spellcasting class
7	+5	+4	+2	+4	Improved lycanthropy	+1 level of existing divine spellcasting class
8	+6	+4	+3	+4	Remove lycanthropy	+1 level of existing divine spellcasting class
9	+6	+5	+3	+5	Silver tolerance +6	+1 level of existing divine spellcasting class
10	+7	+5	+3	+5	Extra domain	--

on a natural lycanthrope. Should the moon priest be an afflicted lycanthrope, she may use this ability on herself, but loses all benefits of the moon priest prestige class afterwards, becoming a cleric of an equivalent level.

Extra Domain: At 10th level, a moon priest gains access to a bonus domain of her choice. The moon priest can choose any domain provided by her deity. The moon priest gains the granted powers associated with the domain she chooses, and can select spells in that domain as her daily domain spells.

PACK ALPHA

The mighty pack alphas have tapped the power of their animal magnetism and use its potent magical effects to reign over others around them. This class draws a disproportionate number of male lycanthropes, who use the attendant abilities to dominate members of their pride, pack, or family group. However, females are just as capable of tapping into their spiritual leadership potential and ruling a pack.

Any lycanthrope with a high Charisma score may become a good pack alpha. This is especially true with bards and sorcerers, who rely on Charisma for their class features. Warrior lycanthropes who become Pack Alphas often evolve into tyrants or warlords, using their supernatural powers to dominate through strength rather than will.

NPC pack alphas are always found as the leaders of their people. These individuals are powerful, holding the love and/or fear of their clan or pack. Their subjects will risk a great deal to safeguard their leader, to the point of sacrificing their own lives.

Role: Pack alphas use their influence to affect others around them, controlling their actions with overbearing presence and supernaturally-aided charisma. While their lycanthropic abilities make them formidable combatants, their strength truly lies in aiding their cohorts and followers.

Alignment: Pack alphas can be of any alignment, though they tend to be lawful as they feel the need to impose order upon others. Good-aligned alphas may choose to rule with gentle laws and kind words, while

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those of Evil alignments are vicious tyrants, using their natural powers to dominate and subjugate.

Hit Die: d8.

REQUIREMENTS

To qualify to become a pack alpha, a character must fulfill all of the following criteria.

Race: Any natural lycanthrope.

Skills: Diplomacy or Intimidate 7 ranks.

Feats: Leadership.

CLASS SKILLS

The pack alpha's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (any) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the pack alpha.

Weapon and Armor Proficiency:

Pack alphas are proficient with all simple and martial weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields).

Combat Training: A pack alpha adds his level to any levels of fighter he might have for the purpose of meeting any prerequisites for feats. If he has no fighter levels, treat his pack alpha levels as fighter levels.

Skill Focus: A pack alpha gains Skill Focus as a bonus feat at 1st level. The pack alpha must choose this feat for either Diplomacy or Intimidate.

Alpha's Influence (Ex): The pack alpha exerts influence over allies in the area. Using the alpha's influence is a swift action. The alpha influence remains in effect until the pack alpha uses a free action to dismiss it. A pack alpha can have an alpha's influence active continually.

Alpha's influence affects all allies within 60 feet (including himself) who can hear the pack alpha. An ally must have an Intelligence score of 3 or higher and be able to understand the pack alpha's language to gain the bonus. An alpha's influence is dismissed if the pack alpha is dazed, unconscious, staggered, paralyzed, or otherwise unable to be heard or understood by her allies.

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All bonuses granted by an alpha's influence are circumstance bonuses. Beginning at 1st level the alpha's influence lets allies add +1 to attack rolls, weapon damage rolls, saving throws, and skill checks. This bonus improves by +1 at 5th and 10th level.

Bonus Feat: At 2nd level, a pack alpha may choose a bonus combat feat. This is in addition to the feats that a character of any class normally gets from advancing levels. The character must still meet any prerequisites for these bonus feats. A pack alpha gains an additional combat feat at 4th, 6th, and 8th level.

Move Followers (Ex): Starting at 3rd level, a pack alpha can direct and motivate his followers to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his followers within 30 feet (but not to himself). Each of the affected followers takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the followers' initiative count; the round continues normally after the pack alpha's turn is over. This ability only affects the cohort and followers of the pack alpha gained through her Leadership feat or any lycanthrope allies who see the pack alpha as their leader.

At 7th level, a pack alpha gains the ability to grant an extra move action to her followers twice per day.

A character can take only one extra move action per round. If a follower chooses not to take the extra move action, it is lost.

Dauntless (Ex): At 9th level, a pack alpha is immune to fear. In addition, any allies within 30 feet that view the pack alpha as their leader are immune to fear effects.



TABLE 3-4: PACK ALPHA

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+1	Alpha's influence +1, combat training, skill focus
2	+1	+1	+1	+1	Bonus combat feat
3	+2	+1	+1	+2	Move followers 1/day
4	+3	+1	+1	+2	Bonus combat feat
5	+3	+2	+2	+3	Alpha's influence +2
6	+4	+2	+2	+3	Bonus combat feat
7	+5	+2	+2	+4	Move followers 2/day
8	+6	+3	+3	+4	Bonus combat feat
9	+6	+3	+3	+5	Dauntless
10	+7	+3	+3	+5	Alpha's influence +3

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CHAPTER 4: WILD FEATS

Feats are special traits that grant abilities beyond those known by normal beings. Lycanthropes benefit from feats just as much as any other character.

NEW FEATS

The following feats are intended for use by lycanthropes, both natural and afflicted. Many of these feats are restricted to either one type or the other.

BESTIAL HERITAGE

You adopt the skills of your lycanthropic blood.

Prerequisites: Any lycanthrope with a base animal that possesses racial modifiers to one or more skills.

Benefit: You gain the racial modifiers of your base animal form as a racial modifier to your own skills. These racial modifiers can be used in any lycanthropic form you assume (human, hybrid, or animal).

Normal: A lycanthrope does not possess the racial modifiers of the base animal.

COMMAND LYCANTHROPE (CHANNELING)

You can command lycanthropes by channeling your divine power.

Prerequisites: Channel energy class feature, worshipper of a moon-aspect deity.

Benefit: As a standard action, you may channel energy to command lycanthropes within 30 feet of you. The lycanthropes get a Will save to negate the effect, with a DC equal to $10 + \frac{1}{2}$ your divine class level + your Charisma modifier. Lycanthropes failing the Will save fall under your control and obey your commands to the best of their ability.

The lycanthropes under your control receive a new saving throw each day to resist your command. You can control any number of lycanthropes so long as their total hit dice does not exceed your divine caster level. If a lycanthrope is under the control of another creature, you must make an opposed Charisma check if you issue it conflicting orders.

FUR SHIFT

You can alter the length of your fur and hair.

Prerequisites: Improved Control Shape, natural lycanthrope

Benefit: You may alter the length and thickness of your hair and fur. This supernatural ability is usable in any form at will, as a move-equivalent action. While altering the length of your hair, you receive a +4 racial bonus to Disguise checks.

GREATER CONTROL SHAPE

You are a master of changing your shape.

Prerequisites: Improved Control Shape, lycanthrope

Benefit: Once per day, when making a Constitution check to change shape, you may roll twice and take the better of the two results. You must decide to use this ability before making the roll.

HORRIBLE TRANSFORMATION

Your transformation into animal or hybrid form is terrifying to behold.

Prerequisites: Any lycanthrope.

Benefit: You have trained yourself to make your transformation into your animal or hybrid form as terrifying as possible. Any non-lycanthrope of a size equal to or smaller than yourself who witnesses

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your transformation must make a Willpower save (DC 10 + your Charisma modifier + 1/2 your Hit Dice) or be shaken (-2 penalty to all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks) for a number of rounds equal to one-half your Hit Dice plus your Charisma modifier (if positive).

IMPROVED CONTROL SHAPE

You are able to change shape more easily.

Prerequisites: Lycanthrope

Benefit: You get a +4 bonus on Constitution checks to change your shape.

LUNAR POWER

You are born with the blessings of the lunar gods, giving you increased power during the full moon.

Prerequisites: Natural lycanthrope

Benefit: During the three nights of the full moon, you gain a sacred bonus of +2 to Strength, Dexterity, and Constitution while in your animal or hybrid forms. These bonuses only apply while the full moon is visible above the horizon.

