

The Complete
Guide to



WEREWOLVES



By Michael Tresca

The Complete Guide to

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WEREWOLVES

BRUTAL TOOTHANDGLAW WARRIORS TORN BETWEEN MAN AND MONSTER

This definitive sourcebook brings the werewolf out of folklore and into your game...

For hundreds of years, human folklore has spoken of men who can transform into wolves - whether they want to or not. Now the Complete Guide to Werewolves brings these mythical beasts to life! Drawn from cultures worldwide, this comprehensive sourcebook offers a complete overview of the powers, motivations, and limitations of the world's most brutal shapechangers.

The Complete Guide to Werewolves examines these deadly lycanthropes from all angles. It includes:

- 7 new werewolf prestige classes, ranging from the religious Alpha Lupercus to the raging Ulfhednir.
- Everything you need to round out a werewolf as either character or NPC, including religions, breeds, nations and tribes, diseases, development, and all the little details that make a character come to life.
- More than 30 new feats for werewolves, including a new system of "thorns" or flaws that can complement feats.
- More than two dozen werewolf-oriented spells.
- A variety of pregenerated werewolf NPCs and new monsters to round out the werewolf theme in your campaign.

The Complete Guide to Werewolves is 100% stand-alone and world-neutral. It can be integrated easily into any fantasy setting.



Requires the use of the
Dungeons & Dragons® Player's Handbook,
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This product utilizes updated material
from the v.3.5 revision.

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WEREWOLVES

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Introduction

“I’m a what?”

“A werewolf, kid,” said the grizzled veteran of what looked like far too many wars. “Ya know, howl at the moon, can’t stand garlic, eat babies.” He flipped up a crossbow that was dangling by a cord from his left hand. “Vulnerable to silver.” Istvan swallowed hard. “So that wasn’t a wild dog that bit me?”

The man smirked as he lifted the crossbow up to his shoulder. “Nope. But this is a very real crossbow.”

Istvan’s eyes darted everywhere, looking for a way out. “But I haven’t even turned into a wolf yet!”

The hunter said pulled the string back and placed a silver bolt into place. The catch locked down with a crisp click.

“It’s nothing personal, kid. People are just werewolves waiting to happen.”

The wolf has always been with us. Since human civilization learned to etch half-man/half-animal figures on cave walls, the wolf has remained our guide and our guardian. It was the wolf’s descendant, the dog, that helped humanity to flourish. Canines accepted man as a pack leader and man in return gave them food and shelter. Ever since, the relationship has grown stronger. The werewolf is the ultimate expression of this long-lived connection.

Definitions

The etymology of the word “werewolf,” like the strange hybrid the name suggests, is difficult to define. The word “wolf” is no mystery. The word “wer,” however, may have come from the German “wehr” meaning “defense group of men,” or the Prussian “wer” meaning “man,” or the Old English “weri” meaning to wear.

Another common term for werewolves is “lycanthroe.” Technically, it means wolf (“lycan”) man (“thrope”). However, the term has become muddled. Lycanthropy is also a clinically defined insanity wherein a person believes he becomes a wolf under certain circumstances. Technically, the term that should be used for all other shapeshifting creatures is “theiranthrope” (“animal-man”). Too many books on lycanthropes mix the werewolf with other shapeshifting legends that have nothing to do with wolves. Let there be no doubt—the peculiar mixture of humanoid and wolf is a unique combination that is by no means representative of transformation myths as a whole. Thus, the term “lycanthropy” and “lycanthroe” will only be used to refer to werewolves in this book.

Some scholars believe the word “werewolf” originated from the term “vargulf.” A “varg” (or “warg”) in Norse means a predator or murderer. Thus, “vargulf” is a wolf that slaughters flocks of sheep or herds of cattle but only eats a few of its prey. The term “worg” has since come to represent a large, predatory wolf in fantasy literature.

Of Wolves and Men

Over the ages, the wolf became a powerful representation of the warrior spirit. Warriors sought to emulate the wolf; they envied his senses, his hunting tactics, and his cunning. Just as the dog looked to man to lead him, man looked to wolf to shepherd him through wars and hunts.

No wonder, then, that the distinction between man and wolf is often blurred in cultures all over the world, more so than with any other animal. The wolf pack at its most basic provides the elements of family structure and at its most advanced, human civilization. With lifestyles that were so compatible, the two races formed a strategic alliance that has lasted through the centuries.

This alliance is most evident in the tale of Romulus and Remus, the future leaders of Rome who were suckled by a she-wolf. The Viking berserkers wore wolf skins and believed the skins gave them the power of the wolf. Several Native American tribes adopted the wolf as their totem and ally. The ancient Greek priests of Arcadia venerated wolves as Zeus’ patron animal and called him Lycaeos (“of the wolf”).

Eventually, man turned to agriculture. Humans discovered that they could feed more children without having to rely upon the vagaries of the hunt. The very lifestyle that defined the wolf became less and less critical to civilization. Hunting became a dangerous occupation and the hunter had to contend with the dark woods. Suddenly, the forests, hills, vales and streams that had once been man’s home were dangerous.

But the wolf had not changed. He still prowled the woods. He still hunted in the darkness. He still fed on the weak, the old, and the dead. Suddenly, the wolf became the enemy. He became the embodiment of hunger, of madness, of rage, of devilry, of all things wicked and bestial.

It didn’t take long before the wolf that suckled great leaders and led warriors into battle became a demonic force of ravening evil. The “Big Bad Wolf” haunted fairytales, tricked the foolish into stepping into his mouth, and stalked



the forests. Symbolically, the wolf, which had always been a part of man, came to represent his worst side.

Enter the werewolf.

It wasn't much of a leap for the old sympathetic magic rituals, in which men wore wolf pelts to draw strength from their power, to be transformed into something far more sinister. Wolves and man became one being, an almost unilaterally cursed and wicked thing that ate loved ones and children. The werewolf hysteria spiraled to new heights in the Middle Ages and kept the fires of the Inquisition burning for decades. Serial killers, rapists, the criminally insane, and the deformed—all were tossed into the same refuse pile of the werewolf.

The werewolf lay dormant in the minds of American citizens until the arrival of cinema. The first werewolf appeared in a silent film titled *Werewolf* that utilized footage of a real wolf in the transformation scene. But it was the movie *Werewolf of London* that invented a werewolf's contagious bite. For the first time, moviegoers saw a half-man/half-wolf being.

Of course, *The Wolf Man* is considered the gold standard of werewolf movies. Lon Chaney Jr. added to the werewolf canon by playing Larry Talbot, a half-man/half-wolf hybrid who changed when the moon was full. The later *House of Frankenstein* established a werewolf's vulnerability to silver bullets.

It wasn't until *An American Werewolf in London* that a werewolf's transformation was fully and graphically represented. The protagonist changed before our very eyes, complete with bones popping and tendons stretching. Never before was it made so clear that transforming from man to wolf really *hurt*.

In more recent cinema, there has been a tendency to humanize our monsters. Ironically, some of the vulnerabilities that werewolves acquired through plot contrivances have disappeared. Few werewolves are concerned about the moon; indeed, many lycanthropes are presented as "natural" werewolves that can transform at will. The modern werewolf is more superhero than monster, capable of transforming at just the right time and using his wolf abilities in innovative ways that ultimately defeat the bad guys. This book allows for the full range of lycanthropic types.

A full cultural history of werewolves can be found at the Free Materials page of www.goodman-games.com.



Chapter 1: Physiology

The two werewolves circled each other, testing the air between them.

"I ... I've never met another one of my kind before," said Istvan in a tone of strangled longing. He tried to keep his eyes focused on her face, but the scent of her was driving him mad.

The older woman licked her lips. Her shortly cropped hair only emphasized her crystal green eyes. "I have," she said. Istvan felt the heat begin to rise in his body. In moments, he would lose control.

"What happens now?" he half-whispered to himself.

She smiled, leaning forward as two canines suddenly sprouted beneath ruby red lips. "That depends on whether you catch me or not."

Werewolves are humanoids or giants who can transform themselves into wolves. In its natural form, a werewolf looks like a non-lycanthrope of its race, though natural werewolves and those long-afflicted tend to have or acquire features reminiscent of their wolf forms.

Examination of a werewolf requires, by its very nature, a deep understanding of wolves. Although werewolves are, in theory, a blending of a humanoid and a wolf, they are in fact a completely different being.

Reproduction

A natural werewolf's mating season is any time from January through April, when the alpha female is in heat. During this time, the alpha male and female leave the pack and go off on their own to lessen tension amongst the other male pack members. To prevent overpopulation, the alpha pair is usually the only pair allowed to mate in a pack.

In rare cases, a non-alpha pair will mate (often without the alphas' permission). There are several good reasons for a non-alpha pair to mate, including a disruption of the pack hierarchy, sufficiently comfortable surroundings conducive to werewolf breeding, or an alpha pair that is not very attentive to their pack. Towns populated by werewolves are examples of non-alphas breeding. Werewolves living amongst humans tend to be very careful with their mating for reasons that are explained below.

Although the alpha male werewolf typically has leadership of the entire pack, during mating season this role is taken by the alpha female. The female will often usurp the male werewolf's rule in issues regarding her pups. Other werewolves respect the alpha female's role, even the pack's males. All pack members work to serve and protect the alpha female and her pups during this time.

Pups

The mating of two werewolves guarantees that their children will be werewolves. The mating of a werewolf and a wolf means the child has a 50% chance of being a werewolf

and a 50% chance of being a vargulf. Children from a mating between a werewolf and a humanoid have a 50% chance of becoming a werewolf and a 50% chance of being wolfkin. See pages 70 and 72 for more information.

Upon becoming impregnated, a female werewolf's gestation period lasts anywhere from 50 to 60 days. Pups are born completely blind and deaf but have the scent ability. The rest of the werewolf pack is expected to raise the pups. A werewolf's litter usually consists of four to six pups.

Werewolves are birthed in the same form as their mother's original form. If the mother was originally an afflicted humanoid, the pups are born in humanoid form. If the mother was originally an afflicted wolf, the pups are born in wolf form. If the mother is a natural werewolf that was born in humanoid form, her litter will also be born in humanoid form. If the mother is a natural werewolf that was born in wolf form, her little will also be born in wolf form. Most alpha females revert to their birth form to give birth.

At birth, werewolf children (pups) weigh only one pound but grow quickly. About 12 to 15 days after they are born, the pups open their eyes. By two weeks of age, the pups can walk, and about a week after that, they may come out of the den for the first time.

Most werewolf pups are born with blue eyes. In most cases, eye color gradually shifts to a yellowish gold by 8 weeks of age, but some wolves retain blue eyes for the rest of their lives.

Female werewolves insist on keeping their den clean. They will be sure to clean their pups, either by licking (in wolf or hybrid form) or with water.

