

WERESHEEP



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WERESHEEP

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BAA AT THE MOON!

Weresheep. How did we get here? It all started as a joking suggestion from a backer on the *Advanced Races Compendium* Kickstarter campaign page, that he might pledge for a higher backer level and sponsor a weresheep as an addition to the NPC codex. Our own Famine nixed the idea, but I, being the dubious team player that I am, egged it on. The joke snowballed, became incentive to hit \$50,000 on the campaign, and here we are.

The Four Horsemen writing collective was tasked with delivering compelling NPC villains who were, in fact, weresheep. It's not in our nature to back down

from a design challenge, and you hold the result in your hands. We dug deep, pushed silly aside, and have crafted for you three apocalyptic-themed weresheep NPCs to serve as antagonists or dubious allies in your *Pathfinder* game. We couldn't be more pleased with the result.

The Four Horsemen push hard to deliver strong mechanics married to compelling story, often with a horror slant. Pestilence embraced the idea and led the way, and these sheep fit right into the fold. Keep silver close at hand, and beware the moonlit bleating!

-Death (Dan Dillon)

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GROMEK PALEBONES, WERESHEEP OF DEATH

This towering humanoid's gray skin is ashen and gaunt, and his eyes are sunken into their sockets. He is bedecked in sheepskins and bleached bones, and the great black scythe in his hands slices the air with a moan.

GROMEK PALEBONES (GIANT FORM) CR 15

XP 51,200

Stone giant natural weresheep shaman 7 (augmented humanoid [giant]) (Advanced Class Guide)

NE Large humanoid (giant, half-undead, shapechanger)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +21

DEFENSE

AC 28, touch 11, flat-footed 26 (+6 armor, +2 Dex, +11 natural, -1 size)

hp 180 (19d8+95)

Fort +15, **Ref** +8, **Will** +14

Defensive Abilities rock catching; **Immune** acid, death effects, disease, negative levels, poison; **Resistance** cold 10, electricity 10, fire 10

OFFENSE

Speed 40 ft.

Melee *life-drinker scythe* +24/+19/+14 (2d6+14/19-20/x4 plus 2 negative levels) or 2 slams +22 (1d8+9)

Ranged rock +15/+10/+5 (1d8+13)

Space 10 ft.; Reach 10 ft.

Special Attacks rock throwing (180 ft.), touch of the grave (2/day)

Shaman Spells Prepared (CL 7th, concentration +12)

4th—*thorn body*^{APG}

3rd—*fly, sleet storm*

2nd—*barkskin, bull's strength, spiritual weapon*

1st—*bless, inflict light wounds, obscuring mist*

Orisons—*bleed, detect magic, resistance, touch of fatigue* (DC 15)

STATISTICS

Str 28, **Dex** 15, **Con** 20, **Int** 10, **Wis** 18 (20), **Cha** 8

Base Atk +14; **CMB** +24; **CMD** 36

Feats Blind Fight, Improved Critical (scythe), Improved Initiative, Lunge, Multiattack, Point Blank Shot, Power Attack, Quick Draw, Weapon Focus (scythe)

Skills Acrobatics +9, Climb +11, Fly +3, Perception +15, Stealth +14 (+22 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain

Languages Common, Giant; telepathy 100 ft.

SQ bone ward^{ACG}, deathly being^{ACG}, change shape (giant, hybrid, sheep; polymorph), deliver touch spells, lycanthropic empathy (sheep), spirit^{ACG}, spirit animal^{ACG}, spirit magic^{ACG} (cause fear, false life, animate dead, fear), wandering hex^{ACG}, wandering spirit^{ACG}

Combat Gear *potion of blur*; **Other Gear** *life-drinker scythe, headband of inspired wisdom*+2, masterwork breastplate, 300 gp worth of onyx (for *animate dead*)

SPECIAL ABILITIES

Daemon Touched (Su) Gromek is bound to the Horseman of Death, and gains the benefits of the daemon subtype although he remains a humanoid shapechanger.

Improved Rock Catching (Ex) Gromek gains a +4 racial bonus on his Reflex save when attempting to catch a thrown rock with rock catching. This ability otherwise works like the rock catching ability.

Shaggy wool covers this muscular creature's form. He resembles a gaunt giant, but his face is a decidedly sheep-like snout and his eyes are sunken black pits.

GROMEK PALEBONES (HYBRID FORM)

XP 51,200

Stone giant natural weresheep shaman 7 (augmented humanoid [giant]) (Advanced Class Guide)

NE Large humanoid (giant, shapechanger)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +21

DEFENSE

AC 30, touch 11, flat-footed 28 (+6 armor, +2 Dex, +13 natural, -1 size)

hp 180 (19d8+95)

Fort +16, **Ref** +8, **Will** +14

DR 10/silver; **Immune** acid, death effects, disease, negative levels, poison; **Resistance** cold 10, electricity 10, fire 10

OFFENSE

Speed 40 ft.