Note: Game Masters should keep track of the cycles of the moon. A full moon occurs approximately every 28 days.

MOON MAGIC

You can cast spells even while in a form that cannot normally cast spells.

Prerequisites: Int, Wis, or Cha 13 (depending on spellcasting class), ability to cast arcane or divine spells, natural lycanthrope

Benefit: You can complete the verbal and somatic components of spells while using change shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell.

You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while using change shape.

QUICK CHANGE

You may change forms faster than normal.

Prerequisites: Improved Control Shape, lycanthrope

Benefit: You can change shape as a free action.

Normal: A lycanthrope can change shape as a move-equivalent action.

SUGGESTED FEATS

- Ability Focus can be taken by a lycanthrope to increase the potency of their curse of lycanthropy.
- Alertness or Skill Focus (Perception) will prove beneficial to all lycanthropes, and may also be used to represent the senses of the humanoid form growing even stronger under the effects of the curse.
- Combat Reflexes synergizes well, representing the fast maneuverability and reactions of the lycanthrope. The same is true with Improved Initiative, Dodge and its tree of feats. (Mobility, Spring Attack, etc)
- Multiattack is recommended for those lycanthropes with more than one natural attack form.
- Improved Critical for one or more natural attacks makes the beast form more deadly. Adding Power Attack in combination only makes this feat more dangerous.
- Lycanthropes with the Run feat can cover long distances extremely fast, and adding Endurance means that they will be less winded upon arrival.
- Werecheetahs who wish to make use of their enhanced speed may wish to select the Mobility and Spring Attack feats as soon as they become available. Combat Expertise is also another recommended werecheetah feat.
- Werewolves and werelions should give serious consideration to the Leadership feat, to reflect the pack or pride with whom they often travel.

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CHAPTER 5:

MONSTROUS BEASTS AND WHERE TO FIND THEM

Lycanthropes can exist in any environment, and the sheer diversity of these shapeshifters makes them acclimated to all regions of the world. Below the busy urban streets are sewers filled with chattering wererats. In the forest, packs of werewolves run free and hunt animals and humanoids alike. Werelions stalk the plains, claiming the vast savannahs as their personal kingdoms. The oceans are prowled by the vicious and ravenous weresharks. As lycanthropes can assume human form, they are found in all regions where humanoids congregate or travel. While nowhere is safe from those wicked, monstrous types that desire to consume humanoid flesh, some are benevolent creatures who merely seek to hide and keep to themselves.

This section details several varieties of lycanthropes. This list, while large, is by no means complete. In addition to the various lycanthropes contained herein, this section also details several new creatures that would be appropriate to a lycanthropic campaign.

LYCANTHROPE, WEREAPE

A lumbering beast with a simian gait approaches you, pounding heavy knuckles into the dirt; its deep-set eyes peer at you with deadly intelligence.

WEREAPE (HUMAN FORM) CR 3

XP 800

Human natural wereape fighter 3

N Medium humanoid (human, shapechanger)

Init +1; **Senses** low-light vision, scent; **Perception** +5

DEFENSE

AC 15, touch 11, flat-footed 14; (+4 armor, +1 Dex)
HP 27 (3d10+6)

Fort +5, **Ref** +2, **Will** +3; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee masterwork spear +7 (1d8+4/x3)

Ranged javelin +4 (1d6+3)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +6; **CMD** 17

Feats Combat Reflexes, Great Fortitude, Intimidating Prowess, Power Attack, Skill Focus (Acrobatics)

Skills Acrobatics +6, Climb +8, Intimidate +7, Perception +5

Languages Common

SQ armor training 1, change shape (human, hybrid, and gorilla; *polymorph*), lycanthropic empathy (gorillas and dire apes)

ECOLOGY

Environment warm forests

Organization solitary, pair, or band (1-6 plus 1d4 gorillas)

Treasure NPC gear (masterwork hide armor, masterwork spear, 4 javelins, other treasure)

WEREAPE (HYBRID FORM)

N Large humanoid (human, shapechanger)

Init +1; **Senses** low-light vision, scent; **Perception** +5

DEFENSE

AC 20, touch 11, flat-footed 18; (+4 armor, +2 Dex, +5 natural, -1 size)

HP 30 (3d10+9)

Fort +6, **Ref** +3, **Will** +3; +1 vs. fear

Defensive Abilities bravery +1; **DR** 10/silver

OFFENSE

Speed 30 ft., climb 30 ft.

Melee masterwork spear +8 (1d8+6/x3), bite +3 (1d8+2 plus curse of lycanthropy), or

2 slams +7 (1d6+4), bite +3 (1d8+2 plus curse of lycanthropy)

Ranged javelin +5 (1d6+4)

Space 10 ft.; **Reach** 10 ft.

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STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** 10, **Wis** 14, **Cha** 6
Base Atk +3; **CMB** +8; **CMD** 20

Feats Combat Reflexes, Great Fortitude, Intimidating Prowess, Power Attack, Skill Focus (Acrobatics)

Skills Acrobatics +7, Climb +17, Intimidate +8, Perception +5

Languages Common

SQ armor training 1, change shape (human, hybrid, and gorilla; *polymorph*), lycanthropic empathy (gorillas and dire apes)

Wereapes, or weregorillas, are lycanthropes native to jungles and warm forests. They are found as both solitary creatures and in large groups (known as bands). Bands of wereapes are dominated by a single, physically powerful leader, who is usually male. While generally peaceful and reclusive, wereapes are fierce adversaries when it comes to defending their territory or other members of their band. Much like their animal counterparts, when wereapes intend to warn off any potential threats, they will perform a great display of aggression. This often includes roaring, beating the ground and/or chest, and shaking nearby trees to display their great strength.

Smaller wereapes are found in areas where the trees of the jungle are thicker. These wereapes assume the shapes of chimpanzees or orangutans when in their animal forms. In their hybrid and animal forms, these lycanthropes are only of Medium size. In their humanoid forms, wereapes tend to be heavily built, with large chests and upper torsos.

LYCANTHROPE, WEREBAT

A winged monster screeches as it dives toward you from the sky, gliding on massive, leathery wings where its arms should be. Its face is contorted with an up-turned nose just above a mouth filled with needle-sharp fangs. A pair of massive ears dominate the sides of the beast's head.

WEREBAT (HUMAN FORM) CR 3 XP 800

Human natural werebat fighter 3

NE Medium humanoid (human, shapechanger)

Init +2; **Senses** low-light vision, scent; **Perception** +1

DEFENSE

AC 19, touch 12, flat-footed 17; (+6 armor, +2 Dex, +1 shield)

HP 27 (3d10+6)

Fort +5, **Ref** +3, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee masterwork longsword +6 (1d8+2/19-20)

Ranged masterwork mighty composite longbow +7 (1d8+2/x3)

STATISTICS

Str 15, **Dex** 15, **Con** 14, **Int** 12, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +5; **CMD** 17

Feats Combat Reflexes, Deadly Aim, Point Blank Shot, Precise Shot, Weapon Focus (longbow)

Skills Climb +4, Intimidate +4, Stealth +1, Survival +7, Swim +4

Languages Common, Undercommon

SQ armor training 1, change shape (human, hybrid, and dire bat; *polymorph*), lycanthropic empathy (bats and dire bats)

ECOLOGY

Environment temperate or tropical hills and forests

Organization solitary, pair, or colony (1d4 plus 1d6 dire bats)

Treasure NPC gear (chainmail, light steel shield, masterwork longsword, masterwork mighty composite longbow (+2 Str) with 20 arrows, other treasure)

WEREBAT (HYBRID FORM)

NE Large humanoid (human, shapechanger)

Init +2; **Senses** low-light vision, scent; **Perception** +1

DEFENSE

AC 22, touch 11, flat-footed 20; (+6 armor, +2 Dex, +5 natural, -1 size)

HP 30 (3d10+9)

Fort +6, **Ref** +3, **Will** +3; +1 vs. fear

Defensive Abilities bravery +1; **DR** 10/silver

OFFENSE

Speed 30 ft., fly 40 ft. (good)

Melee bite +5 (1d8+3 plus curse of lycanthropy)

Space 10 ft.; **Reach** 5 ft.