All adult werewolves in a pack help take care of the pups. Once the pups are about 7 weeks old, they leave the den and start traveling to rendezvous sites. Rendezvous sites are locations outside the werewolf den that are considered safe but are not part of the "core territory." The werewolf pups will only stray as far as the rendezvous site and are often watched by an adult wolf.

Werewolf pups are fed at 4 weeks of age in wolf or hybrid form through regurgitation. This practice, disturbing to some, can even be performed in humanoid form. Most nat-



ural werewolves will only feed their pups by regurgitation if they are in the wild and do not have access to foods suitable for their young.

Werewolf pups have a much higher incidence of survival than regular wolves, but they are still vulnerable to starvation, malnutrition, and disease. Werewolves mourn the death of their children like any humanoid might and are known to bury their dead in any form.

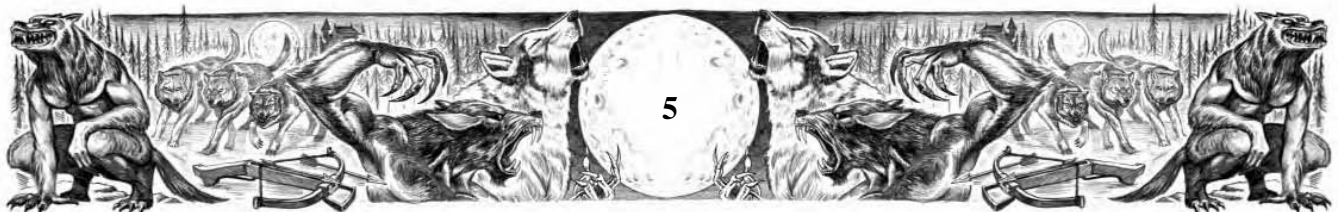
Pups that are destined to become werewolves act just like wargulves or wolfkin until puberty. The physical and emo-

tional changes consume a young werewolf's world, like puberty. Unlike puberty, the process culminates in an explosive transformation that will define the werewolf forever.

The sudden transformation into a werewolf, if not properly guided by an adult, can create highly confused and dysfunctional individuals. These are the solitary "lone wolves" who kill entire flocks of sheep without eating them and the serial killers in humanoid society who murder without cause. In short, their killing lacks meaning. In the world of the half-wolf, this is against the laws of nature.

Table 1-1: Werewolf Pups

Age	Status	Effect
1 day	Blind and deaf.	The pup is of Diminutive size. It takes a -2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. The pup takes a -4 penalty on initiative checks and automatically fails Listen checks. It has the following ability penalties in all forms: -3 Str, -1 Dex, -3 Con, -1 Int, -1 Wis, -1 Cha. It has 1 hit point and a speed of 10 feet.
10 days	Eyes open.	The pup is of Diminutive size. It only suffers a -1 penalty on attack rolls, Search checks, and Spot checks. It has the following ability penalties in all forms: -2 Str, -1 Dex, -2 Con, -1 Int, -1 Wis, -1 Cha. It has 2 hit points and a speed of 10 feet.
3 weeks	Milk teeth appear; pups begin to explore surroundings.	The pup is of Tiny size. It gains a bite attack that inflicts 1 point of damage. It has the following ability penalties in all forms: -1 Str, -1 Dex, -1 Con, -1 Int, -1 Wis, -1 Cha. It has 1d4 hit points and a speed of 20 feet.
4 weeks	Begin to take short trips outside the den and begin to eat meat.	The pup is of Tiny size. The pup's bite attack inflicts 1d2 points of damage. It has the following ability penalties in all forms: -1 Str, -1 Dex, -1 Int, -1 Wis, -1 Cha. It has 1d4 hit points and a speed of 30 feet.
6 weeks	Move up to a mile from the den with an adult werewolf.	The pup is of Tiny size. The pup's bite attack inflicts 1d3 points of damage. It has the following ability penalties in all forms: -1 Str, -1 Int, -1 Wis, -1 Cha. The pup's hit points and speed increase by one die and 10 feet, respectively, to the maximum type allowed for its race.
7 weeks	Pups are weaned, traveling to rendezvous site.	The pup is of Small size. If this is the size of the werewolf's humanoid form, it does not increase in size. The pup's bite attack inflicts 1d4 points of damage. It has the following ability penalties in all forms: -1 Int, -1 Wis, -1 Cha. The pup's hit points and speed increase by one die and 10 feet, respectively, to the maximum type allowed for its race.
12 weeks	Begin to travel with the pack on hunts along with adult werewolves.	The pup is of Small size. The pup's bite attack inflicts 1d5 points of damage. It has the following ability penalties in all forms: -1 Wis, -1 Cha. The pup's hit points and speed increase by one die and 10 feet, respectively, to the maximum type allowed for its race.
15 weeks	Milk teeth are replaced.	The pup is of Small size. The pup's bite attack inflicts 1d6 points of damage. It has the following ability penalties in all forms: -1 Wis. The pup's hit points and speed increase by one die and 10 feet, respectively, to the maximum type allowed for its race.
7 months	Begin to hunt with pack.	The pup is of Medium size. The pup's bite attack inflicts 1d6 points of damage. It has no ability penalties.



A Look at Lycanthropy

For some cultures, lycanthropy is a disease of the body. Contagious like a plague, lycanthropy can be spread to those who do not have the condition. It has certain symptoms that the host exhibits. It can cause erratic behavior and even death. In that regard, lycanthropy is rightly viewed as a dangerous condition that must be “cured.”

But not everyone views lycanthropy in this fashion. Others see it is a disease of the mind (see the *melancholia lycanthropia* spell), a condition whereupon a person loses touch with reality and body image, perceiving himself to be an animal. The animal “other” is an emotional and instinctual being, overcome by its own lusts. The transformation of the body is not as significant as the transformation of the mind, which changes the werewolf’s very spirit.

Some cultures do not view lycanthropy as a spiritual schism. Instead, the wolf spirit is viewed as a guardian, mentor, and companion. The wolf is admired instead of reviled for its beastly attributes, including its nocturnal hunting skills, its speed, and its cooperative tactics.

Still others view lycanthropy as a form of breeding. In essence, lycanthropy allows one race to reproduce through another. This reproduction can be viewed as a parent/child relationship or as an unfortunate consequence of licentious behavior.

Ultimately, lycanthropy is as much a psychological change as it is a magical transformation. Certain factors influence the likelihood of a character’s contracting lycanthropy.

It’s no secret that the moon influences werewolves. But the astrological implications extend to beyond the moon at the time of the werewolf’s birth—certain astronomical influences are more likely to cause an unafflicted child to become a werewolf. A child born under the wrong moon has a strong possibility of becoming a werewolf.

The influence of religious observances on werewolves must not be underestimated. Children of celibate priesthoods or born on the winter solstice (a common religious holiday) are considered sinful and thus the child is tainted with the likelihood of lycanthropy, unfairly branded for circumstances beyond its control. Similarly, while the number seven is typically a lucky number, two sevens are considered an affront to all that is good. Thus, the seventh son of a seventh son has a strong likelihood of becoming a werewolf.

The inherent natures of men and beasts must not be underestimated. Males are commonly believed to be more violent and aggressive and thus more prone to lycanthropy. Similarly, February 2, a time when wolves are the leanest and most likely to attack, can also cause men to transform into wolves.

In game terms, a child born under any of the above circumstances must make a Will save upon reaching adolescence (DC 30), modified by the below penalties depending on

Table 1-2: Natural Lycanthrope Modifiers

Factor	Will Save Penalty
7th son of a 7th son	-7
Born on the winter solstice	-3
Born under a full moon	-3
Born under a new moon	-2
Eldest son of a priest	-3
Male	-1
Born on February 2	-2

Table 1-3: Afflicted Lycanthrope Triggers

Trigger	Save Type (DC)	Alignment
Being bitten by a werewolf	Fort (15)	Alignment of werewolf
Drinking downstream from where wolves have drunk	Fort (15)	Neutral
Drinking water out of the footprint of a wolf	Fort (20)	Neutral
Eating humanoid flesh	Fort (25)	Chaotic evil
Eating the corpse of a wolf	Fort (30)	Neutral evil
Intercourse with a werewolf	Fort (30)	Neutral
Not attending confession for 10 years	Will (25)	Neutral evil
Plucking the lycanthropic flower	Fort (20)	Neutral
Sleeping under light of a full moon on a Friday	Will (30)	Neutral
Smelling the lycanthropic flower	Fort (15)	Neutral
Wearing the lycanthropic flower	Fort (25)	Neutral



the child's birth day (see table 1-2). The possible lycanthrope makes a Will save instead of a Fortitude save because this transformation is a change of the soul. Failure means that in a particularly stressful situation, determined by the DM, the adolescent spontaneously transforms into a werewolf. If the adolescent makes the save, he does not need to make future saves. However, if he comes across a lycanthropic trigger (see table 1-3), the natural lycanthrope modifiers still apply.

Just as some children can become werewolves because of the circumstances of their birth, adults can become werewolves by performing certain acts. These acts vary from the heinous to those provoked by simple emotion.

The fear of a werewolf's bite is well founded, a transmission of rage to the victim of the werewolf's bite. Conversely, intercourse with a werewolf (by choice or against the victim's will) is also a strong emotion likely to transmit the condition.

Wolves are also a source of lycanthropy. The lycanthropic condition is believed to be transmitted through water— itself, a reflection of the soul. The consumption of water that has been touched by a wolf can transform a humanoid into a werewolf. Those who intentionally seek out the power of lycanthropy may resort to more drastic measures, including eating wolf flesh. Spiritual impurities, from not confessing one's sins to cannibalism, can all contribute to a sudden attack of lycanthropy.

Nature also has its own cruel tricks capable of transforming humanoids into werewolves. On Friday, a magical day, under the light of a full moon while a humanoid is spiritually vulnerable, spontaneous transformation into a werewolf can occur. The lycanthropic flower, a plant that is commonly associated with lycanthropy, can turn someone plucking, smelling, or even wearing the flower into a werewolf.

The saving throws for each one of these possible lycanthropic triggers vary according to the situation. Some transformations are an assault on the soul and require a Will save, while others are purely physical and require a Fortitude save. Corresponding with each transformation is the alignment of the werewolf it will eventually become.

When a character contracts lycanthropy as a result of any of the above triggers, no symptoms appear until the first night of the next full moon. On that night, the afflicted character involuntarily assumes wolf form and forgets his or her own identity, temporarily becoming an NPC. The character remains in wolf form, assuming the appropriate alignment, until the next dawn.

The werewolf's actions during this first episode are dictated by the alignment of its wolf form. The werewolf's alignment is dictated by the progenitor that bit the character or the act that caused the character to become a werewolf (neutral, if not otherwise clear). The werewolf remembers nothing about the entire episode (or subsequent episodes) unless he

succeeds on a DC 15 Wisdom check, in which case he becomes aware of his lycanthropic condition.