Melee *life-drinker scythe* +25/+20/+15 (2d6+16 plus 2 negative levels/19-20, x4) and bite +21 (1d8+10), or 2 slams +23 (1d8+10 plus curse of lycanthropy), bite +23 (1d8+10 plus curse of lycanthropy)

Ranged rock +15/+10/+5 (1d8+14)

Space 10 ft.; Reach 10 ft.

Special Attacks rock throwing (180 ft.), touch of the grave (2/day)

Shaman Spells Prepared (CL 7th, concentration +12)

4th—*thorn body*^{APG}

3rd—*fly*, *sleet storm*

2nd—*barkskin*, *bull's strength*, *spiritual weapon*

1st—*bless*, *inflict light wounds*, *obscuring mist*

Orisons—*bleed*, *detect magic*, *resistance*, *touch of fatigue* (DC 15)

TACTICS

Before Combat Gromek usually selects a spirit of Lore for his wandering spirit ability. If Gromek can get the drop on his victims through stealth (perhaps by taking sheep form and hiding within his flock), he uses the Lore spirit ability, monstrous insight^{ACG}, to gain bonuses against his chosen victim. He prefers to slay arcane or divine casters first, prioritizing clerics. If he has time, he casts *barkskin*, *bull's strength*, *fly*, *thorn body*, and *bless* before entering combat, as well as using his bone ward hex on himself.

During Combat Gromek opens by using his wandering Lore spirit's confusion curse^{APG} on a martial character. He then uses *sleet storm* to confuse and isolate his foes, shifts to hybrid form, and moves in for the kill. Either by flying, or by moving with his Acrobatics, Gromek tries to single out one foe at a time and kill it under cover of the *sleet* using his *life-drinker scythe*, aided by his Blind Fight feat. He harries ranged attackers with spiritual weapon until he can deal with them, and only resorts to throwing rocks if there's no one he can kill in melee. If he can't keep himself concealed with *sleet storm* or *obscuring mist*, he drinks his *potion of blur*.

Morale Gromek only fights to the death if cornered. If reduced to 30 hp or less, he attempts to withdraw and fly to safety.

STATISTICS

Str 31, **Dex** 15, **Con** 22, **Int** 10, **Wis** 18 (20), **Cha** 8

Base Atk +13; **CMB** +23; **CMD** 35

Feats Blind Fight, Improved Critical (scythe), Improved Initiative, Lunge, Multiattack, Point Blank Shot, Power Attack, Quick Draw, Weapon Focus (scythe)

Skills Acrobatics +9, Climb +11, Fly +3, Perception +21, Stealth +14 (+22 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain

Languages Common, Giant; telepathy 100 ft.

SQ bone ward^{ACG}, deathly being^{ACG}, change shape (giant, hybrid, sheep; *polymorph*), deliver touch spells, lycanthropic empathy (sheep), spirit^{ACG}, spirit animal^{ACG}, spirit magic^{ACG} (*cause fear*, *false life*, *animate dead*), wandering hex^{ACG}, wandering spirit^{ACG}

Combat Gear *potion of blur*; **Other Gear** *life-drinker scythe*, *headband of inspired wisdom*+2, masterwork breastplate, 300 gp worth of onyx (for *animate dead*)

Gromek was born into a stone giant tribe in the highland mountains of his homeland. The tribe was peaceful and kept to themselves, with only the occasional skirmish or raid. Though Gromek never knew his father, his mother taught him the ways of her people, and he assumed responsibility for his family's flock of sheep. He asked about his father often, but Gromek's mother would never speak of him. She only said they were better off as they were. Sadly, his mother knew only of the absent giant's cruelty, and not the truth of his nature.

The dreams began just after Gromek reached maturity; dreams of running under the silvery moon with a strange, exhilarating cry in his ears. He dismissed the strange dreams, but grew more withdrawn as the



month passed. Finally, the first night of the full moon arrived, and Gromek learned the truth of his nature. The change came upon him like a lover only barely heard before, and Gromek delighted. He took to his hybrid weresheep form as if only being born in that moment. He ran out over the darkened slopes, and his calls drew the flock to him. He returned home shortly before dawn, with none of his tribe the wiser.