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STATISTICS

Str 17, **Dex** 15, **Con** 16, **Int** 12, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +8; **CMD** 20

Feats Combat Reflexes, Deadly Aim, Point Blank Shot, Precise Shot, Weapon Focus (longbow)

Skills Climb +5, Fly +0, Intimidate +4, Stealth +1, Survival +7, Swim +5

Languages Common, Undercommon

SQ armor training 1, change shape (human, hybrid, and dire bat; *polymorph*), lycanthropic empathy (bats and dire bats)

The werebat is a cousin of the wererat breed. They sometimes ally with their lycanthropic cousins to act as scouts or air-support during large attacks.

Most werebats are strictly nocturnal, even while in full humanoid form. They find daylight oppressive to their sensitive eyes, and the noises of everyday life bothersome to their acutely sensitive hearing. Werebats are frequently mistaken for vampires, much to the embarrassment of monster hunters who attack these beasts with the wrong weapons.

While some werebats take on the blood-letting traits of the less-common vampire bat, the majority tend to be as insectivorous as their natural breed. They seek out giant varieties of vermin, as mundane insects make for rather meager fare. Their eating habits have lead some communities to recruit werebats as a form of pest-control, keeping the monstrous insects and arachnids away from their homes and fields.

Much like werewolves and wererats, werebats tend to congregate in large numbers as a means of both protection and community. It is rare for one of these colonies to have a dedicated leader, as bats merely colonize for mutual protection. However, as with humanoid species, they will sometimes fall under the sway of a powerful and/or charismatic leader who dominates the colony in the manner of a werewolf or werelion.

LYCANTHROPE, WERECHEETAH

The savannah erupts with activity as a sleek-bodied humanoid rushes toward you. Its body is covered in short fur and dotted with spots, and its feline face is streaked with more spots and lines under its eyes and long its nose.

WERECHEETAH (HUMAN FORM) CR 3 XP 800

Human natural werecheetah ranger 3

N Medium humanoid (human, shapechanger)

Init +6; **Senses** low-light vision, scent; **Perception** +8

DEFENSE

AC 15, touch 12, flat-footed 13; (+3 armor, +2 Dex)

HP 24 (3d10+3)

Fort +4, **Ref** +5, **Will** +3

OFFENSE

Speed 30 ft.

Melee short sword +5 (1d6+2/19-20)

Ranged masterwork composite longbow +6 (1d8+2/x3)

Special Attacks favored enemy (animals +2)

STATISTICS

Str 14, **Dex** 15, **Con** 13, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 17

Feats Agile Maneuvers, Endurance, Improved Initiative, Point Blank Shot, Run

Skills Acrobatics +5, Handle Animal +5, Heal +8, Knowledge (geography) +6, Knowledge (nature) +6, Perception +8, Stealth +8, Survival +8

Languages Common

SQ change shape (human, hybrid, and cheetah; *polymorph*), favored terrain (plains +2), lycanthropic empathy (cheetahs and dire cheetahs), track +1, wild empathy +2

ECOLOGY

Environment warm plains

Organization solitary or pair

Treasure NPC gear (masterwork studded leather, short sword, masterwork mighty composite longbow [+2 Str] with 20 arrows, other treasure)

WERECHEETAH (HYBRID FORM)

N Medium humanoid (human, shapechanger)

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

DEFENSE

AC 30, touch 14, flat-footed 16; (+3 armor, +4 Dex, +3 natural)

HP 27 (3d10+6)

Fort +5, **Ref** +7, **Will** +3

DR 10/silver

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OFFENSE

Speed 30 ft.; sprint

Melee short sword +7 (1d6+3/19-20), bite +2 (1d6+1 plus curse of lycanthropy plus trip), or bite +6 (1d6+3 plus curse of lycanthropy plus trip), 2 claws +1 (1d3+1)

Ranged masterwork composite longbow +8 (1d8+2/x3)

Special Attacks favored enemy (animals +2)

STATISTICS

Str 17, **Dex** 19, **Con** 15, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +3; **CMB** +7; **CMD** 20

Feats Agile Maneuvers, Endurance, Improved Initiative, Point Blank Shot, Run

Skills Acrobatics +7, Handle Animal +5, Heal +8, Knowledge (geography) +6, Knowledge (nature) +6, Perception +8, Stealth +10, Survival +8

Languages Common

SQ change shape (human, hybrid, and cheetah; *polymorph*), favored terrain (plains +2), lycanthropic empathy (cheetahs and dire cheetahs), track +1, wild empathy +2

SPECIAL ABILITIES

Sprint (Ex) Once per hour, a werecheetah can move at 10 times its normal speed (300 feet) when it makes a charge.

The sleek and agile werecheetahs dominate the open plains. They are most often found in the hot grasslands of the savanna regions, where they are the masters of the hunt. Despite this, where their territories come into conflict with those of werelions and wereleopards, they often make way to these more powerful lycanthropes, choosing to find more available hunting spots.

Werecheetahs are solitary creatures. They prefer to have isolated hunting territories, and typically gather only to mate. Werecheetahs form intimate families, consisting of a mated couple and their immediate children. When the children have reached their age of majority, they are often sent out on their own to find hunting grounds for themselves. Though they may stay together for a while, they almost always have a parting of ways.

Like most werecats, werecheetahs must rely on their stealth and agility to survive. Having few

available allies makes one cautious about how and what one hunts.

Werecheetahs may develop spots in their hair while in their humanoid forms. Werecheetahs in their humanoid forms will often have blonde or sandy colored hair.

LYCANTHROPE, WERECROCODILE

A scaled monster erupts from the water. Its long head sports an enormous mouth filled with dozens of sharp teeth. Though its body is humanoid, it is covered in armored hide, and its hands have webbed fingers ending in powerful claws.

WERECROCODILE (HUMAN FORM) CR 3

XP 800

Human natural werecrocodile barbarian 3

CE Medium humanoid (human, shapechanger)

Init +1; **Senses** low-light vision, scent; **Perception** +8

DEFENSE

AC 14, touch 11, flat-footed 13; (+3 armor, +1 Dex)

HP 31 (3d12+6)

Fort +5, **Ref** +2, **Will** +3

Defensive Abilities trap sense +1, uncanny dodge

OFFENSE

Speed 40 ft.

Melee masterwork greatsword +8 (2d6+4/19-20)

Ranged throwing axe +4 (1d6+3)

Special Attacks rage 10 rounds/day, rage power (strength surge)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +6; **CMD** 17

Feats Cleave, Power Attack, Weapon Focus (greatsword)

Skills Acrobatics +7, Handle Animal +4, Intimidate +4, Perception +8, Survival +8, Swim +9

Languages Common

SQ change shape (human, hybrid, and crocodile; *polymorph*), fast movement, lycanthropic empathy (crocodiles and dire crocodiles)

LUNAR KNIGHTS

ECOLOGY

Environment warm rivers and marshes

Organization solitary, pair, or colony (1-6 plus 2-8 crocodiles)

Treasure NPC gear (masterwork studded leather, masterwork greatsword, 2 throwing axes, other treasure)

WERECROCODILE (HYBRID FORM)

CE Large humanoid (human, shapechanger)

Init +1; **Senses** low-light vision, scent; **Perception** +8

DEFENSE

AC 19, touch 10, flat-footed 18; (+3 armor, +1 Dex, +6 natural, -1 size)

HP 34 (3d12+9)

Fort +6, **Ref** +2, **Will** +3

Defensive Abilities trap sense +1, uncanny dodge;

DR 10/silver

OFFENSE

Speed 40 ft., swim 30 ft.; **sprint**

Melee masterwork greatsword +8 (2d6+4/19-20), bite +1 (1d8+2 plus curse of lycanthropy plus grab), or

bite +7 (1d8+4 plus curse of lycanthropy plus grab), tail slap +2 (1d12+2)

Ranged throwing axe +3 (1d6+3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks death roll (1d8+6 plus trip), rage 11 rounds/day, rage power (strength surge)

STATISTICS

Str 19, **Dex** 13, **Con** 17, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 19

Feats Cleave, Power Attack, Weapon Focus (greatsword)

Skills Acrobatics +7, Handle Animal +4, Intimidate +4, Perception +8, Survival +8, Swim +18

Languages Common

SQ change shape (human, hybrid, and crocodile; *polymorph*), fast movement, hold breath, lycanthropic empathy (crocodiles and dire crocodiles)

SPECIAL ABILITIES

Death Roll (Ex) When grappling a foe of its size or smaller, a werecrocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. If successful, the

werecrocodile inflicts its bite damage and knocks the creature prone while maintaining its grapple.