Thereafter, the werewolf is subject to involuntary transformation under the full moon and whenever damaged in combat. He or she feels an overwhelming rage building up and must succeed on a Control Shape check to resist changing into wolf form. Any player werewolf not yet aware of his or her lycanthropic condition temporarily becomes an NPC during an involuntary change and acts according to the alignment of his or her wolf form. See the Flashback feat for more details.

A werewolf with awareness of his condition retains his identity and does not lose control of his actions if he changes. However, each time he changes to his wolf form, he must make a Will save (DC 15 + number of times he has been in wolf form) or permanently assume the alignment of his wolf form in all shapes.

Once a werewolf becomes aware of his affliction, he can now voluntarily attempt to change to wolf or hybrid form, using the appropriate Control Shape check DC. An attempt is a standard action and can be made each round. Any voluntary change to wolf or hybrid form immediately and permanently changes the werewolf's alignment, as appropriate to its contagion. See the Stubborn Will feat for more details.

The Change

Changing form is a standard action. If the change is involuntary, the character performs the change on his next turn following the triggering event.

An afflicted character who is not aware of his condition remains in wolf form until the next dawn. An afflicted character who is aware of his or her condition can try to resume humanoid form following a change (voluntary or involuntary) with a Control Shape check, but if he fails his check, he remains in wolf (or hybrid) form until the following dawn. See the skills section for more details.

A werewolf's "normal" transformation is uncomfortable but inflicts no permanent harm on the werewolf. The werewolf's body smoothly ebbs and flows like rippling water, with hair extending or retracting as necessary and muscles and bones seamlessly rearranging themselves to suit the new form.

There are several other types of transformation, unique to the werewolf's line. Natural werewolves inherit the transformation method from their parents; afflicted werewolves infect their victims with the same transformation method.

Bursting Transformation

Some werewolves burst out of their humanoid forms, ripping and tearing the old shell as the wolf or lupoccephalus



within releases itself. Conversely, the humanoid form explodes out of the wolf or lupocephalus form. Afterwards, the flesh quickly rots away into the ground, but it leaves bloodstains and spattered gore. See the Bursting Transformation thorn for more details.

Bursting transformation into wolf or hybrid form inflicts damage to the character's armor and clothing (including any items worn); carried items are simply dropped. Characters can hastily doff clothing while changing, but not armor. The transformation bypasses the hardness of armor and inflicts the werewolf's hit points in damage onto the armor. For example, a werewolf with 35 hit points inflicts 35 points of damage to the armor it wears. Magic armor can resist being completely destroyed (below 0 hit points) by the change if it succeeds on a DC 15 Fortitude save. If the transformation does not destroy the armor, the werewolf suffers the difference in damage. For example, a werewolf who inflicted 35 hit points to armor that can withstand 50 hit points of damage sustains 15 points of damage himself instead of destroying the armor.

Mystic Transformation

Perhaps the least painful of the transformations, the werewolf shimmers and fades into its other form. The werewolf's equipment falls to the ground as it changes. There are no signs left behind of the transformation, and the change itself is utterly silent. See the Mystic Transformation feat for more details.

Stretching Transformation

Where a bursting transformation is fast and messy, a stretching transformation is a long, slow, horrible process. Bones pop, skin stretches, and muscles are pulled taut. The body literally warps itself to accommodate the new form. See the Stretching Transformation thorn for more details.

Stretching transformation into wolf or hybrid form inflicts damage to the character's armor and clothing (including any items worn); carried items are simply dropped. Characters can hastily doff clothing while changing, but not armor. The transformation bypasses the hardness of armor and inflicts one-half of the werewolf's hit points in damage onto the armor. For example, a werewolf with 50 hit points inflicts 25 points of damage to the armor it wears. Magic armor can resist being completely destroyed (below 0 hit points) by the change if it succeeds on a DC 15 Fortitude save. If the transformation does not destroy the armor, the werewolf suffers the difference in damage, as the bursting transformation above.

Forms of the Werewolf

The werewolf has three forms: humanoid, lupocephalus (or hybrid), and wolf. They generally follow the descriptions given in the MM, though some changes are made in this work to more accurately reflect traditional werewolf literature. The following general descriptions list the differences between the traditional MM entries and the versions presented in this book. Subsequent sections will give a complete recap of abilities.

The Humanoid Form

The humanoid forms of werewolves are often flawed, betraying the dual nature of the creature. A humanoid's life is inexorably changed upon becoming a werewolf, but her reaction to this plight varies depending on when the affliction occurred. Natural werewolves who are born with lycanthropy are much better adapted to the challenges of their multiple forms than afflicted werewolves. Afflicted werewolves who fail to adapt are often overcome by despair or mania and many commit suicide or perform suicidal acts.

The outward signs of an afflicted werewolf's secret become more and more overt in its humanoid form with each transformation. Some afflicted werewolves manage to suppress their more bestial side and exhibit few of the obvious flaws that inquisitors and werewolf hunters look for, but they are the exception. Adult natural werewolves are much better at concealing their dual nature. Young natural werewolves, however, have some difficulty in sublimating their nature in humanoid form.

The coloration of the wolf form is often reflected in humanoid form, especially the eye and hair color. Pale-skinned humanoids tend to have white paws, muzzles, and underbellies. Darker skinned humanoids have darker hair.

Scent (Ex): To distinguish between the three forms, the scent form has been intentionally reduced in effectiveness in the humanoid form. This is consistent with werewolf movies and literature; while in humanoid form, the afflicted lycanthrope often has a comparatively excellent olfactory sense, but it does not match that of a wolf.

A werewolf has the scent ability in every form. This special quality allows a werewolf in humanoid form to detect approaching enemies, sniff out hidden foes, and track. Werewolves with the scent ability can identify familiar odors just as easily as humans identify familiar sights. The werewolf in humanoid form can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple



normal range. When a werewolf detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The humanoid form can take a move action to note the direction of the scent. When the werewolf comes within 5 feet of the source, it can pinpoint the location.

Werewolves in humanoid form can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Werewolves tracking by scent ignore the effects of surface conditions and poor visibility.

The Lupocephalus Form

The lupocephalus form is another way of saying “hybrid form,” unique to werewolves. In Latin, “lupo” means wolf and “cephalus” means “headed.” Thus, “lupocephalus” means “wolf-headed.”

The lupocephalus, or hybrid form, has a gray coat interspersed with flecks of yellow and white hair. The humanoid form's hair is completely submerged and is not evident in the lupocephalus (bald humanoids are not bald in lupocephalus). The wolf form possesses upright ears with a sharp, pointed muzzle. The eyes possess a malign intelligence, but otherwise the wolf form is almost exactly like a normal wolf's head. A lupocephalus has hands and can use weapons, but it can also attack with its teeth and claws. A lupocephalus can spread lycanthropy with its bite and it has the same damage reduction that the wolf form possesses.

The lupocephalus is larger than the humanoid form, but only because of how it stands. It has a gorilla-like appearance, with large, powerful forelimbs and shorter, wolf-like hind limbs. The lupocephalus can walk on all fours or upright, as it chooses. The base creature's type does not change, but the creature gains the shapechanger subtype.

One attribute that makes man and beast so compatible is the placement of the eyes. Both wolf and humanoid have their eyes in front of their heads. The lupocephalus is no different, bestowing approximately 180-degree vision.

The lupocephalus' form requires 2 pounds of meat and 1 gallon of fluid a day to avoid starvation. It can eat as much as 10 pounds of meat and store it for 5 days in its stomach.

A lupocephalus' sense of taste is not as

rich as a humanoid's. It possesses the ability to taste only acidic, bitter, sweet, and salty foods.

Speed: The lupocephalus' speed is a between that of the humanoid and wolf forms. A lupocephalus can lope along at 4 miles per hour but can reach bursts of up to 25 miles per hour. A lupocephalus' usual mode of travel is to hustle at 8 miles per hour, which it can keep up for hours. In this fashion, the lupocephalus can cover up to 32 miles in a single night.

One of the key abilities of the wolf is its speed, so the rules have been adjusted to distinguish between the two forms.

Attacks: The lupocephalus' maw consists of 22 teeth: 12 incisors, four canines, 16 premolars, and 10 carnassials and molars. The legendary canines of the wolf are over an inch long—over 2 inches long in some large werewolves.

The lupocephalus has exceptionally strong jaws, with the crushing pressure of over 1,500 pounds per square inch. This easily exceeds that of the largest mastiff. The lupocephalus' jaws cannot easily chew its prey; the teeth are made for scissoring chunks of meat to be swallowed in great hunks. The werewolf can crack bones and consume the marrow, ensuring that very little of a carcass is wasted. The lupocephalus' bite attack is considered to possess a Strength of 20 for the purposes of inflicting damage and breaking objects. Note that the lupocephalus' damage bonus may be modified by its adjusted Strength bonus (see below).

The lupocephalus' claw attacks are as described in the MM.



Special Attacks: A werewolf's lupoccephalus does not gain any special attacks in the wolf form. A werewolf spellcaster cannot cast spells with verbal components while in lupoccephalus form unless he has the Silent Spell feat.

Damage Reduction (Ex): An afflicted werewolf in lupoccephalus form has damage reduction 5/silver. A natural werewolf in lupoccephalus form has damage reduction 10/silver.

Scent (Ex): The lupoccephalus' sense of smell is better than a humanoid's, but still not as good as the wolf's. The lupoccephalus can smell opponents within one-half of a mile by sense of smell. If the source is upwind, the range increases to 1 mile; if downwind, it drops to one-quarter of a mile. Whenever the werewolf comes within 50 feet of the source, the lupoccephalus pinpoints the source's location. By making a successful Survival check (DC 15), a werewolf can determine if other wolves or werewolves were in the area recently, their gender, and how recently they visited. Otherwise, this power works exactly the same as in the humanoid form.

Sonic Vulnerability (Ex): Canines are notorious for howling in response to high-pitched sounds beyond the range of human hearing. Thus, it only makes sense that werewolves in lupoccephalus form are vulnerable to sonic damage. This offsets some of the other bonuses given to the lupoccephalus form. A werewolf in lupoccephalus form takes one-quarter again as much (+25%) damage as normal from sonic damage, regardless of whether a saving throw is allowed or if the save is a success or failure.

Skills: The lupoccephalus form, like the wolf form, has only four toes on its hind legs and walks on the tips. The claws are unlike a wolf's, which are only useful for digging. Instead, they are more akin to a lion's paw and are webbed, with powerful talons that cannot be retracted. Although not as good as a wolf's, a lupoccephalus' hearing is still better than a humanoid's. It can hear up to 3 miles away in a forest and up to 5 miles away on open plains. In lupoccephalus form, a werewolf receives a +2 bonus to Balance checks, a +2 racial bonus to Survival checks when tracking by scent, and a +2 racial bonus to Listen checks.