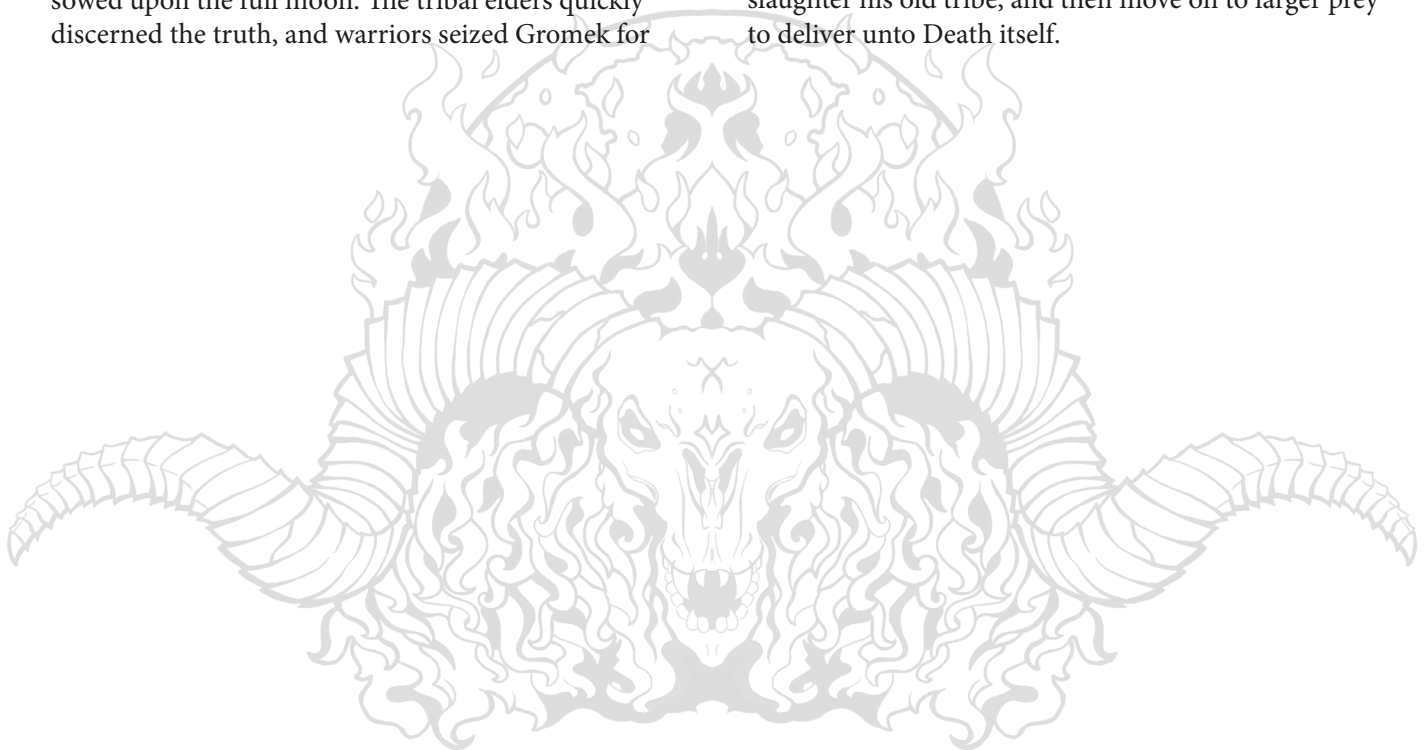
Feigning illness, Gromek begged off his responsibilities to sleep the day away, eagerly anticipating the coming of night and the full moon. More and more, Gromek took to running at night and exploring his newfound power. Over the course of months he began to master his capabilities, and he began to grow restless. Why should he be content as a mere shepherd, when he was so much more than the rest of his tribe? Gromek's mother grew increasingly worried about her son, but that only drove him further into isolation. Several years passed, and the stories about the strange young giant spread. It was while confronting a rumormonger one night that Gromek made his fatal discovery.

The altercation came to blows, and Gromek lost himself to his fury. He took hybrid form and savagely bit his rival, afflicting the young giant with lycanthropy. With this discovery, Gromek sealed his own fate. He gleefully spread the curse to several more young giants, and he was unable to conceal his joy in the chaos they sowed upon the full moon. The tribal elders quickly discerned the truth, and warriors seized Gromek for

judgment. Grimly, with the despairing wails of his mother accompanying him, they dragged Gromek to a circle of sacred menhirs. There his tribe chained him to the largest rock, and shouted curses while beating him with stones for his crimes.

The tribe broke his body with great boulders, the ultimate mark of his shame and ostracism, and left him to feed the crows as a warning to others. By some hideous miracle, Gromek clung to a shred of life. Seething with rage, he looked through dimming eyes at the mountains of his home, his soul shrieking out for vengeance. Then he heard it—the faint cllop of hooves on the stony ground. A pale horse, and a skeletal rider in a tattered black cloak. The menace and power surrounding the rider overwhelmed the dying giant, and with the Horseman of Death's voice in his mind, Gromek struck a bargain. Spared this humiliating end, Gromek agreed to bind himself to the Horseman, and become his instrument in the mortal world.