Hold Breath (Ex) A werecrocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Sprint (Ex) Once per minute a werecrocodile may sprint, increasing its land speed to 60 feet for 1 round.

Werecrocodiles haunt the murky waterways of the wilderness, and occasionally even the abyssal sewers of great cities. These scaly villains delight in consuming the flesh of other sentient beings to sate its unending hunger.

Many werecrocodiles are the servants of evil water-aspected gods. Sebek, the crocodile-headed Egyptian god, is popular among werecrocodile clerics.

While most werecrocodiles are of the standard variety, there are some gifted types who possess the ability to transform into the larger, giant crocodile breed.

LYCANTHROPE, WEREDOG

The creature before you stands like a humanoid, but is covered in black fur. Its head is that of a canine, with alert, upward-pointing ears.

WEREJACKAL (HUMAN FORM) CR 1

XP 400

Human natural werejackal cleric 1

N Medium humanoid (human, shapechanger)

Init +0; **Senses** low-light vision, scent; **Perception** +4

DEFENSE

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

HP 10 (1d8+2)

Fort +4, **Ref** +0, **Will** +5

OFFENSE

Speed 20 ft. (30 ft. base)

Melee light mace +1 (1d6+1)

Ranged *acid dart* +0 touch (1d6 acid)

Special Attacks channel positive energy 3/day (1d6, DC 10)

Spell-Like Abilities (CL 1st)

6/day – *acid dart*, *gentle rest*

Cleric Spells Prepared (CL 1st)

1st – *bless*, *magic stone* D, *protection from evil*

0 (at will) – *create water*, *detect magic*, *light*

D domain spell; **Domains** Earth, Repose

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STATISTICS

Str 12, **Dex** 10, **Con** 14, **Int** 10, **Wis** 17, **Cha** 11

Base Atk +0; **CMB** +1; **CMD** 11

Feats Turn Undead

Skills Heal +7, Knowledge (religion) +4, Perception +4, Spellcraft +4

Languages Common

SQ change shape (human, hybrid, and dog; *polymorph*), lycanthropic empathy (dogs and dire dogs), spontaneous casting (cure spells)

ECOLOGY

Environment any

Organization solitary, pair, or pack (1-4 plus 2-8 dogs)

Treasure NPC gear (breastplate, light mace, silver holy symbol, other treasure)

WEREJACKAL (HYBRID FORM)

N Medium humanoid (human, shapechanger)

Init +1; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 20, touch 11, flat-footed 19; (+6 armor, +1 Dex, +3 natural)

HP 11 (1d8+3)

Fort +5, **Ref** +1, **Will** +5

DR 10/silver

OFFENSE

Speed 20 ft. (30 ft. base)

Melee light mace +2 (1d6+2), bite -3 (1d6+1 plus curse of lycanthropy)

Ranged *acid dart* +1 touch (1d6 acid)

Special Attacks channel positive energy 3/day (1d6, DC 10)

Spell-Like Abilities (CL 1st)

6/day – *acid dart*, *gentle rest*

Cleric Spells Prepared (CL 1st)

1st – *bless*, *magic stone* D, *protection from evil*

0 (at will) – *create water*, *detect magic*, *light*

D domain spell; **Domains** Earth, Repose

STATISTICS

Str 14, **Dex** 13, **Con** 16, **Int** 10, **Wis** 17, **Cha** 11

Base Atk +0; **CMB** +2; **CMD** 13

Feats Turn Undead

Skills Heal +7, Knowledge (religion) +4, Perception +4, Spellcraft +4

Languages Common

SQ change shape (human, hybrid, and jackal [dog]; *polymorph*), lycanthropic empathy (dogs and dire dogs), spontaneous casting (cure spells)

Wild dogs are found all over the world, from coyotes to jackals. As humanity has accepted dogs into their homes, canine diseases have occasionally come with them. It is only logical that lycanthropy should crop up in canine populations from time to time, just as rabies has done.

Weredogs of various breeds share much in common with werewolves. They are social creatures, gathering in packs to increase their success in hunting and defense. Unlike werewolves, many weredogs also enjoy the company of other humanoid races.

LYCANTHROPE, WEREDOLPHIN

A sleek humanoid form streaks by you in the water. Its body is streamlined for swimming and covered in grey skin. A playful smile lights its face.

WEREDOLPHIN (HUMAN FORM) CR 2 XP 600

Human natural weredolphin bard 2

CG Medium humanoid (human, shapechanger)

Init +2; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 14, touch 12, flat-footed 12; (+2 armor, +2 Dex)

HP 14 (2d8+2)

Fort +1, **Ref** +5, **Will** +4; +4 vs. bardic performance, sonic, and language-dependent effects

Defensive Abilities well-versed

OFFENSE

Speed 30 ft.

Melee masterwork rapier +4 (1d6-1/18-20)

Ranged dart +3 (1d4-1)

Special Attacks bardic performance 8 rounds/day (countersong, distraction, fascinate DC 13, inspire courage +1)

Bard Spells Known (CL 2nd)

1st (3/day) – *charm person* (DC 13), *hideous laughter* (DC 13), *silent image* (DC 13)

0 (at will) – *detect magic*, *ghost sound*, *know direction*, *lullaby* (DC 12), *mage hand*

LUNAR KNIGHTS

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 13, **Wis** 12, **Cha** 15

Base Atk +1; **CMB** +0; **CMD** 12

Feats Skill Focus (Perform [dance]), Weapon Finesse

Skills Acrobatics +7, Bluff +7, Knowledge (arcana) +7, Knowledge (nature) +7, Perception +6, Perform (dance) +10, Sense Motive +6, Spellcraft +6, Swim +1

Languages Aquan, Common

SQ bardic knowledge +1, change shape (human, hybrid, and dolphin; *polymorph*), lycanthropic empathy (dolphins and dire dolphins), versatile performance (dance)

ECOLOGY

Environment coastal

Organization solitary, pair, or pod (1-6 plus 2-8 dolphins)

Treasure NPC gear (leather armor, masterwork rapier, 4 darts, other treasure)

WEREDOLPHIN (HYBRID FORM)

CG Medium humanoid (human, shapchanger)

Init +2; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 17, touch 12, flat-footed 15; (+2 armor, +2 Dex, +3 natural)

HP 16 (2d8+4)

Fort +2, **Ref** +5, **Will** +4; +4 vs. bardic performance, sonic, and language-dependent effects

Defensive Abilities well-versed; **DR** 10/silver

OFFENSE

Speed 30 ft., swim 60 ft.

Melee masterwork rapier +4 (1d6+1/18-20), bite -2 (1d6+1 plus curse of lycanthropy), or slam +3 (1d4+1)

Ranged dart +3 (1d4+1)

Special Attacks bardic performance 8 rounds/day (countersong, distraction, fascinate DC 13, inspire courage +1)

Bard Spells Known (CL 2nd)

1st (3/day) – *charm person* (DC 13), *hideous laughter* (DC 13), *silent image* (DC 13)

0 (at will) – *detect magic*, *ghost sound*, *know direction*, *lullaby* (DC 12), *mage hand*

STATISTICS

Str 12, **Dex** 15, **Con** 14, **Int** 13, **Wis** 13, **Cha** 15

Base Atk +1; **CMB** +2; **CMD** 14

Feats Skill Focus (Perform [dance]), Weapon Finesse

Skills Acrobatics +7, Bluff +7, Knowledge (arcana) +7, Knowledge (nature) +7, Perception +6, Perform (dance) +10, Sense Motive +6, Spellcraft +6, Swim +11

Languages Aquan, Common

SQ bardic knowledge +1, change shape (human, hybrid, and dolphin; *polymorph*), lycanthropic empathy (dolphins and dire dolphins), versatile performance (dance)

SPECIAL ABILITIES

Hold Breath (Ex) A weredolphin can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Weredolphins are lycanthropic allies of good-aligned undersea folk. They are the natural enemies of weresharks and serve as guides to lost ships across the oceans. Weredolphins are pack (or “pod”) oriented by nature, preferring to travel in the company of other weredolphins or normal dolphins rather than being alone in a vast ocean.