The Wolf Form

In wolf form, a lycanthrope resembles a powerful version of a normal wolf, but on close inspection, its eyes (which often glow red in the dark) show a faint spark of unnatural intelligence. The wolf form is sometimes considered an inferior form to outsiders who do not understand werewolves. Quite the contrary, the wolf form is often the preferred form—some werewolves define themselves as wolves first, humanoids second. In all cases, the wolf attributes indicated below are considered to be the same as in the werewolf form unless otherwise noted.

General Appearance: The average wolf form usually has a gray coat, interspersed with flecks of yellow and white. A werewolf's coat varies by its subspecies and climate (see the Characters chapter for more information). White fur is common among northern European werewolves, while gray, brown and black is more common among western European werewolves.

The wolf form possesses upright ears with a sharp, pointed muzzle. It is only superficially similar to dogs, with a much broader skull. Unlike dogs, wolves have long hair that frames the sides of their faces in a fashion similar to a human's sideburns.

The wolf form of werewolves has slight differences from natural wolves: it is somewhat larger in size, with a longer and broader snout; its canines are considerably sharper; its shoulders and limbs are much more muscular; and its forepaws have sharper claws than a normal wolf's blunt claws.

Curiously, werewolves do not lose any mass when they change. As a result, a werewolf's wolf form can range from 75 pounds for a child up to 300 pounds for an adult. The monsters that weigh at the heavier end of the spectrum are truly terrifying creatures to behold. It should be noted that normal wolves weigh, at most, 175 pounds.

The wolf form requires 3 pounds of meat and 1 quart of fluid a day to avoid starvation. It can eat as much as 21 pounds of meat and store it for seven days.

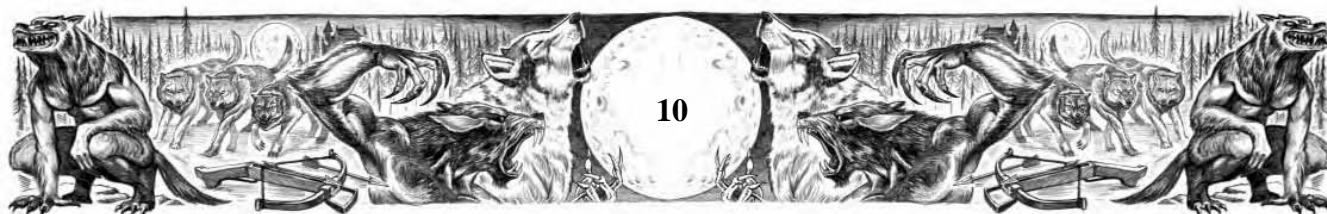
Adding to the appearance of the wolf form is the werewolf's coat. Especially in winter, the hair can grow on the back and sides in excess of 2 inches in length. The wolf form also has a mane that is about 6 inches wide and stretches from its neck to just over its tail. The hairs, which are up to 5 inches long, can be raised on end when the werewolf is frightened or enraged, making the beast seem even larger.

Werewolves stand at least 30 inches high at the shoulder, with the larger ones reaching upwards of 35 inches high. In comparison to dogs, the wolf form has a narrower chest and longer legs. The narrow chest results in a closer gait and is what distinguishes wolf tracks from dog tracks.

The base creature's type does not change, but the creature gains the shapechanger subtype.

Speed: The speed of a wolf is legendary. A wolf can lope along at 5 miles per hour but can reach bursts of up to 35 miles per hour if need be. A wolf's usual mode of travel is to hustle at 10 miles per hour, which it can keep up for hours. The wolf form can cover up to 60 miles in a single night in this fashion. The wolf form can hustle for 8 hours before suffering non-lethal damage for every hour thereafter.

Wolves suffer no movement penalty for moving over sand or snow. While the humanoid form walks upon the entire flat foot, the wolf form walks only on its toe tips, with the heel of each foot never actually touching the ground. The



wolf's paws are very large, which gives it an advantage in running on snow. A larger weight distribution ensures that the wolf can keep its balance and climb across surfaces that would normally cause it to sink. The wolf paw structure has given rise to the belief that wolves have lion's paws for feet and that they are immune to frostbite.

Furthermore, wolves are known for their ability to burrow out dens. When in wolf form, the creature gains a burrow speed of 1 foot per round.

Wolves are known for their ability to travel incredible distances at a trot as well as their ability to dig dens, which is why their speed has been modified here.

Special Attacks: A werewolf spellcaster cannot cast spells with verbal, somatic, or material components while in wolf form unless it has the Silent Spell feat.

Damage Reduction (Ex): An afflicted werewolf in wolf form has damage reduction 5/silver. A natural werewolf in wolf form has damage reduction 10/silver.

Scent (Ex): The wolf form has two specialized marking glands that identify it to other wolves. One is located near the anus and the other is on the back, about 3 inches from the base of the tail. This scent acts as the werewolf's form of identification. By rubbing against trees or the ground, the wolf form can leave its scent, identifiable at up to 100 yards. The wolf form can detect opponents within 1 mile by sense of smell. If the opponent is upwind, the range increases to 2 miles; if downwind, it drops to one-half a mile. Otherwise, this power works as in the lupocephalus form.

Sprint (Ex): As wolves are known for their ability to sprint short distances, the werewolf in wolf form gains this special ability. Once per hour, a wolf can move at 7 times its normal speed (350 feet) when it makes a charge.

Skills: Each forefoot of a wolf has five toes, although only four are used, with the fifth (the thumb) being regressed. The hind feet consist of only four toes, each of which is surrounded by stiff hairs that allow the wolf form improved steadiness on slippery surfaces. All of the claws are strong but blunt—they are not meant to attack prey like a cat, but instead are used for running and digging.

The wolf form's hearing is highly acute. It can hear up to 6 miles away in a forest and up to 10 miles away on open plains. Wolves can hear sounds beyond the range of humanoid hearing and their hearing is more powerful than that of a common dog.

In the wolf form, a creature receives racial bonuses of +4 to Balance and Listen checks and a +4 bonus to Survival checks when tracking by scent. It receives a –8 racial penalty to Disable Device, Forgery, Heal, Open Lock, Ride, Sleight of Hand, Use Magic Device, and Use Rope whenever the skill requires the use of hands. The wolf form's class skills are Hide, Listen, Move Silently, Spot, and Survival.

Birth Moon

Each werewolf is bound to the full moon under which it first transformed, a term other werewolves call a "birth moon." Werewolves receive a bonus to skills or saves for the days when their birth moon is full. Table 1-4 shows these bonuses. This bonus applies regardless of whether or not the werewolf can actually see the moon so long as it is on the plane of its birth moon.

Werewolves are intimately tied to moons, but some fantasy worlds have multiple moons or no moons at all. In this case, it's at the DM's discretion to modify the rules. Fortunately, there are plenty of other ways a werewolf can be created, so technically werewolves could exist on a world without moons. For worlds that have multiple moons or a different number of months, divide the effects appropriately. Thus, a world with two moons bestows half the bonuses for the first full moon and the other half for the second full moon.

Storm Moon: Werewolves born under the Storm Moon tend to have tempestuous emotions and furious rages. They have a nose for weather and are particularly affected by changes in climate.

Chaste Moon: Werewolves born under the Chaste Moon are introverted and reflective. They are more meditative than other werewolves and enjoy their solitude.

Seed Moon: The Seed Moon represents fertility and vegetation. Seed Moon werewolves are one with nature and more inclined to wander in wolf form than humanoid or lupocephalus form.

Hare Moon: The Hare Moon is a symbol of virility. Werewolves born under this moon have tremendous sexual appetites. They are extremely fertile and pride themselves on siring or birthing many pups.

Table 1-4: Full Moon Bonuses

Month	Moon	Bonus
January	Storm	+3 to Survival checks
February	Chaste	+3 to Concentration checks
March	Seed	+3 to Knowledge (nature) checks
April	Hare	+2 to Fortitude saves
May	Dyad	+3 to Knowledge (planes) checks
June	Mead	+2 to Fortitude saves
July	Wort	+3 to Heal checks
August	Barley	+3 to Craft (alchemy) checks
September	Blood	+3 hit points
October	Snow	+3 to Spellcraft checks
November	Oak	+3 to Climb checks
December	Wolf	+3 to Control Shape checks



Lunar Influences

Dyad Moon: The word “dyad” means “pair” in Latin and refers to the twin stars of the constellation of Castor and Pollux. Dyad Moon werewolves are extremely sensitive to the stars and constellations and take an interest in the universe beyond their own.

Mead Moon: Mead Moons are a natural part of summer, when meadows are mowed for hay and it is the season for brewing mead. Mead Moon werewolves are extremely fond of a good drink, even in wolf form.

Wort Moon: The wort plants are healing herbs. Werewolves born under the Wort Moon tend to be healers and nurturers, with an innate sense of how to heal others’ pain.

Barley Moon: The barley sheaf represents the symbol of the harvest. The concoctions created under the Barley Moon vary widely, just as the werewolves born under this moon. Barley werewolves are curious about all manner of alchemic transformations, both internally and externally, and are always experimenting in their quest for perfection.

Blood Moon: Born during the moon dedicated to sacrifice, Blood Moon werewolves honor their gods by slaughtering their foes without eating the corpses. Blood Moon werewolves are the most dangerous and pride themselves on their ability to destroy living things.

Snow Moon: The Snow Moon heralds the beginning of winter. The change in seasons is magical and makes spell-casting easier for the werewolf born under this moon.

Oak Moon: The oak is a tree sacred to druids and known for its hardiness. Oak Moon werewolves rival dwarves in their ability to surmount obstacles; there’s nothing they can’t conquer.

Wolf Moon: Wolf Moon werewolves are intimately tied to their shapeshifting natures. They are especially attuned to the night and are at peace with all aspects of their multiple forms.

Werewolf biology is tightly tied to the moon and its phases. There are other changes beyond merely a physical transformation—werewolves become increasingly emotional and aggressive during their particular moon phase.

Although only the moonrise of the full moon acts as a trigger for a werewolf to change into another form, the phase of the moon can impact Control Shape checks, as shown on table 1-5.

New Moon: The entire moon appears dark. The new moon and the sun rise and set together; therefore, the new moon cannot be seen.

Waxing Crescent: Light crescent on the right side of the moon. The waxing crescent moon is seen as a sliver in the evening sky and sets after sunset in the early evening hours.

First Quarter: The right half of the moon is lit (90 degrees from the sun, end of first quarter, beginning of second quarter). The first quarter moon’s right half is illuminated; it is seen in the south at sunset and sets around midnight.

Full Moon: A full moon occurs when the moon and sun are in opposition. The entire moon’s face is visible for three days. The full moon rises at about sunset, is visible all night, and sets about sunrise.

Waxing Gibbous: Three-fourths of the moon is now lit. The waxing, gibbous moon is between first quarter and full, with a bulge on the left side. It rises in the afternoon and sets after midnight.

Disseminating Moon: The disseminating moon, also known as the waning gibbous moon, is three-fourths dark. The disseminating moon is between full and last quarter, with a bulge on the right side. It rises in the early evening and sets before sunrise the next day.