With a spirit of bones in the shape of a shadowy raven whispering the secrets of death in his ear, Gromek carves out a living with a small flock of sheep on the other side of the mountain from his former home. Wielding a great black scythe gifted to him by his master, the weresheep slays any who cross his path. Gromek consigns their souls to the Horseman of Death, and decorates his gaunt body with their bleached bones. Soon he plans to single-handedly slaughter his old tribe, and then move on to larger prey to deliver unto Death itself.





GOREF TAMERK, WERESHEEP OF FAMINE

A ragged man with greasy fur and hyena-like features stands almost 7 ft. tall.

GOREF TAMERK (GNOLL FORM) CR 15

XP 51,200

Gnoll^{ARC} afflicted weresheep oracle (nature) 15
NE Medium humanoid (augmented, gnoll, shapechanger)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +21

DEFENSE

AC 19, touch 13, flat-footed 17 (+4 armor, +2 Dex, +1 deflection, +2 natural)

hp 127 (15d8+60)

Fort +11, **Ref** +9, **Will** +13

Defensive Abilities spirit of nature*; **Immune** acid, death effects, disease, nausea, poison, sickness;

Resistance cold 10, electricity 10, fire 10

Weakness craven

OFFENSE

Speed 30 ft.

Melee mwk dagger +15/+10/+5 (1d4+3/19–20)

Ranged +2 composite longbow +16/+11/+6 (1d8+5/19–20, x3)

Special Attacks cannibal curse (DC 21), erosion touch* (6/day, 15d6 damage to objects or constructs), life leach* (3/day, 7d6 damage)

Oracle Spells Known (CL 15th, concentration +18)

7th (4/day)—*control weather, creeping doom, lunar veil*^{UM}, *mass inflict moderate wounds* (DC 22)

6th (6/day)—*antilife shell, dust form*^{UC}, *mass inflict light wounds* (DC 21), *stone tell, summon nature's ally VI*

5th (6/day)—*awaken, cure serious wounds, flame strike* (DC 19), *inflict critical wounds* (DC 20), *insect plague, righteous might*

4th (7/day)—*fleshworm infestation* (DC 19), *grove of respite*^{APG}, *inflict serious wounds* (DC 19), *major curse, poison* (DC 19), *summon nature's ally IV*

3rd (7/day)—*bestow curse, deeper darkness, magic vestment, inflict light wounds* (DC 18), *speak with plants, summon nature's ally III*

2nd (7/day)—*barkskin, blessing of fervor*^{APG}, *bull's strength, cure moderate wounds, eagle's splendor, greedy jaws*^{ARC}, *inflict moderate wounds* (DC 17)

1st (7/day)—*bane, charm animal* (DC 14), *divine favor, doom, endure elements, inflict light wounds* (DC 16), *murderous command*^{UM} (DC 15)

Orisons (at will)—*bleed* (DC 15), *detect magic, guidance, kobold's fury*^{DM}, *mending, quicken*^{DM}, *spark* (DC 14), *tan hide*^{DM}, *thunderclap*^{DM}

STATISTICS

Str 16, **Dex** 14, **Con** 18, **Int** 10, **Wis** 14, **Cha** 18

Base Atk +11; **CMB** +14; **CMD** 27

Feats Alertness, Deadly Aim, Improved Initiative, Natural Spell, Point Blank Shot, Rapid Shot, Spell Focus (necromancy), War Blessing (destruction and weather)^{ACG}

Skills Bluff +10, Climb +11, Intimidate +14, Knowledge (nature) +8, Knowledge (religion) +8, Perception +21, Sense Motive +19, Spellcraft +8, Survival +13, Swim +11

Languages Gnoll

SQ change shape, daemon touched, friend to the animals*, lycanthropic empathy (sheep), natural divination*, oracle's curse (wasting), scavenge^{ARG}

Combat Gear *potion of cure serious wounds, potion of heroism, silversheen*

Other Gear +2 composite longbow, +2 leather armor, cheetah paw fetish^{ARG}, cloak of resistance +2, eyes of the eagle, headband of alluring Charisma +4, lesser bracers of archery, masterwork dagger, ring of protection +1, 29 pp, 9 sp.



SPECIAL ABILITIES

Cannibal Curse (Su) As a standard action, Goref can permanently curse a creature within 30 ft. to experience maddening hunger and thirst. The target of this curse receives no sustenance from normal food or drink; instead it becomes nauseous when it consumes anything besides the flesh and blood of its own race. A targeted creature that succeeds on a DC 20 Will save gains the nauseated condition for 1 round but is not cursed. A creature that successfully saves against this effect is immune to it for 24 hours.

Daemon Touched (Su) Goref is bound to the Horseman of Famine, and gains the benefits of the daemon subtype. He remains an augmented gnoll shapechanger.

*Oracle (nature)^{APG} ability

This monster has a bleeding sheep skull for a face and a coat of thick black wool. It stands on two humanoid legs.