They enjoy nothing more than frolic and play, and are not particular about their swimming companions. Extremely social creatures, they associate readily with dolphins, fish, or humanoids. When not at play, weredolphins spend time with their families and loved ones.

Weredolphins in humanoid form tend to be of athletic build, with a sleek frame intended for swimming. Their bodies are light in hair, if not completely bald.

LYCANTHROPE, WERE-EAGLE

A powerful creature streaks across the sky on massive wings. Its humanoid is covered in feather, and its head is that of a noble eagle.

WERE-EAGLE (ELF FORM) CR 4

XP 1,200

Elf natural were-eagle druid 4

NG Medium humanoid (elf, shapchanger)

Init +0; **Senses** low-light vision, scent; Perception +13

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DEFENSE

AC 13, touch 10, flat-footed 13; (+3 armor)
HP 25 (4d8+4)

Fort +5, **Ref** +3, **Will** +8; +2 vs. enchantment, +4 vs. fey supernatural and spell-like abilities

Defensive Abilities resist nature's lure; **Immune** *sleep*

OFFENSE

Speed 30 ft.

Melee masterwork rapier +5 (1d6+1/18-20)

Ranged masterwork composite longbow +4 (1d8+1/x3), or

lightning arc +3 touch (1d6+2 electricity)

Spell-Like Abilities (CL 4th)

6/day – *lightning arc*

Druid Spells Prepared (CL 4th)

2nd – *cat's grace*, *gust of wind* (DC 16), *heat metal* (DC 16), *wind wall* D

1st – *cure light wounds*, *faerie fire*, *magic fang*, *obscuring mist* D, *speak with animals*

0 (at will) – *create water*, *detect magic*, *detect poison*, *purify food and drink*

D domain spell; **Domain** Air

STATISTICS

Str 12, **Dex** 10, **Con** 12, **Int** 12, **Wis** 18, **Cha** 11

Base Atk +3; **CMB** +4; **CMD** 14

Feats Lightning Reflexes, Natural Spell

Skills Fly +7, Handle Animal +7, Knowledge (nature) +10, Perception +13, Spellcraft +8, Survival +13; **Racial Modifiers** +2 Perception

Languages Auran, Common, Elven

SQ elven magic, change shape (human, hybrid, and eagle; *polymorph*), lycanthropic empathy (eagles and dire eagles), nature bond, nature sense, trackless step, wild empathy +4, wild shape 1/day (*beast shape I*), woodland stride

ECOLOGY

Environment temperate mountains

Organization Solitary, pair, or convocation (1-2 plus 1-4 eagles)

Treasure NPC gear (masterwork studded leather, masterwork rapier, masterwork mighty composite longbow [+1 Str] with 20 arrows, other treasure)

WERE-EAGLE (HYBRID FORM)

NG Medium humanoid (elf, shapechanger)

Init +2; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 18, touch 12, flat-footed 16; (+3 armor, +2 Dex, +3 natural)

HP 29 (4d8+8)

Fort +6, **Ref** +5, **Will** +8; +2 vs. enchantment, +4 vs. fey supernatural and spell-like abilities

Defensive Abilities resist nature's lure; **DR** 10/silver; **Immune** *sleep*

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee masterwork rapier +6 (1d6+2/18-20), bite +0 (1d6+1 plus curse of lycanthropy), or

2 talons +5 (1d6+2), bite +0 (1d4+1 plus curse of lycanthropy)

Ranged masterwork composite longbow +6 (1d8+1/x3), or

lightning arc +5 touch (1d6+2 electricity)

Spell-Like Abilities (CL 4th)

6/day – *lightning arc*

Druid Spells Prepared (CL 4th)

2nd – *cat's grace*, *gust of wind* (DC 16), *heat metal* (DC 16), *wind wall* D

1st – *cure light wounds*, *faerie fire*, *magic fang*, *obscuring mist* D, *speak with animals*

0 (at will) – *create water*, *detect magic*, *detect poison*, *purify food and drink*

D domain spell; **Domain** Air

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 12, **Wis** 18, **Cha** 11

Base Atk +3; **CMB** +5; **CMD** 17

Feats Lightning Reflexes, Natural Spell

Skills Fly +9, Handle Animal +7, Knowledge (nature) +10, Perception +13, Spellcraft +8, Survival +13; **Racial Modifiers** +2 Perception

Languages Auran, Common, Elven

SQ elven magic, change shape (human, hybrid, and eagle; *polymorph*), lycanthropic empathy (eagles and dire eagles), nature bond, nature sense, trackless step, wild empathy +4, wild shape 1/day (*beast shape I*), woodland stride

Gliding amid the clouds are the majestic were-eagles. These beautiful lycanthropes are common among the elves. Were-eagles are found in virtually every climate, but they prefer the solitude of the high mountain reaches.

LUNAR KNIGHTS

Wererats have much to fear from were-eagles, being the natural prey of the lycanthropes. Some wererats fear the flying shapeshifters more so than they fear werewolves. To this end, wererat communities have gone to great lengths to hunt were-eagles to virtual extinction. Luckily, elves have an affinity for were-eagles and have done much to keep their species alive and strong.

Some legends claim that were-eagles are the result of an ancient collaboration between elves and giant eagles, a hybrid created as winged protectors of the high places of the world. These lycanthropes can be found in the company of both races equally in their mountain aeries.

LYCANTHROPE, WEREHYENA

A cackle pierces the air as a humanoid beast pounces. Its body is covered in spotted fur while its mouth is filled with sharp teeth.

WEREHYENA (HUMAN FORM) CR 2 XP 600

Human natural werehyena fighter 2

CE Medium humanoid (human, shapechanger)

Init +5; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 16, touch 11, flat-footed 15; (+5 armor, +1 Dex)

HP 19 (2d10+4)

Fort +5, **Ref** +1, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft. (base 30 ft.)

Melee scimitar +6 (1d6+3/18-20)

Ranged shortbow +3 (1d6/x3)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +2; **CMB** +5; **CMD** 16

Feats Improved Initiative, Intimidating Prowess, Power Attack, Weapon Focus (scimitar)

Skills Climb +4, Intimidate +6, Perception +4, Swim +4

Languages Common

SQ change shape (human, hybrid, and hyena; *polymorph*), lycanthropic empathy (hyenas and dire hyenas)

ECOLOGY

Environment warm plains

Organization solitary, pair, or pack (1-4 plus 3-10 hyenas)

Treasure NPC gear (scalemail armor, scimitar, shortbow with 20 arrows, other treasure)

WEREHYENA (HYBRID FORM)

CE Medium humanoid (human, shapechanger)

Init +6; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 21, touch 12, flat-footed 19; (+5 armor, +2 Dex, +4 natural)

HP 21 (2d10+6)

Fort +6, **Ref** +2, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1; **DR** 10/silver

OFFENSE

Speed 20 ft. (base 30 ft.)

Melee scimitar +7 (1d6+4/18-20), bite +1 (1d6+2 plus curse of lycanthropy plus trip)

Ranged shortbow +4 (1d6/x3)

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +2; **CMB** +7; **CMD** 19

Feats Improved Initiative, Intimidating Prowess, Power Attack, Weapon Focus (scimitar)

Skills Climb +5, Craft (blacksmith) +5, Intimidate +7, Swim +5

Languages Common

SQ change shape (human, hybrid, and hyena; *polymorph*), lycanthropic empathy (hyenas and dire hyenas)

After the vicious dire lions, werehyenas are the creatures most to be feared in the savannahs. These loathsome monsters often wander in packs; harrying individuals or small parties traveling across the grasslands. They have a taste for human flesh and a fondness for the blood of sentient creatures. During the day, werehyenas disguise themselves as humans. They often adopt a profession of a blacksmith or other metalworker. Their humanoid forms appear unusually hairy and unkept. During the night, they tend to prowl in hyena form; searching for unwary people to consume.