Third Quarter: The last quarter moon’s left half is illuminated; it rises about midnight and sets about noon the next day. The right half of the moon is now dark (90 degrees from sun, end of third quarter, beginning of fourth quarter).

Balsamic Moon: Also known as the waning crescent moon, this moon rises in the early morning hours and is just a sliver preceding the sun’s arrival in the dawn sky.

Dark: The dark moon is the three-day period from the last sliver of moonlight of the waning crescent to the first sliver of the new moon.

Blue Moon: A blue moon occurs when a full moon shows its face twice in one month.

Eclipses: As lunar eclipses represent the perfect union of the sun and moon, any type of magic worked or energy sent out during this time will be amplified.

Table 1-5: Control Shape Modifier For Moon Phases

Phases	Duration	Control Shape DC
New	3 days	+1
Waxing Crescent	4 days	+2
First Quarter	4 days	+3
Waxing Gibbous	3 days	+4
Full	3 days	+5
Disseminating	5 days	-1
Last Quarter	2 days	-2
Balsamic	2 days	-3
Dark	1 day	-5
Blue Moon		+10
Lunar Eclipse		-10



Diseases and Parasites

Werewolves have the dual curse of being susceptible to more than 100 diseases and parasites that affect wolves in addition to the various maladies that afflict humanoids. Table 1-6 shows just a few peculiar to canines. External parasites tend to be less of a problem in the cold northern regions. Although many werewolves heal when they change forms, the healing does not cure ability damage or remove the disease. Thus, it is possible for a werewolf in wolf form to contract a canine-specific disease that remains even after returning to the humanoid form.

Distemper: Distemper affects the respiratory, gastrointestinal, and central nervous systems. Symptoms include fever, loss of appetite, and a discharge from the eyes and nose. Diarrhea and dehydration may follow; in the final stages seizures may occur.

Leptospirosis: Leptospirosis is usually caused by exposure to water contaminated with the urine of infected animals. Symptoms of leptospirosis include loss of appetite, fever, vomiting, and listlessness, occasionally diarrhea, and rarely jaundice and excessive thirst.

Mange: Mange is caused by tiny mites that attach themselves to a wolf's fur or skin. The symptoms of mange include lesions, crusting, and fur loss. Wolves that suffer mange in the winter are in danger of freezing to death. A wolf or werewolf with mange suffers a -4 penalty to all saves to resist cold dangers or effects.

Rabies: Rabies is passed on by the bite of a rabid animal that is infected with the disease. After being bitten, the wolf may constantly lick, bite, or claw the wound until it becomes ulcerated or raw. Often the wolf's behavior will completely change, and it will randomly attack the nearest living being or run around in circles. When first afflicted by rabies, the wolf must succeed on another Fort save or be affected per the *confusion* spell. This effect ends only when the disease is cured.

Repellants

The enemies of werewolves are not without their resources. There are a variety of measures a werewolf hunter can take against werewolves.

Garlic, Wolfsbane and Pentagrams: Werewolves cannot tolerate the strong odor of garlic and will not enter an area



Table 1-6: Diseases

Disease	Infection DC	Incubation	Damage
Distemper	Contact 20	1d4 days	1d6 Con
Leptospirosis	Contact 16	1d3 days	1d4 Con
Mange	Contact 16	1d3 days	1d4 Con
Rabies	Injury 14	1d4 days	1d3 Wis, 1d3 Dex, <i>confusion</i>



laced with it. Similarly, they recoil from wolfsbane or a strongly presented silver pentagram. These things don't harm the werewolf—they merely keep it at bay. A recoiling werewolf must stay at least 5 feet away from a creature holding the wolfsbane or pentagram and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter. Holding a werewolf at bay takes a standard action.

Silver: Silver has magical properties of a lunar nature and is commonly associated with the moon. A complex process involving metallurgy and alchemy can bond silver to a weapon made of steel so that it bypasses the damage reduction of creatures such as lycanthropes. However, the weapon is not as durable. On a successful attack with a silvered weapon, the wielder takes a -1 penalty on the damage roll (with the usual minimum of 1 point of damage). The alchemical silvering process can't be applied to nonmetal items, and it doesn't work on rare metals such as adamantine, cold iron, and mithral.

Alchemical silver has 10 hit points per inch of thickness and a hardness of 8.

All werewolves have a reaction to silver, but in varying degrees. A werewolf in the presence of high concentrations of silver or directly touching a silver object experiences the effects shown on table 1-8, in order of duration of exposure.

A werewolf takes fire damage if it touches silver. It takes full damage if it is holding, touching, wearing, or carrying silver metal weighing one-fifth of its weight. The werewolf takes minimum damage (1 to 4 points; see the table) if the silver that it's carrying weighs less than one-fifth of its weight. On the first round, the silver becomes warm and uncomfortable to touch but deals no damage. During the second round, intense heat causes pain and damage. In the third and subsequent rounds, the silver is searing hot, causing more damage,

as shown on the table.

The werewolf can resist the effects of becoming nauseated, stunned, or unconscious on a successful Fortitude save (DC 10 + 1 for each round thereafter). If the werewolf has made it to the 8th round without any additional effects, it is possible the werewolf will have to make three saves every round to avoid being nauseated, stunned, and ultimately knocked unconscious. After falling unconscious, the werewolf continues to suffer 4d4 points of damage while in contact with silver until death.

Touching silver also requires the werewolf to make a Control Shape check if in humanoid or wolf form. Failure means the werewolf immediately transforms into lupocephalus form. All effects end immediately when the werewolf is no longer in direct contact with silver.

Cures

Just as there are a variety of triggers that can cause a werewolf to transform, there are a variety of remedies that vary in effectiveness to remove the werewolf's curse. Characters undergoing this cure are often kept bound or confined in cages until the cure takes effect. Only afflicted lycanthropes can be cured of lycanthropy.

Blood Loss: Werewolves can sometimes have the beast beaten out of them. The character must suffer enough damage that he is reduced to below 0 hit points (but does not die) during one of the three days of the full moon. After receiving the damage, the werewolf must succeed on a DC 20 Fortitude save to break the curse. If the save fails, the process must be repeated.

Herbal: An afflicted character that eats a combination of drugs and herbs (e.g., opium, thyme, wormwood, belladonna,

Table 1-7: Silver Item Costs

Type of Alchemical Silver Item	Item Cost Modifier
Ammunition	+2 gp
Light weapon	+20 gp
One-handed weapon, or one head of a double weapon	+90 gp
Two-handed weapon, or both heads of a double weapon	+180 gp

Table 1-8: Effects of Silver on Werewolves

Round	Reaction	Damage	Control Shape DC
1	Itchiness	None	10
2	Hives	1d4 points	12
3	Stinging	2d4 points	14
4	Blisters	3d4 points	16
5	Shooting pains	4d4 points	18
6	Nausea	4d4 points; nauseated	20
7	Dizziness	4d4 points; stunned	25
8	Unconsciousness	4d4 points; unconscious	30



acid vinegar) within one hour of a lycanthrope's attack can attempt a DC 20 Fortitude save to resist the affliction. If a healer administers the herb, use the character's save bonus or the healer's Heal modifier, whichever is higher. The character gets only one chance, no matter the quantity of herbs consumed. The herbs must be reasonably fresh (picked within the last week).

However, fresh or not, the combination of herbs is toxic. The character must succeed on a DC 13 Fortitude save or take 1d6 points of temporary Strength damage. One minute later, the character must succeed on a second DC 13 save or take an additional 2d6 points of temporary Strength damage.

Knife: Another remedy involves straightforward combat between the werewolf and another character. The werewolf must be struck 3 times in the head with a knife (not a dagger or short sword). This remedy only works if the werewolf is capable of defending itself. For a remedy that might work if the werewolf is restrained, see blood loss, above. The opposing character must make 3 consecutive attacks with the knife and all must be critical hits. After receiving the damage, the werewolf must succeed on a DC 20 Fortitude save to break the curse. If the save fails, the entire process can be repeated.

Progenitor Destroyed: An afflicted werewolf can make a Will save to restore itself to its original form upon the permanent death of its progenitor. It is not enough for the progenitor werewolf to merely die—the head must be destroyed. The ultimate destruction of a werewolf is usually accomplished by decapitating it and burning the body. If the werewolf who first passed on the condition dies, all werewolves who were afflicted as a result of its bite get a Will save, so long as they are on the same plane of existence. Note that all

of the afflicted werewolves immediately know that their progenitor was destroyed and may be aggressive towards the murderer(s). If a werewolf eats its progenitor's heart, it receives a +5 profane bonus to its Will save.

Spells: A *magic circle against werewolves*, *heal* or *remove disease* spell cast by a cleric of 12th level or higher also cures the affliction, provided the werewolf receives the spell within 3 days of the lycanthrope's attack.

The only other way to remove the affliction is to cast *break enchantment*, *magic circle against werewolves*, or *remove curse* on the character during one of the three days of the full moon. After receiving the spell, the werewolf must succeed on a DC 20 Will save to break the curse (the caster knows if the spell works). If the save fails, the entire process can be repeated.

Turning: Afflicted werewolves that have received their curse as a result of traffic with an evil outsider can be turned, which may remove the affliction. The cleric turning the werewolf treats it just like an undead and must have twice as many levels as the werewolf has hit dice. If the turning attempt is successful, the werewolf must make a DC 30 Will save to break the curse.

Wooden Stake: The werewolf must be pierced with a stake made of aspen wood. This remedy only works if the werewolf is capable of defending itself. For a remedy that might work if the werewolf is restrained, see blood loss, above. The opposing character must make a successful critical hit with the stake. After receiving the damage, the werewolf must succeed on a DC 25 Fortitude save to break the curse. If the save fails, the entire process can be repeated.

Table 1-9: Afflicted Lycanthrope Cures

Cure	Save Type (DC)
Blood Loss	Fort (20)
Herbal	Fort (20)
Knife	Fort (20)
Progenitor Destroyed	Will (20)
Spells	Will (20)
Turning	Will (30)
Wooden Stake	Fort (25)



Chapter 2: Social Structure

Istvan skidded across the ground, tearing up chunks of dirt and rock. The blow knocked the wind out of him. Lockjaw was going to kill him if he didn't do something, fast.

"Verata is one of my pack," growled the slavering form that Lockjaw now was. White foam dripped from his massive jaws. "You should not have touched her."

Istvan's lupoccephalus form, though larger and more powerful than any man's, was like a sniveling pup when compared to Lockjaw. He was trapped at the edge of a cliff. From the sounds of the howling wind behind him, it was a long way down.

"Maybe she doesn't want to be part of your pack any longer?" Istvan crouched lower, willing the change to wolf form. He was going to need the speed.