GOREF TAMERK (HYBRID FORM) CR 15

XP 51,200

Gnoll^{ARC} afflicted weresheep oracle (nature) 15
NE Medium humanoid (augmented, gnoll, shapechanger)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +21

DEFENSE

AC 20, touch 13, flat-footed 18 (+4 armor, +2 Dex, +1 deflection, +3 natural)

hp 142 (15d8+75)

Fort +12, **Ref** +9, **Will** +13

Defensive Abilities spirit of nature*; **DR** 5/silver; **Immune** acid, death effects, disease, nausea, poison, sickness; **Resistance** cold 10, electricity 10, fire 10
Weakness craven

OFFENSE

Speed 30 ft.

Melee mwk dagger +16/+11/+6 (1d4+4/19-20)

Ranged +2 composite longbow +16/+11/+6 (1d8+5/19-20, x3)

Special Attacks cannibal curse (DC 21), erosion touch* (6/day, 15d6 damage to objects or constructs), life leach* (3/day, 7d6 damage)

Oracle Spells Known (CL 15th, concentration +18)

7th (/day)—*control weather, creeping doom, lunar veil*^{UM}, *mass inflict moderate wounds* (DC 22)

6th (/day)—*antilife shell, dust form*^{UC}, *mass inflict light wounds* (DC 21), *stone tell, summon nature's ally VI*

5th (/day)—*awaken, cure serious wounds, flame strike* (DC 19), *inflict critical wounds* (DC 20), *insect plague, righteous might*

4th (/day)—*fleshworm infestation* (DC 19), *grove of respite*^{APG}, *inflict serious wounds* (DC 19), *major curse, poison* (DC 19), *summon nature's ally IV*

3rd (/day)—*bestow curse, deeper darkness, magic vestment, inflict light wounds* (DC 18), *speak with plants, summon nature's ally III*

2nd (/day)—*barkskin, blessing of fervor*^{APG}, *bull's strength, cure moderate wounds, eagle's splendor, greedy jaws*^{ARC}, *inflict moderate wounds* (DC 17)

1st (/day)—*bane, charm animal* (DC 14), *divine favor, doom, endure elements, inflict light wounds* (DC 16), *murderous command*^{UM} (DC 15)

Orisons (at will)—*bleed* (DC 15), *detect magic, guidance, kobold's fury*^{DM}, *mending, quicken*^{DM}, *spark* (DC 14), *tan hide*^{DM}, *thunderclap*^{DM}

STATISTICS

Str 18, **Dex** 14, **Con** 20, **Int** 10, **Wis** 14, **Cha** 18

Base Atk +11; **CMB** +15; **CMD** 28

Feats Alertness, Deadly Aim, Improved Initiative, Natural Spell, Point Blank Shot, Rapid Shot, Spell Focus (necromancy), War Blessing (destruction and weather)^{ACG}

Skills Bluff +10, Climb +12, Intimidate +14, Knowledge (nature) +8, Knowledge (religion) +8, Perception +21, Sense Motive +19, Spellcraft +8, Survival +13, Swim +12

Languages Gnoll

SQ change shape (human, hybrid, and dire sheep; polymorph), daemon touched, friend to the animals*, lycanthropic empathy (sheep), natural divination*, oracle's curse (wasting), scavenge^{ARG}

Combat Gear *potion of cure serious wounds, potion of heroism, silversheen*

Other Gear +2 composite longbow, +2 leather armor, *cheetah paw fetish*^{ARG}, *cloak of resistance* +2, *eyes of the eagle, headband of alluring Charisma* +4, *lesser bracers of archery, masterwork dagger, ring of protection* +1, 29 pp, 9 sp.



Goref is an accursed combination of both predator and prey. As a petty gnoll scavenger, he poached sheep and other livestock from human communities instead of feeding from the humans themselves, a behavior that earned him the attention of a sad creature called Salluk. That day, Goref pursued a lone sheep in his typical skulking fashion, until the sheep transformed into a hideous hybrid creature with black wool, humanoid body, and a rotting skull face. The beast's bite was less dangerous than Goref feared, but its supernatural effects have haunted him forever since.

Salluk gloated over the gnoll's new condition, imparting his tale to make Goref aware of his monstrous new life. The weresheep was a common shepherd who bore the mark of Famine, an entity that delights in the death and suffering caused by massive deprivation. Salluk relayed that a jackal-headed harbinger imbued him with a curse and bade him wander the wilderness, protecting flocks from predators, and spreading his condition among humanoid races. The weresheep assured Goref that the fiend showed little interest in protecting Salluk's kind, but offered the gift as a means to spread anguish among all races.