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Whereas werelions are viewed as noble and royal, werehyenas are looked upon as unwholesome creatures to be shunned and slain. Due to the fact that many werehyenas work as blacksmiths, anyone who works with metal as a hereditary profession is looked upon with suspicion.

LYCANTHROPE, WERELEOPARD

Leaping from the tree is a spotted, short-furred humanoid creature. Its features are like those of a jungle cat, but its eyes gleam with the intelligence of a keen hunter.

WERELEOPARD (HUMAN FORM)

CR 3

XP 800

Human natural wereleopard fighter 3

N Medium humanoid (human, shapechanger)

Init +2; **Senses** low-light vision, scent; **Perception** +2

DEFENSE

AC 18, touch 12, flat-footed 16; (+6 armor, +2 Dex)

HP 27 (3d10+6)

Fort +5, **Ref** +3, **Will** +3; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee masterwork spear +6 (1d8+3/x3)

Ranged masterwork light crossbow +6 (1d8/19-20)

STATISTICS

Str 15, **Dex** 15, **Con** 14, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +5; **CMD** 17

Feats Agile Maneuvers, Power Attack, Skill Focus (Climb), Skill Focus (Stealth), Weapon Focus (spear)

Skills Climb +8, Handle Animal +4, Stealth +5, Swim +5

Languages Common

SQ armor training 1, change shape (human, hybrid, and leopard; *polymorph*), lycanthropic empathy (leopards and dire leopards)

ECOLOGY

Environment any forest

Organization solitary or pair

Treasure NPC gear (breastplate, masterwork spear, masterwork light crossbow with 10 bolts, other treasure)

WERELEOPARD (HYBRID FORM)

N Medium humanoid (human, shapechanger)

Init +4; **Senses** low-light vision, scent; **Perception** +2

DEFENSE

AC 23, touch 14, flat-footed 19; (+6 armor, +4 Dex, +3 natural)

HP 30 (3d10+9)

Fort +6, **Ref** +5, **Will** +3; +1 vs. fear

Defensive Abilities bravery +1; **DR** 10/silver

OFFENSE

Speed 30 ft., climb 20 ft.

Melee masterwork spear +7 (1d8+4/x3), bite +1 (1d6+1 plus curse of lycanthropy plus grab), or

bite +6 (1d6+3 plus curse of lycanthropy plus grab), 2 claws +1 (1d3+1)

Ranged masterwork light crossbow +8 (1d8/19-20)

Special Attacks pounce

STATISTICS

Str 17, **Dex** 19, **Con** 16, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 20

Feats Agile Maneuvers, Power Attack, Skill Focus (Climb), Skill Focus (Stealth), Weapon Focus (spear)

Skills Climb +17, Handle Animal +4, Stealth +7, Swim +9

Languages Common

SQ armor training 1, change shape (human, hybrid, and leopard; *polymorph*), lycanthropic empathy (leopards and dire leopards)

Wereleopards are native to jungle lands. They are expert hunters and climbers who conceal themselves in the forest canopy to avoid being attacked by larger beasts. While wereleopards are solitary by nature, they are wont to construct massive tree homes to accommodate their needs. An entire wereleopard community might be thriving in the treetops, completely hidden from the ground below.

LUNAR KNIGHTS

LYCANTHROPE, WERELION

A monstrous feline hunter stalks towards you. Its humanoid torso is covered in tawny fur and its head is crowned with a leonine mane. It roars a mighty challenge before leaping with bared claws and fangs.

WERELION (HUMAN FORM) CR 5

XP 1,600

Human natural werelion fighter 5

LN Medium humanoid (human, shapechanger)

Init +1; **Senses** low-light vision, scent; **Perception** +7

DEFENSE

AC 18, touch 12, flat-footed 16; (+6 armor, +1 Dex, +1 dodge)

HP 42 (5d10+10)

Fort +6, **Ref** +2, **Will** +3; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee masterwork spear +12 (1d8+9/x3)

Ranged javelin +7 (1d6+5)

Special Attacks weapon training (spears +1)

STATISTICS

Str 18, **Dex** 13, **Con** 14, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +5; **CMB** +9; **CMD** 20

Feats Bestial Heritage, Combat Reflexes, Dodge, Mobility, Power Attack, Weapon Focus (spear), Weapon Specialization (spear)

Skills Acrobatics +8, Perception +7, Stealth +8 (+12 in undergrowth), Survival +10; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth)

Languages Common

SQ armor training 1, change shape (human, hybrid, and lion; *polymorph*), lycanthropic empathy (lions and dire lions)

ECOLOGY

Environment warm plains

Organization solitary, pair, or pride (1-4 plus 2-6 lions)

Treasure NPC gear (masterwork breastplate, masterwork spear, 4 javelins, other treasure)

WERELION (HYBRID FORM)

LN Large humanoid (human, shapechanger)

Init +1; **Senses** low-light vision, scent; **Perception** +7

DEFENSE

AC 24, touch 13, flat-footed 20; (+6 armor, +3 Dex, +1 dodge, +5 natural, -1 size)

HP 47 (5d10+15)

Fort +7, **Ref** +4, **Will** +3; +1 vs. fear

Defensive Abilities bravery +1; **DR** 10/silver

OFFENSE

Speed 30 ft.

Melee masterwork spear +12 (1d8+10/x3), bite +4 (1d8+2 plus curse of lycanthropy plus grab), or bite +10 (1d8+5 plus curse of lycanthropy plus grab), 2 claws +5 (1d4+2)

Ranged javelin +8 (1d6+6)

Space 10 ft.; **Reach** 10 ft.

Special Attacks pounce, weapon training (spears +1)

STATISTICS

Str 21, **Dex** 17, **Con** 16, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +5; **CMB** +11 (+15 grapple); **CMD** 24

Feats Bestial Heritage, Combat Reflexes, Dodge, Mobility, Power Attack, Weapon Focus (spear), Weapon Specialization (spear)

Skills Acrobatics +10, Perception +7, Stealth +6 (+10 in undergrowth), Survival +10; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth)

Languages Common

SQ armor training 1, change shape (human, hybrid, and lion; *polymorph*), lycanthropic empathy (lions and dire lions)

If the lion is the king of the beasts, then the werelion stands proud as the royalty of lycanthropes. Although not typically as strong as weretigers, werelions are massive and impressive creatures to behold. A lone traveler would certainly not want to cross paths with one of these immense were-beasts in full rage.

Thankfully, werelions are tend to be kindhearted and good-natured toward members of their family and close friends. However, should anyone threaten a relative or loved one, they become a mighty force to be reckoned with. Once a werelion is committed to the fight, it will never back down.

True to their leonine heritage, these big cats organize themselves into huge families called prides. A pride is similar to a wolf pack, although

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there are usually only one or two, males with the remainder being females and their cubs. The males are nominally in charge, trading on their greater size and strength and concerning themselves primarily with the defense of the pride. However, it is the females who hold dominion over the more common matters of hunting and the raising of cubs. Hunting is almost always a group effort, so encountering a single werelion is rare.

For males, the mane of the werelion's animal form will often take the color of the humanoid form's hair. Lions are known to have a variety of differing mane colors, from golden browns and yellows, to blacks, or even red. An infected werelion male will often have his head hair grow to enormous proportions, should the curse remain with him for too long.

LYCANTHROPE, WERESHARK

The water erupts violently as a horror appears from beneath the waves. Its sleek body is largely dull grey, but its belly is as pale as a corpse. The mouth seems far too wide and is filled with rows of razor-sharp, triangular teeth, and in place of fins and tail it sports a pair of arms and legs.

WERESHARK (HUMAN FORM) CR 4

XP 1,200

Human natural wereshark barbarian 4

CE Medium humanoid (human, shapechanger)

Init +5; **Senses** low-light vision, scent; **Perception** +2

DEFENSE

AC 14, touch 11, flat-footed 13; (+3 armor, +1 Dex)

HP 39 (4d12+8)

Fort +8, **Ref** +2, **Will** +3

Defensive Abilities trap sense +1, uncanny dodge

OFFENSE

Speed 40 ft.