"I determine who is part of the Legion!" shouted Lockjaw as one meaty paw the size of Istvan's head dug into the fur around Istvan's neck. "You are not part of the Legion. Now you d—"

There was a hollow THWACK! as a silver club smashed into Lockjaw's lower jaw. His jaw slammed shut, blood spurting from between his teeth. He squealed like a wounded dog, clutching at his mouth as Istvan rolled to the ground.

Verata threw the club down next to Lockjaw. "Consider this my resignation, Lockjaw," she said as her flesh began to ripple. "We're starting our own pack."

Istvan struggled to his feet in pursuit of Verata as she transformed into her half-wolf, half-humanoid form. He spared a glance backwards. Lockjaw was still thrashing on the ground behind them.

"Don't worry," she said just before she shifted into wolf form. "His tongue will be stuck between his teeth for days. They don't call him Lockjaw for nothing."

The transformation into a being that is both wolf and man and yet neither is all the more dramatic because it crosses social, economic, physical, material, and even spiritual lines. Afflicted werewolves who survive and learn to deal with their change are forever transformed, unique in their outlook and social mores.

Conversely, natural werewolves rarely experience such trauma. They are born into a social group that accepts them and perceives lycanthropy as a natural part of life. For them, transforming from wolf to man and back again is as natural as breathing.

It is possible for the natural and afflicted werewolf to have some commonalities, however. For example, a natural werewolf that is not aware of its true nature may be traumatized upon reaching puberty and experiencing its first change. Conversely, an afflicted werewolf might be immediately accepted into the pack that transmitted the condition, ensuring the new werewolf a safe haven.

The Five Stages of Transformation

A potentially afflicted werewolf goes through five stages of emotional response. These stages can happen in any sequence and their duration varies greatly by circumstance and individual, from 5 months (1 month per stage) up to 5 years in total. Werewolves that have other natural werewolves to help them through the transition fare better than those left to fend for themselves.

Denial

The afflicted werewolf does not understand its true nature. The werewolf begins to exhibit the senses and abilities of its wolf form but has yet to transform or, alternately, does not recall a transformation. The werewolf is likely to deny that it is a lycanthrope, intentionally ignoring the effects of its transformation (e.g., missing cattle or children, reports of a wolf in the area). Some werewolves believe they are only suffering from a temporary insanity or that they had a particularly awful period of drug or alcohol use.

Afflicted werewolves who deny their true nature will often seek verification that they are "normal," avoiding those who might confirm their worst fears of lycanthropy. This stage makes it difficult for a natural werewolf to contact an afflicted werewolf. Indeed, afflicted werewolves who are in denial will blame their actions on natural werewolves, other monsters, or sorcery.

When in denial, the werewolf receives a -4 morale penalty to Gather Information, Knowledge, Search, Sense Motive, Spot, and Survival checks that would reveal the character is an afflicted werewolf.

Bargaining

The afflicted werewolf now recognizes its condition. However, it believes it can stop the transformation through sheer willpower alone. If it has a religious affiliation, it will pray to be delivered from its curse. It will consider extreme measures to remove the curse, resorting to increasingly reck-



less schemes. Afflicted werewolves are often the victims of charlatans.

Afflicted werewolves in this stage are highly vulnerable to outside pressures from spellcasters, werewolf hunters, and ecclesiastical authorities. More afflicted werewolves die trying to find a cure to their condition than from the transformation itself. This is perhaps the werewolf at its most piteous. When all cures fail to work, the werewolf's pleas turn to rage.

When bargaining, the werewolf receives a -4 morale penalty to all Sense Motive checks when dealing with someone who can offer a potential cure.

Rage

The afflicted werewolf realizes there is no easy cure and becomes furious—with itself, with others, with its gods. This rage consumes the werewolf, making a transformation even more likely. Often, the werewolf will create scapegoats and blame others for its condition. Sometimes, the connection is obvious—it's common for an afflicted werewolf to hunt down and kill its progenitor. Other times, the connection is not as clear, such as with werewolves who have been cursed through magic and do not know the spellcaster's origin.

Werewolves in this stage are at their most dangerous. They will lash out at the slightest provocation, perhaps even thinking of themselves “monsters.”

When in a state of rage, on a failed Will save (DC 20) in a particularly stressful situation, at the DM's discretion, the werewolf may be overcome by the effects of the *rage* spell, as if cast by the werewolf. An affected werewolf automatically shifts into lupocephalus or wolf form. This is an extraordinary effect.

Despair

The werewolf realizes it may do awful harm to loved ones. It is lost, alone in its anxiety, and unable to connect with anyone else. The werewolf succumbs to moments of deep silence, dark thoughts, and sobbing spells that last for hours.

The despairing werewolf may decide its guilt or past deeds are the cause of its affliction. If it is good aligned, the werewolf may change alignment, convinced that its old ethos no longer applies. In extremes, the werewolf may commit suicide.

A despairing werewolf under extreme stress (at the DM's discretion) may be overcome by the effects of the *crushing despair* spell, as if cast by the werewolf. This is an extraordinary effect.

Awareness

The werewolf begins to accept its situation. It is comfortable with its senses and can remember its activities in

wolf form. The werewolf understands its lycanthropy, if not its origins, and begins to integrate its dual nature into daily life. The werewolf will often seek out others of its kind that can empathize with its condition—if not other werewolves, then other monsters or shapeshifters who share similar challenges.

Werewolves of this type have successfully made a Wisdom check (DC 15) to remember their condition. In addition, they now have access to the Control Shape skill and can use it to control their forms.

The Wolf Perspective

Afflicted wolves that are bitten by a werewolf, or humanoid that are raised by natural werewolves that live in the wilderness, are likely to adopt a wolf's perspective.

Wolf society is based around the pack, ranging from 8 to 15 family members. An alpha male leads the pack. It's possible for a pack of werewolves to include normal wolves as well—in such cases, the werewolf always ascends to the role of alpha male through his ability to shapeshift into a humanoid form. In addition to the pack leader, the alpha male's mate also holds a position of power. As the alpha female, she is the spiritual advisor and provides stability to the pack.

Werewolves raised in the wild see the humanoid life as weak and awkward, but are not so disdainful of their shape-shifting abilities as to ignore the advantages of the humanoid form. They use their humanoid form like natural camouflage. The humanoid form has opposable thumbs and the ability to climb trees—both powerful advantages in the wild.

Given the harsh struggles of wolf life, werewolves living in the wild are sometimes separated from their pack. Most lone werewolves who rejoin humanoid societies are inevitably barbarians, unfamiliar with humanoid customs or language.

The Humanoid Perspective

In a fashion similar to the wolf perspective, humanoid werewolves take on the feral traits of their wolf side and combine it with their humanoid lifestyles. When living in groups, humanoid werewolves tend towards the pack lifestyle as well, led by a mated pair. However, the hierarchy is determined more by the purity of the werewolf blood—natural werewolves are always alphas, with afflicted werewolves taking on a lesser role. These are known as beta werewolves.

Every werewolf has a rank within their society and can dominate the werewolf beneath them as determined by their challenge rating. At the bottom are the omegas, lame, elderly, or recently afflicted werewolves. These werewolves are perpetually abused but never killed.



Humanoid werewolves see their wolf forms as powerful weapons and a fast method of transportation. They firmly see themselves as people first, wolves second, but are not above resorting to more bestial behavior if it suits their needs. As humanoids, they tend to be a people of strong emotions; they laugh hard and weep piteously, taking great gulps of life. Normal humanoids find them extreme but are strangely attracted to their lack of self-consciousness.

Natural Werewolf Types

The wolf side of werewolves lends itself well to social structures in a fashion similar to humanity. Wolves roam in packs and recognize leaders, so it's no surprise that natural werewolves can be remarkably humanoid in their organization.

Natural werewolves see their humanoid forms as dreary and uncomfortable. The humanoid has considerably weaker olfactory and auditory senses and cannot consume the same range of foods that a wolf can. On the other hand, a humanoid can interact with a society in ways a wolf can not. Outsiders assume that a werewolf would not adapt well to the vagaries of humanoid living, but in reality the werewolf's pack structure prepares it for life as a humanoid.

Natural werewolves seek out leaders, challenge them, and determine their societal role on the outcome. If the werewolf wins the challenge (which can even be a verbal or intellectual challenge), the werewolf assumes leadership and expects others to follow. If it loses the challenge, the werewolf is usually loyal and, at least outwardly, subservient. Of course, each werewolf acts according to its alignment.

Social rank is important to werewolves, just as it is important to humans and wolves. Natural werewolves tend to organize themselves into social groups of varying degrees of complexity. The smallest group is the band, which is generally no more than 100 adult werewolves and up to 100 more noncombatants and young. Multiple bands may join together into tribes of 400 or more, dispersed over wide areas and sometimes connected only tenuously. The most organized of werewolves form nations that may number in the thousands.

Sometimes these bands, tribes, and nations exist as recognizable entities. But more often they are "invisible nations," known to outsiders as simple herders or wanderers, their true werewolf identities well hidden from all non-shapechangers. Werewolf nations sometimes have thousands of years of history behind them, their raw power ensuring they outlived all challenges from the younger races for many, many years.

Here are examples of a werewolf nation, tribe, and band.

Neuri Nation

The Neuri is a large nation of werewolves that embraces the lupine way of life. Their land is arid, lending itself only to animal husbandry. This suits the Neuri just fine, as they live almost exclusively on a diet of meat and dairy. There is no such thing as a Neuri farmer. All Neuri are hunters as well as warriors.

The Neuri do not live in towns but wander through their territory, occasionally spilling into other lands as the migrations of cattle or sheep lead them. They recognize no civilized boundaries and are only contained by geography or war. Neuri are exceptional herders as a result and the country is plagued with cattle thieves trying to smuggle a calf out of the territory.

The Neuri are led by a tribunus, who leads the entire nation. Beneath him are 10 districts called curiae, which consist in turn of 10 clans called gente.

The Neuri do not recognize common laws of hospitality. They will gladly eat guests who displease them and sacrifice visitors to their gods. They worship Lupercus above all, but have no altars or temples. When they make sacrifices, they pile up faggots over 20 feet high with a ramp on one side. At the top of the ramp is placed a sword engraved with images of Lupercus that is used to sacrifice captives.

Neuri traditionally resort to pack tactics, harassing enemies on the march without direct engagement. Their weapons consist of the short bow, short sword, short spear, and hand axe. They are fond of scalping enemies and collect the macabre slices of skin and hair as trophies. For special opponents, the Neuri make cups of their foes' skulls, mounting them in gold.

Neuri men grow their moustaches long and wear coats confined by belts, trousers tucked into soft boots, and hoods or tall pointed caps. The women wear long flowing robes, tall pointed caps, and veils descending over most of their body. Both genders wear long lines of stamped gold plates sewn upon their clothes.

Numbers: 1,000-4,000 werewolves plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, 6-10 wolves, and 2-5 dire wolves.