At first Goref refused to acknowledge that so much misery could come from so meager a source as one cursed nomad. The next full moon, his damnation was fully manifest as he vomited a day's worth of food and

found himself completely ravenous. He assumed the wool-coated form born by Salluk that fateful night, and craved the meat of his fellow gnolls. As the nights wore on, Goref learned that he would never eat anything but gnoll meat again. He resisted the savagery for months, each time risking his life in frenzied attacks on his packmates and then covering his crimes with lies. Slowly, he built a network of contacts, offering a means for more powerful gnolls to dispose of their rivals. Today, Goref feels his lycanthrope is best controlled when he regularly feeds on discarded gnolls and forces the curse onto other races to appease the daemon that created his sire.

A growing number of communities feels the pangs of hunger because of Goref's presence. Though he cannot create weresheep like his progenitor, he offers his curse to entire households he catches hunting or feeding on sheep. In turn, the newly created cannibals bring horror to their own people. In the years since he embraced his destiny as a servant of evil, he has grown in power and influence, involved in the trafficking of humanoids so as to allow his cult-like flock to feed on their own kind, as well as delivering new cannibals into new communities across a broad region. When a wealthy family commits itself to self-consuming evil because a simple slave bore a ravenous curse, Goref is certainly somewhere nearby.





LORD SILAS NARESHORN, WERESHEEP OF PESTILENCE

This handsome middle-aged man has shock-white curly hair and large soulful brown eyes. He is dressed in finery fit for nobility, including a mithral breastplate that looks both functional and fashionable.

SILAS NARESHORN (HUMAN FORM) CR 15

XP 51,200

Human natural weresheep alchemist (vivesection alchemist) 15 (augmented humanoid) (Pathfinder RPG Ultimate Magic)

NE Medium humanoid (human, shapechanger)

Init +7; **Senses** low-light vision, scent; Perception +21

DEFENSE

AC 23, touch 15, flat-footed 20 (+8 armor, +2 deflection, +3 Dex)

hp 127 (15d8+60)

Fort +14, **Ref** +12, **Will** +8

Immune acid, death effects, disease, poison;

Resistance cold 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.

Ranged +1 seeking hand crossbow +15 (1d4+1/19-20 plus poison)

Special Attacks bleeding attack, crippling strike, poison use, sneak attack +8d6

Alchemist Extracts Prepared (CL 15th, concentration +20)

5th—delayed consumption^{APG}, regenerate, sending, spell resistance

4th—cure critical wounds, death ward, discern lies, greater invisibility, stonewall

3rd—awaken, baleful polymorph, cure serious wounds (2), fly, remove curse

2nd—alter self, anthropomorphic animal^{UM}, barkskin, detect thoughts, invisibility, see invisibility

1st—cure light wounds (2), deathwatch, disguise self (2), negate aroma^{APG}, shield

STATISTICS

Str 16, **Dex** 17, **Con** 18, **Int** 21, **Wis** 16, **Cha** 13

Base Atk +11; **CMB** +14; **CMD** 29

Feats Brew Potion, Cleave, Eldritch Claws^{APG}, Exotic Weapon Proficiency (hand crossbow), Extra Discovery, Great Cleave, Improved Initiative, Leadership, Master Alchemist^{APG}, Power Attack, Throw Anything

Skills Appraise +23, Craft (alchemy) +23, Disable Device +21, Fly +21, Knowledge (arcana) +23, Knowledge (nature) +23, Perception +21, Spellcraft +23, Use Magic Device +19

Languages Abyssal, Common, Draconic, Infernal; telepathy 100 ft.

SQ alchemical simulacrum^{UM}, change shape (human, hybrid, and sheep; polymorph), cruel anatomist, daemon touched, doppelganger simulacrum^{UM}, feral mutagen, greater alchemical simulacrum^{UM}, greater mutagen, infusion, lycanthropic empathy (sheep), persistent mutagen, swift alchemy, swift poisoning

Combat Gear alchemist's fire (2), flash powder^{UE}, liquid blade^{UE}, tanglefoot bag (2), thunderstone (2); **Other Gear** +1 seeking hand crossbow, +2 mithral breastplate, amulet of mighty fists +2, ring of protection +2, sunrod



SPECIAL ABILITIES

Daemon Touched (Su) Lord Silas is bound to the Horseman of Pestilence, and gains the benefits of the daemon subtype although he remains a human shapechanger.

Mutagen (Su) Lord Silas uses a tailor-crafted mutagen made to interact with his lycanthrope nature and daemonic influence. The additional abilities are factored into his hybrid form (see below).

Poison (Ex) Lord Silas coats his hand crossbow bolts in purple worm poison.

White curling hair covers the dark skin of this hulking monster bursting out of a mithral breastplate and shredded finery.