Melee masterwork glaive +8 (1d10+4/x3)

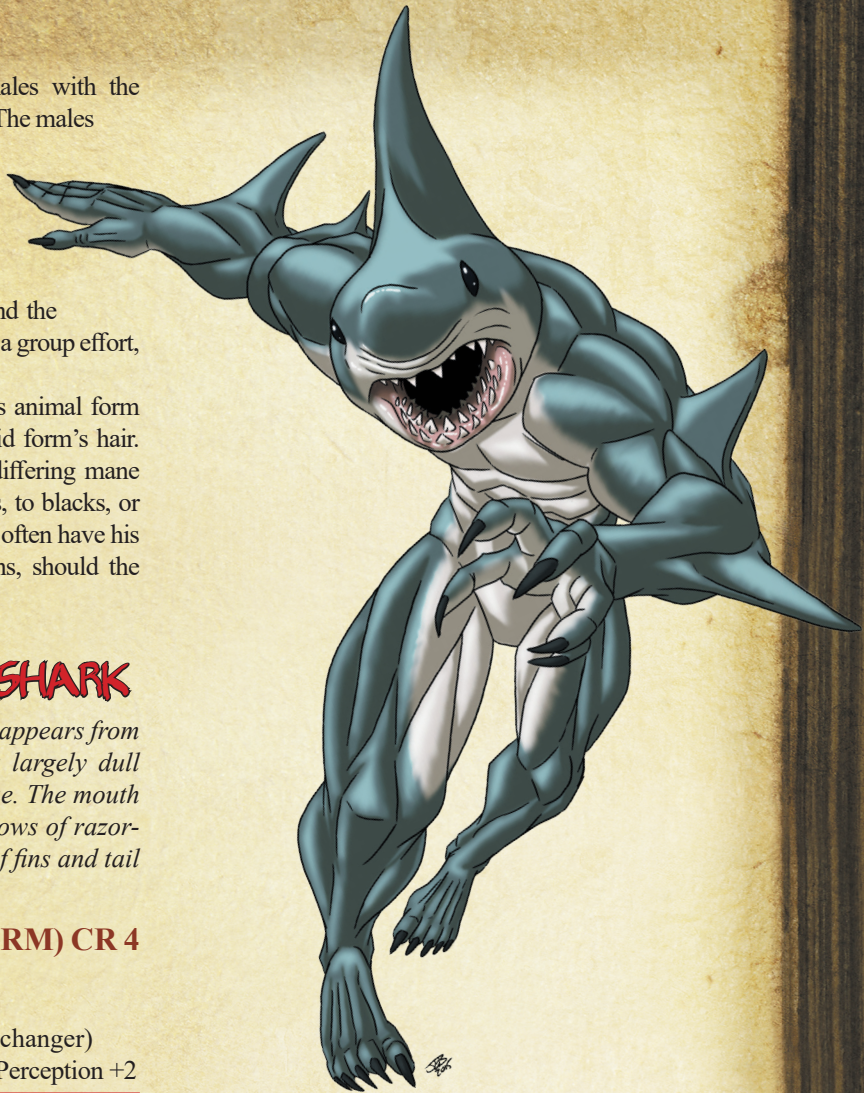
Ranged light crossbow +5 (1d8/19-20)

Special Attacks rage 12 rounds/day, rage power (no escape, strength surge)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +4; **CMB** +7; **CMD** 18



Feats Great Fortitude, Improved Initiative, Power Attack

Skills Handle Animal +5, Intimidate +5, Knowledge (nature) +7, Perception +9, Survival +9, Swim +10

Languages Common

SQ change shape (human, hybrid, and shark; *polymorph*), fast movement, lycanthropic empathy (sharks and dire sharks)

ECOLOGY

Environment any ocean

Organization solitary, pair, or school (1-2 plus 1-4 sharks)

Treasure NPC gear (masterwork studded leather armor, masterwork glaive, light crossbow with 10 bolts, other treasure)

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WERESHARK (HYBRID FORM)

CE Large humanoid (human, shapechanger)

Init +5; **Senses** low-light vision, scent; **Perception** +2

DEFENSE

AC 19, touch 10, flat-footed 18; (+3 armor, +1 Dex, +6 natural, -1 size)

HP 43 (4d12+12)

Fort +9, **Ref** +2, **Will** +3

Defensive Abilities trap sense +1, uncanny dodge;

DR 10/silver

OFFENSE

Speed 40 ft., swim 60 ft.

Melee masterwork glaive +8 (1d10+6/x3), bite +3 (1d8+2 plus curse of lycanthropy)

Ranged light crossbow +4 (1d8/19-20)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rage 13 rounds/day, rage power (no escape, strength surge)

STATISTICS

Str 19, **Dex** 13, **Con** 16, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +4; **CMB** +9; **CMD** 20

Feats Great Fortitude, Improved Initiative, Power Attack

Skills Handle Animal +5, Intimidate +5, Knowledge (nature) +7, Perception +9, Survival +9, Swim +19

Languages Common

SQ change shape (human, hybrid, and shark; *polymorph*), fast movement, lycanthropic empathy (sharks and dire sharks)

Weresharks are horrific predators that threaten the very existence of all other life in and along the ocean. These creatures are just as dangerous as wererocodiles, if not more so. They have truly earned their status as apex predators.

The other aquatic races hate and fear weresharks, and will often try to slay them on sight if they can. The assistance of Weredolphins is often sought when it comes to combating these dangerous lycanthropes.

Rumors claim that the deepest regions of the oceans are home to varieties of wereshark that are massive in size and appetite as the fearsome megalodon. Thankfully, these rumors have never been substantiated.

LYCANTHROPE, WERESNAKE

This large creature has a thick, muscular body covered in scale. Sprouting from its serpentine torso are a pair of arms, and at the end of its long neck is the flat snout of a viper.

CONSTRUCTOR WERESNAKE (HUMAN FORM) CR 3

XP 800

Human natural weresnake fighter 3

NE Medium humanoid (human, shapechanger)

Init +1; **Senses** low-light vision, scent; **Perception** +8

DEFENSE

AC 19, touch 11, flat-footed 18; (+6 armor, +1 Dex, +2 shield)

HP 30 (3d10+9)

Fort +5, **Ref** +2, **Will** +3; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee masterwork longsword +8 (1d8+3/19-20)

Ranged longbow +4 (1d8/x3)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +6; **CMD** 17

Feats Cleave, Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (longsword)

Skills Climb +6, Perception +8, Stealth +1, Swim +6

Languages Common

SQ armor training 1, change shape (human, hybrid, and constrictor snake; *polymorph*), lycanthropic empathy (snakes and dire snakes)

ECOLOGY

Environment warm forests and swamps

Organization solitary

Treasure NPC gear (breastplate, large steel shield, masterwork longsword, longbow with 20 arrows, other treasure)

CONSTRUCTOR WERESNAKE (HYBRID FORM)

NE Medium humanoid (human, shapechanger)

Init +3; **Senses** low-light vision, scent; **Perception** +8

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DEFENSE

AC 25, touch 13, flat-footed 22; (+6 armor, +3 Dex, +4 natural, +2 shield)

HP 33 (3d10+12)

Fort +6, Ref +4, Will +3; +1 vs. fear

Defensive Abilities bravery +1; DR 10/silver

OFFENSE

Speed 30 ft., climb 20 ft., swim 20 ft.