Common Class: Fighter

Alignment: Neutral evil

Recommended Thorns: Man's Hide

Recommended Feats: Dire Form

Luceres Tribe

The Luceres are a tribe of werewolves that recognizes no borders or territories. The Luceres follow herds of cattle as they roam across the plains and hills, which brings them into



conflict with agrarian societies.

When in humanoid form, the Luceres ride on horseback, their women in wagons with felt tilts drawn by cattle. These tilts are the homes of each family. They are fond of leather clothing and use every piece of cattle, wasting nothing. In combat, they sometimes wear nothing at all, relying on their superior physical abilities to protect them.

As a people, the Luceres are fierce and aggressive. They have little respect for treaties and prefer violence to diplomacy. To the Luceres, honor and courage is shown in battle—they respect their enemies and have nothing but disdain for more agrarian nations.

The average Lucere loves a challenge and is sometimes perceived by outsiders as gullible. Luceres do not wash, but do take steam baths. They enjoy gambling and women, and are polygamous.

Numbers: 40-400 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 10-24 worgs, and 2-4 dire wolves.

Common Class: Barbarian

Alignment: Chaotic neutral

Recommended Thorns: Beast's Mind, Extra Hair, Musk

Recommended Feats: Worg Form

Greifswald Band

The town of Greifswald is completely overrun by werewolves. Not everyone in town is a werewolf, however. They intentionally rely on a steady stream of humanoids that are lured to the city with the promise of rampant prostitution and gambling. Then they prey on the unsuspecting newcomers.

The Greifswald werewolves make their home base on Rokover Street. The rule is that anyone outside of their houses after 8 o'clock in the evening is fair game. Residents know better, so the only ones caught out in the street are the drunk, the incapacitated, or the foreigners who don't know any better. That suits the werewolves just fine.

The Greifswald werewolves are beginning to regret their decision to allow their "herd" to prosper, as the inhabitants have begun to fight back. A secret school of wizards known as Lupus Negatis has been studying the werewolves with the intent of eventually destroying them. For the moment, they bide their time, but occasionally they kidnap a werewolf for magical study. Lupus Negatis is not necessarily a benevolent organization and could become a serious threat to the Greifswald werewolves if it is not stopped.

The Greifswald werewolves are little more than thugs, reveling in their power with no respect for their wolf heritage. They are decidedly human, regularly giving in to all-too-human vices and carousing until late into the night.

Numbers: 10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level

Common Class: Rogue

Alignment: Chaotic evil

Recommended Thorns: Man-Child, Rapacious

Recommended Feats: Loose Skin, Man's Tongue, Sheep's Clothing

Afflicted Werewolf Types

Afflicted werewolves struggle with their nature. Even if they eventually come to accept their plight, they are perpetually engaged in a battle of wills, concerned about when they will next transform into a beast. Some turn to drugs or alcohol; others sequester themselves away from human civilization. In large part, the manner in which the afflicted werewolf received its lycanthropy determines its societal structure.

Unlike natural werewolves, afflicted werewolves rarely have social groups in which to seek comfort. Over time they may seek out and find each other or be assimilated into natural werewolf bands. The defining psychological trait for an afflicted werewolf is not the tendencies of its families and friends, but the circumstances of its becoming a lycanthrope. There are four common events that lead to a werewolf nature: a dark gift from an outsider, being bitten by an existing werewolf, being cursed in some way, or worship of the totem of the wolf. For more details on the modifiers to becoming a werewolf in these circumstances, see page 6. The descriptions below reveal the details.

Dark Gift

Some werewolves traffic with devils or fey, who bestow the power to transform into a wolf. These gifts are never without a price, usually the werewolf's soul. Afflicted werewolves who receive their abilities in this fashion are forever indebted to their fiendish or fey masters and must do their bidding, often on a whim. Some are solitary while others gather together in cults, conducting their activities in secret and preying on the humanoids around them.

Common Class: Cleric or sorcerer

Alignment: Chaotic evil

Recommended Thorns: Devil's Mark, Turnable

Recommended Feats: Devil Dog, Hell Wolf Form

Bitten

The most common circumstance in which a humanoid becomes a werewolf is by bite. These werewolves usually end up dead if they are not adopted by a pack. Because the bite is inflicted as a result of violence, it's rare that an afflicted werewolf has an opportunity to get to know the werewolf that infected it. Indeed, even after transforming, the progeni-





tor and the afflicted may still perceive each other as enemies.

Common Class: Any

Alignment: Neutral

Recommended Thorns: Dead Man Walking, Dogbane, Hybrid-Barred, Man-Child, Stretching Transformation

Recommended Feats: Silver Bullet

Cursed

Werewolves that are cursed are the second most common form of afflicted werewolves. The curse can be the result of a horrible crime, cannibalism, or simply internal guilt. In all cases, the werewolf in question never considers its transformation to be a gift. Most cursed werewolves are perpetually on a quest to be released from their curse. Unfortunately for them, death is the most common release.

Common Class: Any

Alignment: Neutral

Recommended Thorns: Beast's Mind, Bursting Transformation, Cannibal Curse, Rapacious, Scarring, Wolf's Mind

Recommended Feats: Black Blood

Totem

Unlike some of the other afflicted werewolf types, totem werewolves welcome their ability to change and see it as a gift. Totem werewolves bring the "spirit of the wolf" upon themselves in order to be stronger hunters, emulate the wolf's virility, or embody an aspect of the wolf that humans do not possess. To them, it is an honor to become a wolf.

Common Class: Barbarian, druid, or ranger

Alignment: Neutral

Recommended Thorns: Beast's Mind, Wolf's Mind

Recommended Feats: Animal Magnetism, Mystic Transformation

Alignment

Although most werewolves are listed as chaotic evil, the moniker applies primarily to afflicted werewolves who have received their form through demonic intervention or as a result of a curse. Chaotic evil werewolves are, to put it simply, insane, deranged monsters that ultimately spiral out of control until humanoid society puts them down. Any tortured but less violent souls are chaotic neutral.

Conversely, natural werewolves tend to have some element of neutrality. Most are neutral, caring little for anything but their pack. Others are much harsher on their humanoid relatives and apply the laws of nature to those around them, which classifies them as neutral evil. Still, a select few see their change as a divine blessing and act as guardians against evil—these werewolves are neutral good.

At the DM's option, the alignment that a werewolf reverts to is the alignment of the natural werewolf who passed on the condition. Thus, werewolves can convert other humanoids to their ethos in this fashion, a powerful recruitment tool.



Chapter 3: Cultural Habits

They were hiding in plain sight at a local tavern, stalking a future packmate. A strapping man stumbled for the door, almost too drunk to find his way out.

“Are you sure you want to turn this one, Istvan?” Verata asked with a hint of amusement.

Istvan nodded. “He would make a fine ally. We need someone who can take on the likes of Lockjaw.”

“I chose you because you will breed well,” she said, sipping from her mug. Her eyes darted over Istvan’s shoulder at the warrior. “But he looks stronger than you. Do not be so arrogant to think I would not replace you with a more worthy mate.”

“But I have one advantage,” said Istvan, craning his neck to get a better glance at his prey.

“Oh?”

The warrior burped loudly behind them. He had managed to step out of the tavern and into the alleyway.

Istvan grinned wolfishly as he rose to his feet. “I’m a lot smarter than he is.”

Werewolves as a group vary as much as their humanoid backgrounds. However, there are some cultural habits that are common across all werewolf types.

Life and Death

Werewolf society is subject to the same extremely harsh judgment found in nature. In a world of constant struggle for survival, werewolves have little compassion for inefficiencies that slow down the hunt.

Just as werewolves rank each other within their pack, they rank the creatures around them as more or less powerful than themselves. Those creatures that are not werewolves are seen as livestock, the herd. As such, these beasts have no real feelings to be respected, souls to be mourned, or intelligence to be considered. There are certainly worthy foes amongst them, but those who are not werewolves are not truly people. They are the omegas, the lowest in the werewolf universe.

In a separate category are the lesser, the betas. These are wolves and the humanoid form into which the werewolf shifts. They are soul-locked: form-frozen beings who can never be free of their own bodies. To the werewolf, these are pitiable creatures. The thought that some of them could be a threat is to elevate them to a more honored status—but still below the rank of a true werewolf.

Whereas humanoids see wolves as animals and wolves see humanoids as dangerous competitors, werewolves treat both as equally inferior. Only evil werewolves will prey on wolves—their “little brothers and sisters.” Most werewolves prefer to hunt traditional wolf meals: cattle, sheep, deer, and other four-legged mammals.

Werewolves do not fear death and indeed, cannot comprehend fear of it in the way humanoids do. They live life to the fullest and die when it is their time to die. Werewolves expect to die in action and could never retire, useless and frail. An old werewolf looks forward to death and hopes to be taken in the pursuit of worthy prey.

The afterlife for werewolves is sometimes portrayed as a

great hunting ground, where food is always plentiful. What kind of creatures the afterlife is populated with varies depending on the deity the werewolf worships. On a very basic level, it is a land of never-ending hunts and honorable prey. More advanced mythologies are led by soul packs with the deity as the alpha male. Wolves and humanoids also go to this place; as half-souls, they are relegated to feeble shadows—weak wolves and naked humanoids.

Goals

Werewolves vary as much as any other race in their goals and aspirations. Some are noble while others plumb the depths of bestial behavior. Because a pack must work together, the goal of the alpha pair matters most. Other werewolves in the pack at least pay lip service to the alpha werewolf’s goals. Here are some typical goals and the alignments that correspond to them.

Food

The werewolf exists only to eat. These are the werewolves everyone fears, the ever-ravenous beasts of legend. The werewolf eats—not just to fill its belly, which is rarely full, but to taste flesh of different textures and flavors. These werewolves are man-eaters, stalking and killing on a whim to feed themselves and their pack.

Alignment: Chaotic evil

Guardianship

Werewolves who are closely tied to their humanoid populations see them as poor cousins, to be protected and shepherded through life. Guardian werewolves act as heroic eyes and ears, stalking the night to protect humanoids in need. They stick to cities, only transforming into wolf form when they require speed or stealth that their humanoid form cannot provide.

Alignment: Neutral good



Judgment

A select few werewolves see themselves as judges of humanoids. Their shapeshifting abilities are viewed as a divine blessing, given to them in order to judge humanoid populations. They are the wolves of the gods, and they use their forms to hunt down the most heinous criminals.

Alignment: Lawful neutral

Nature

Some packs of werewolves are content to live the life of a wolf and hunter, sticking to the wild lands. However, they see those lands as belonging to nature and their shifting ability as a gift to protect it. Humanoids are an infestation, to be run off or destroyed if they should trespass in uncivilized lands. Some werewolves will mark their territory with paint or blood to ensure the local humanoid populations understand their boundaries.

Alignment: Neutral

Propagation

Those werewolves who can pass on their condition have the insidious ability to slowly convert a population from within. Werewolves have converted entire villages, towns, cities and even nations in this fashion. These werewolves seek to spread their breed.