SILAS NARESHORN (HYBRID/MUTAGEN FORM)

XP 51,200

Human natural weresheep alchemist (vivesection alchemist) 15 (augmented humanoid) (Pathfinder RPG Ultimate Magic)

NE Medium humanoid (human, shapechanger)

Init +7; **Senses** low-light vision, scent; Perception +20

DEFENSE

AC 29, touch 15, flat-footed 26 (+8 armor, +2 deflection, +3 Dex, +6 natural armor)

hp 187 (15d8+120)

Fort +17, **Ref** +12, **Will** +7

DR 10/silver; **Immune** acid, death effects, disease, poison; **Resistance** cold 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee 2 claws +20 (1d6+9), bite +20 (1d8+9 plus curse of lycanthropy; DC 15)

Ranged +1 seeking hand crossbow +15 (1d4+1/19-20 plus poison)

Special Attacks bleeding attack, crippling strike, poison use, sneak attack +8d6

Alchemist Extracts Prepared (CL 15)

5th—*delayed consumption*^{APG}, *regenerate*, *sending*, *spell resistance*

4th—*cure critical wounds*, *death ward*, *discern lies*, *greater invisibility*, *stoneskin*

3rd—*awaken*, *baleful polymorph*, *cure serious wounds* (2), *fly*, *remove curse*

2nd—*alter self*, *anthropomorphic animal*^{UM}, *detect thoughts*, *false life*, *invisibility*, *see invisibility*

1st—*cure light wounds* (2), *deathwatch*, *disguise self* (2), *negate aroma*^{APG}, *shield*

TACTICS

Before Combat Silas uses *delayed consumption* to consume a *greater invisibility* every few weeks. If given time to prepare before combat, he consumes the following extracts in order: *stoneskin*, *spell resistance*, *shield*, *false life*, and *death ward*.

During Combat Silas consumes his *greater invisibility* extract as an immediate action and while invisible consumes mutagen while changing into his hybrid weresheep form. He then savagely tears into flat-footed creatures with his claws, abstaining from using his bite attack unless desperate. If any creature sees through his illusions, he targets them with brutal efficiency to maintain his secret.

Morale Silas fights to the death only if his family is threatened with reaching exposure or if the only hope for a cure becomes threatened. Otherwise when reduced to 1/2 hit points or fewer, he uses *fly* to escape while consuming healing extracts.

STATISTICS

Str 24, **Dex** 17, **Con** 24, **Int** 21, **Wis** 14, **Cha** 11

Base Atk +11; **CMB** +18; **CMD** 33

Feats Brew Potion, Cleave, Eldritch Claws^{APG}, Extra Discovery, Great Cleave, Improved Initiative, Improved Overrun, Leadership, Master Alchemist^{APG}, Power Attack, Throw Anything

Skills Appraise +23, Craft (alchemy) +23, Disable Device +21, Fly +21, Knowledge (arcana) +23, Knowledge (nature) +23, Perception +20, Spellcraft +23, Use Magic Device +18

Languages Abyssal, Common, Draconic, Infernal; telepathy 100 ft.

SQ alchemical simulacrum^{UM}, change shape (human, hybrid, and sheep; *polymorph*), cruel anatomist, daemon touched, doppelganger simulacrum^{UM}, feral mutagen, greater alchemical simulacrum^{UM}, greater mutagen, infusion, lycanthropic empathy (sheep), persistent mutagen, swift alchemy, swift poisoning

Combat Gear alchemist's fire (2), flash powder^{UE}, liquid blade^{UE}, tanglefoot bag (2), thunderstone (2);

Other Gear +1 seeking hand crossbow, +2 mithral breastplate, amulet of mighty fists +2, ring of protection +2, sunrod

The ancient house of Nareshorn possesses great wealth—fertile fields, vast grasslands, and influential mercantile networks. The name is widely respected, and the house maintains a presence in most major trade cities or capitals. Known for strange eccentricities, Nareshorns rarely marry other nobility and socialize



only in the most formal settings. None know the family maintains this distance to conceal a ruinously embarrassing secret. Each possesses the curse of lycanthropy, which is unfortunate enough. However, even becoming a wererat or wereshark would be preferable to the animalistic instincts haunting the line.

The Nareshorn family are all weresheep. When the moon waxes, they each feel the urge to take on woolen shapes and run in fields of grass beneath its glowing light. While most are born to the curse and can control the change, all do everything in their power to keep rivals from learning the terrible truth. This includes seeking out spouses from among the poor, and infecting them with lycanthropy as an induction into the family.