Melee masterwork longsword +9 (1d8+4/19-20), bite +2 (1d6+2 plus curse of lycanthropy plus grab)

Ranged longbow +6 (1d8/x3)

STATISTICS

Str 19, Dex 17, Con 16, Int 10, Wis 14, Cha 6

Base Atk +3; CMB +7; CMD 20

Feats Cleave, Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (longsword)

Skills Climb +15, Perception +8, Stealth +3, Swim +15

Languages Common

SQ armor training 1, change shape (human, hybrid, and constrictor snake; *polymorph*), lycanthropic empathy (snakes and dire snakes)

VIPER WERESNAKE (HUMAN FORM) CR 2

XP 600

Human natural weresnake rogue 2

NE Medium humanoid (human, shapechanger)

Init +3; Senses low-light vision, scent; Perception +5

DEFENSE

AC 16, touch 14, flat-footed 12; (+2 armor, +3 Dex, +1 dodge)

HP 16 (2d8+4)

Fort +2, Ref +6, Will +0

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee rapier +4 (1d6+1/18-20)

Ranged shortbow +4 (1d6/x3)

Special Attacks sneak attack +1d6

STATISTICS

Str 12, Dex 17, Con 14, Int 13, Wis 10, Cha 8

Base Atk +1; CMB +2; CMD 15

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +8, Bluff +4, Climb +6, Craft (alchemy) +6, Disable Device +8, Escape Artist +8, Knowledge (local) +6, Perception +5, Sleight of Hand +8, Stealth +8, Swim +6

Languages Common, Draconic

SQ change shape (human, hybrid, and venomous snake; *polymorph*), lycanthropic empathy (snakes and dire snakes), rogue talent (finesse rogue), trapfinding +1

ECOLOGY

Environment any

Organization solitary

Treasure NPC gear (leather armor, rapier, shortbow with 20 arrows, other treasure)

VIPER WERESNAKE (HYBRID FORM)

NE Medium humanoid (human, shapechanger)

Init +3; Senses low-light vision, scent; Perception +5

DEFENSE

AC 21, touch 14, flat-footed 17; (+2 armor, +3 Dex, +1 dodge, +5 natural)

HP 18 (2d8+6)

Fort +3, Ref +6, Will +0

Defensive Abilities evasion; DR 10/silver

OFFENSE

Speed 30 ft., climb 20 ft., swim 20 ft.

Melee rapier +4 (1d6+2/18-20), bite -1 (1d6+1 plus curse of lycanthropy plus poison)

Ranged shortbow +4 (1d6/x3)

Special Attacks sneak attack +1d6

STATISTICS

Str 14, Dex 17, Con 16, Int 13, Wis 10, Cha 8

Base Atk +1; CMB +3; CMD 16

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +8, Bluff +4, Climb +15, Craft (alchemy) +6, Disable Device +8, Escape Artist +8, Knowledge (local) +6, Perception +5, Sleight of Hand +8, Stealth +8, Swim +15

Languages Common, Draconic

SQ change shape (human, hybrid, and venomous snake; *polymorph*), lycanthropic empathy (snakes and dire snakes), rogue talent (finesse rogue), trapfinding +1

SPECIAL ABILITIES

Poison (Ex) Bite – injury; save Fort DC 14; frequency 1/round for 6 rounds; effect 1d2 Con; cure 1 save.

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Many varieties of weresnake exist. Two particularly dangerous varieties are constrictors and vipers.

Constrictor weresnakes are the larger breed, and use their great length and full-body muscle to crush the life out of their prey. However, viper weresnakes are even more dangerous. Their bite not only carries the infection of lycanthropy, but also powerful and deadly venom. Some rare varieties of viper weresnake supplement their venom with their own version of the constrictor's deadly hug, combining the two forms. In addition, most viper weresnakes will harvest their own venom to coat their weapons.

Wesnakes are easily mistaken for nagas. In hybrid form, the weresnake's legs merge into a single, long tail which it uses to glide along the floor.

LYCANTHROPE, WEREWOLVERINE

This humanoid creature, covered in black and white fur, reaches out to you with powerful claws, growling with rage.

WEREWOLVERINE (HUMAN FORM) CR 3

XP 800

Human natural werewolverine barbarian 3

CE Medium humanoid (human, shapechanger)

Init +1; **Senses** low-light vision, scent; **Perception** +11

DEFENSE

AC 15, touch 11, flat-footed 14; (+4 armor, +1 Dex)

HP 34 (3d12+9)

Fort +5, **Ref** +2, **Will** +3

Defensive Abilities trap sense +1, uncanny dodge

OFFENSE

Speed 40 ft.

Melee masterwork greatsword +7 (2d6+4/19-20)

Ranged javelin +4 (1d6+3)

Special Attacks rage 10 rounds/day, rage power (raging leaper)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +6; **CMD** 17

Feats Power Attack, Skill Focus (Perception), Toughness

Skills Acrobatics +5, Climb +7, Intimidate +5, Perception +11, Survival +8, Swim +7

Languages Common

SQ change shape (human, hybrid, and wolverine; *polymorph*), fast movement, lycanthropic empathy (wolverines and dire wolverines)

ECOLOGY

Environment forests

Organization solitary

Treasure NPC gear (chain shirt, masterwork greatsword, 4 javelins, other treasure)

WEREWOLVERINE (HUMAN FORM)

CE Medium humanoid (human, shapechanger)

Init +2; **Senses** low-light vision, scent; **Perception** +11

DEFENSE

AC 20, touch 12, flat-footed 18; (+4 armor, +2 Dex, +4 natural)

HP 37 (3d12+12)

Fort +6, **Ref** +3, **Will** +3

Defensive Abilities trap sense +1, uncanny dodge;

DR 10/silver

OFFENSE

Speed 40 ft.

Melee masterwork greatsword +8 (2d6+6/19-20), bite +2 (1d4+2 plus curse of lycanthropy), or

2 claws +7 (1d6+4), bite +2 (1d4+2 plus curse of lycanthropy)

Ranged javelin +5 (1d6+4)

Special Attacks rage 10 rounds/day, rage power (raging leaper)

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +3; **CMB** +7; **CMD** 19

Feats Power Attack, Skill Focus (Perception), Toughness

Skills Acrobatics +6, Climb +8, Intimidate +6, Perception +11, Survival +8, Swim +8

Languages Common

SQ change shape (human, hybrid, and wolverine; *polymorph*), fast movement, lycanthropic empathy (wolverines and dire wolverines)

These ferocious lycanthropes are relatives to the werebears. They are known to fly into vicious rages which result in the deaths of any living thing around them. For this, they are hunted down to avoid the deaths of lycanthropes and non-lycanthropes alike. As a result of this hatred, werewolverines tend to be loners, preferring to handle life on their own.

RESOURCES

Most of these sources noted below specifically regard the stories of werewolves, as they are the most classical and traditional of all the lycanthropes. However, such stories have been told in many different ways and by many different people throughout history. Whether classic folk-

tales, or variations such as the story of Dr. Jekyll & Mr. Hyde, the theme of the beast within persists strongly across many cultures. With so many stories about were-beasts, trying to catalog them all would require a book unto itself.

COMICS

Gold Digger (Antarctic Press)

New Mutants (Marvel Comics)

Werewolf by Night (Marvel Comics)

FICTION

Cycle of the Werewolf, by Stephen King

Fool Moon, by Jim Butcher

Harry Potter and the Prisoner of Azkaban, by J.K. Rowling

The Strange Case of Dr. Jekyll & Mr. Hyde, by Robert Louis Stevenson

The Twilight Saga, by Stephenie Meyer

FILM

An American Werewolf on London (1981), directed by John Landis

An American Werewolf in Paris (1997), directed by Anthony Waller

The Company of Wolves (1984), directed by Neil Jordan

Cursed (2005), directed by Wes Craven

Dog Soldiers (2002), directed by Neil Marshall

Full Eclipse (1993), directed by Anthony Hickox

The Howling (1981), directed by Joe Dante

Red Riding Hood (2011), directed by Catherine Hardwicke

Silver Bullet (1985), directed by Daniel Attias

Teen Wolf (1985), directed by Rod Daniel

Underworld (2003), directed by Len Wiseman

Van Helsing (2004), directed by Stephen Sommers

The Wolf Man (1941), directed by George Waggner

The Wolfman (2010), directed by Joe Johnston

Wolf (1994), directed by Mike Nichols

TELEVISION

Buffy the Vampire Slayer

Supernatural

Teen Wolf

Werewolf

LUNAR KNIGHTS

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FUR AND FANG TOOTH AND CLAW!



Everyone knows about lycanthropes, right? They get grumpy in moonlight, dislike silver, and should avoid hickies. What more is there?

Actually there's a whole world of werebeasts and werecultures, just waiting for you to discover!

Lunar Knights presents a world of shapeshifting options, from campaign options on how to handle lycanthropic curses, variant lycanthropes based on various mythologies, new shapeshifting-themed class features (ranging from the barbarian's lycanthropic stalker to a sorcerous lycanthropic bloodline), new feats, new forms of lycanthropy, and even lycanthropy-specific prestige classes—including the dire lord, moon priest, and even the lunar knight!

So pack some extra wolvesbane, polish your silver sickle, and get ready for a big dose of the hair of the dog that bit you!