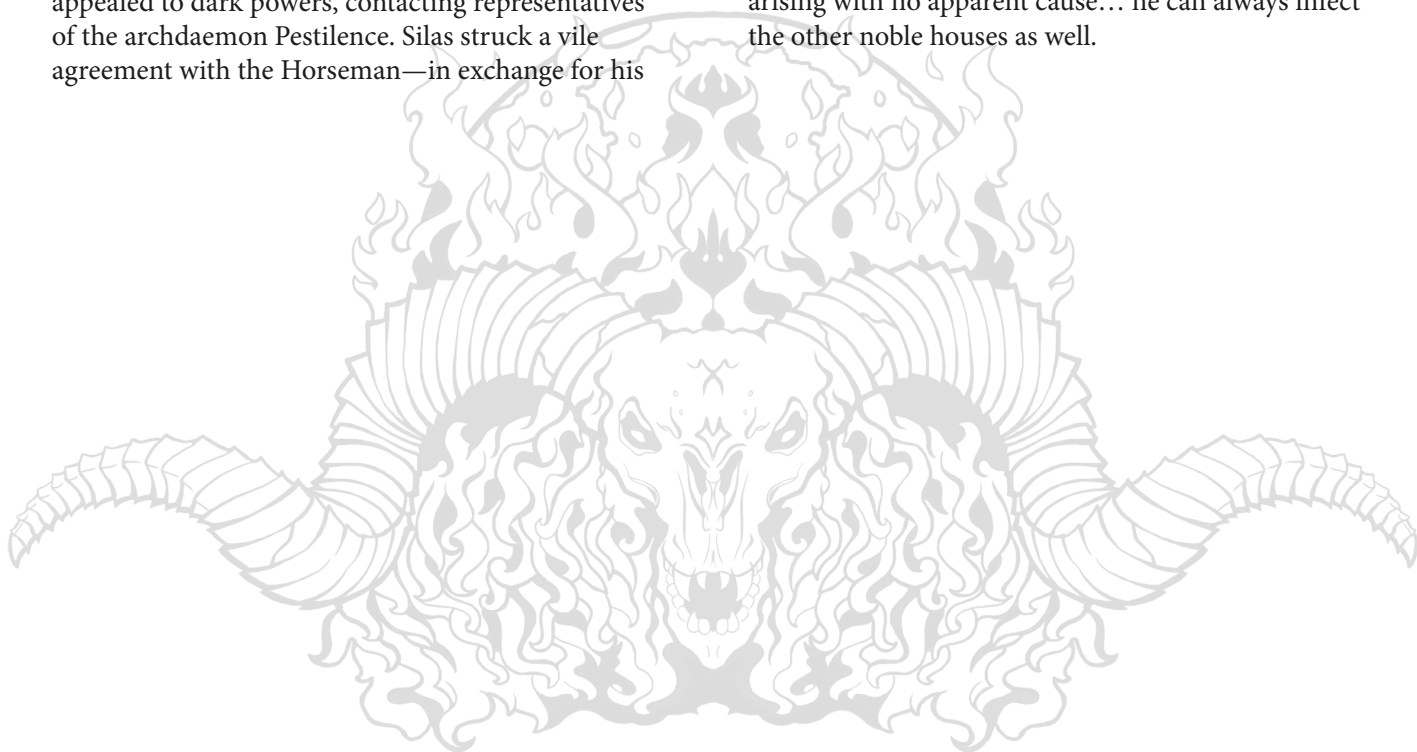
Lord Silas Nareshorn knows it is a miracle the secret has remained intact this long. He believes it a matter of time before some foolish cousin's awkward baaing ruins everything. He imagines the mobs with pitchforks, the loss of all his power, and the mocking rumors regarding how his ancestors might have gained such an affliction. Silas has devoted his life to finding a cure, but failed at every attempt. Desperation drove him to begin experimenting on himself, his family, and even infecting innocents with lycanthropy. While he has learned much of the disease, a true cure evades him.

Paranoia, shame, and constant failures drove Lord Silas past the point of sanity. In a final mad effort, he appealed to dark powers, contacting representatives of the archdaemon Pestilence. Silas struck a vile agreement with the Horseman—in exchange for his

service and loyalty within the mortal realm, Pestilence promises to cure one mortal for every thousand the noble infects.

Silas knows he cannot accomplish such a pervasive plague through simple infectious biting. Even should every member of his family bite an innocent each day, it would still take years of time to free them all. During that time, it is impossible the infection would go unnoticed or his family undiscovered. So, Lord Nareshorn has concocted an insidious scheme. Using collected wool of the Nareshorn, Silas discovered a way to infect woven clothing with lycanthropy. When humanoids wear the shirts, scarves, or hats for an hour, they become infected.

Daemonic power twists Lord Silas, but for the first time he sees a path toward freeing his line from the curse. Slowly, he builds stockpiles of the cursed clothing, with the aim of spreading it out among the poor just after the full moon. His *simulacrum*, daemonic agents, and anthropomorphic slaves (created using permanent *anthropomorphic animal* or *awaken* spells) spread along the trade routes, each working to dominate the cells of the Nareshorn lineage. Soon Silas plans to use the family's vast web of connections to seed the world with the cursed garments. Should the archdaemon keep his word, he can cure his family, and keep them well-positioned to profit from the chaos. Even if the daemon lies, with so many weresheep arising with no apparent cause... he can always infect the other noble houses as well.



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