It is possible for different breeds to come into conflict in this fashion, as the werewolves battle to be the dominant breed by infecting the local humanoid population. A war of escalation ensues, with towns claimed by alpha werewolves who seek to assert their dominance by afflicting the most humanoids.

Alignment: Neutral

Retaliation

Wolves are commonly hunted in many lands. Their exceptional hunting skill inevitably brings them into conflict with humanoid hunters. But the hunter has many tools on his side, including trap-building skills and advanced weapons. The werewolf sees himself primarily as a wolf and his humanoid form as a means of evening the odds. For every wolf that is trapped and killed, the werewolf kills twice that many in its vengeance.

Alignment: Neutral

Servitude

Packs that have lost their way are very susceptible to strong leaders, especially hell wolves or other fiendish influences. As a result, some werewolves wholly dedicate themselves in servitude to a fiendish outsider, seeing the devil or

demon as the alpha male. There is no crime these werewolves won't commit in the name of their dark lord.

Alignment: Neutral evil

Religion

Werewolves have a diverse number of belief systems, reflective of their various humanoid heritages. However, there are certain deities who appeal to werewolves and are considered patrons of the race as a whole. See the spells section for more information about the Canine domain.

Apollo Lycaeus

Intermediate Deity

Alignment: Neutral good

Domains: Canine, Divination, Healing, Protection

Favored Weapon: Short bow

Symbol: Lyre

Apollo is traditionally known as a deity of prophecy and healing, but werewolves worship him in his form of Lycaeus, or "Wolfish Apollo." Legend has it that Apollo, in the form of a wolf, mated with Artemis to produce the first werewolf bloodline.

Apollo's worshippers perform their rituals at a lycaenum (wolf temple). Contradictory to their more benevolent tendencies, Apollo Lycaeus insists on a yearly purification of 9 sacrificial victims. Clerics that worship Apollo Lycaeus tend to see humanoids as sheep that must be protected, but sheep nonetheless. They see their role as advisors and healers in werewolf society but are more defenders than leaders. Apollo Lycaeus clerics also are fiercely protective of all wolves, which they hold sacred.

Lupa

Greater Deity

Alignment: Neutral

Domains: Animal, Canine, Magic, Strength

Favored Weapon: Dagger

Symbol: Wolf's head

Lupa is the mother of kings. As a wolf, she suckles future leaders who will ultimately conquer nations or even worlds. Curiously, she is one of the few deities that is worshipped in her wolf form. She bestows her blessing upon humanoids but does not shift forms. She is also the queen of magic, and some humanoid worshippers see parallels between Lupa and Hecate.

Worshippers of Lupa recognize her raw power. She is the sole representation of feminine power amongst werewolves, and her clerics are always alpha females. Clerics of Lupa see themselves as inheritors of divine rulership and act as counselors and magical advisors to alpha males.





Lupercus

Lesser Deity
Alignment: Chaotic neutral
Domains: Animal, canine, chaos
Favored Weapon: Whip
Symbol: Goat's head

Lupercus is a werewolf deity of fertility and shepherds. His festival is celebrated annually on the Lupercalia (February 15). He is portrayed in lupocephalus form, with a wolf's head and a humanoid's body.

Lupercus' followers sacrifice she-goats at the entrances to caves. On the Lupercalia, Lupercus worshippers run through city streets, whipping every woman they meet. Lupercus' clerics (known as luperci) wear goatskins and sometimes abduct the women they ritually whip. Some packs of werewolves consume their victims—others merely mark them as a symbolic touch of fertility.

Clerics of Lupercus see humanoid as breeding stock. They enjoy spreading lycanthropy at whim and watching how the afflicted deal with their new condition.



Lycaeon Zeus

Greater Deity
Alignment: Lawful neutral
Domains: Air, Canine, Destruction, Knowledge, Law
Favored Weapon: Javelin
Symbol: Lightning bolt

Like Apollo Lycaeus, Lycaeon Zeus is the lupine version of Zeus' normally blustery personality. He is the arbiter of law, as evidenced by the myth of Lycaeon. Lycaeon was a Pelasgian king who tested Zeus by serving a sacrificial meal containing human flesh. Enraged, Zeus transformed Lycaeon into a wolf with the mind of a man.

Worshippers of Lycaeon Zeus have an annual ritual in which a sacrificial feast is made that includes humanoid flesh. They willfully bestow lycanthropy upon those humanoids who are willing to partake of the ritual feast. There is one flaw, however—the worshippers suffer from the Cannibal Curse (see thorn on page 44). Clerics of Lycaeon Zeus see themselves as leaders and arbiters of law, the voice of reason in packs that are too often overruled by passion.



Negalopus

Greater Deity
Alignment: Chaotic evil
Domains: Canine, Chaos, Evil, Magic, Trickery
Favored Weapon: Long sword
Symbol: Pitchfork

Negalopus is the deity at the root of all the evil things attributed to werewolves. He appears in lupocephalus form with horns protruding from his wolf's head. Witches and those who thirst for power worship Negalopus.

Werewolf packs and worshippers of Negalopus are indistinguishable from each other; the pack members are all cult members. Cults of Negalopus hide in humanoid societies, practicing their blasphemous rituals in secret. They regularly sacrifice humanoid babes to their dark deity and perform rituals on the 13th night of each month.

Negalopus clerics are insidious manipulators. They see themselves as worshippers first and werewolves second. They are dedicated to spreading their condition to new cultists who are willing to take up their cause.



Chapter 4: Combat Strategies

"I shoulda killed you when I had the chance."

Jethrull was taking no chances this time. He had a repeating crossbow already loaded with silver-tipped bolts.

"I've told you and the rest of Lupus Negatis a dozen times," Istvan said, exasperated. "I'm not trying to hurt anybody. I'm just trying to survive."

Jethrull's lip curled in a sneer. "Survive? Is that what you call ripping the face off of that poor little girl? Or how about eating the guts out of the fat butcher down the street. What, cow flesh no good anymore?"

"I didn't do that, Jethrull," Istvan had his hands up in a sign of capitulation. "I never once tried to kill you, and believe me I've had plenty of chances."

Jethrull spat. "Those are just the words of a coward talkin'. And even if you are innocent, yer still a hairball just waiting to give someone the crazy change. I let you go once, but I ain't letting you go twice."

"I'm afraid you're going to have to, Jethrull."

The older man jutt'd his chin towards Istvan. "Says who?"

Several wolves padded out of the dark woods, surrounding them.

"They do."

Werewolves make for excellent warriors that are unparalleled in combat, in both wolf and humanoid forms. Beyond their ability to bring their shapeshifting skills into play, werewolves are also extremely well coordinated when working with their pack. Combined, these two factors make werewolves deadly in groups.

Lycanthropic Advantages

Curse of Lycanthropy

Some natural werewolves can pass on their condition with a successful bite attack in wolf or lupocephalus form. Because the werewolf's bite is its single most powerful attack, the curse of lycanthropy poses an interesting question for a lycanthrope mindful of the consequences. The werewolf's tactics are heavily influenced by its alignment; a chaotic werewolf has no regard for the consequences of its bite, while a lawful werewolf will intentionally avoid using its bite attack. Some werewolf packs view the curse as a gift that is to be bestowed only on the strong—a victim that survives a werewolf attack deserves to become a werewolf.

Alternate Form

Werewolves can transform as a standard action. Werewolves with the bursting or stretching transformation change more slowly and usually view their alternate forms as a curse. Werewolves with the Fast Form feat can transform as a free action.

Werewolves view their alternate forms as a natural part of their hunting ability. The werewolf will transform for the mode most appropriate to its surroundings and terrain.

Generally, werewolves will use the humanoid form to blend in with humanoid populations. In essence, it is a form of camouflage. The humanoid form appears less threatening, a distinct advantage when the werewolf wants to conceal its true nature. The humanoid form can also climb better and wear armor and wield weapons. Werewolves without recourse to magic will often stay in humanoid form to use ranged weapons to even the odds against similarly armed opponents.

The lupocephalus form is a battle form. The werewolf uses it to fight in melee, intimidate opponents, and maximize its wolf senses without sacrificing its opposable thumb and upright stance. The lupocephalus form may be the form the werewolf prefers—it is usually the form an alpha werewolf will take when leading a pack.

The wolf form is used for stealth and travel. The wolf form can travel further than all the other forms and its sense of smell is superior. Packs will use the wolf form to track and to follow fast-moving prey. The wolf form is also a useful form of camouflage in the wilderness where wolves are more common.

Lone werewolves that are pursuing prey will utilize all three forms to maximum advantage. Open terrain has obvious advantages for the wolf form, but a densely packed forest may cause prey to climb, which lends itself to the lupocephalus or humanoid form.

In urban areas, a lone werewolf will shift between forms, starting out in humanoid form until it can get its prey alone, then shifting to wolf form to pursue the prey if it flees. It will ultimately close in lupocephalus form, then transform back to a humanoid to disappear into a crowd. Werewolves in urban areas will often keep nearby caches of equipment to easily re-equip themselves after a change.



Damage Reduction

Werewolves possess damage reduction but are vulnerable to silver. Afflicted werewolves have less resistance to silver than natural werewolves, an attribute that is sometimes leveraged to maximum advantage in warfare between tribes. Natural werewolves in lupus form will sometimes wield spiked gauntlets tipped with alchemical silver, relying on their superior damage reduction to defeat their opponents.

Damage reduction only applies in lupus and wolf form, a further incentive for werewolves to transform into one of those forms in combat. Against opponents who wield mundane weapons, natural werewolves are effectively immune to everything but two-handed melee weapons. Damage reduction includes damage from natural sources, such as falls and wolf traps. Hunters often spot werewolves by the damage inflicted on werewolf traps, which have no effect but to enrage the werewolf. Conversely, natural werewolves will risk falls of up to 30 feet, relying on their damage reduction.

Lycanthropic Empathy

Werewolves have a natural affinity for other wolves and related species. This includes foxes, coyotes, and dingoes. At the DM's discretion, the lycanthropic empathy might apply to all canines, including supernatural canines.

The definition of a canine includes the following creatures: barghest, blink dog, dire wolf, dog, glabrezu demon, hell hound, hound archon, riding dog, shadow mastiff, vampire (in wolf or dire wolf form only), werewolf, winter wolf, wolf, worg, and yeth hound. Any creature that is polymorphed into a canine form is also affected.

As a result of lycanthropic empathy, werewolves will travel with packs of wolves, assuming the roles of alpha and beta leaders. Wolves in turn become more aggressive and daring in their raids on livestock, even attacking humanoids if so directed. On the other hand, mundane wolves do not slavishly follow a werewolf's orders—the werewolf must be an alpha to lead a pack before he can influence the wolves in the pack. Thus, the werewolf must defeat the alpha wolf that leads the pack by using the Intimidate skill first. Failure means the wolves in the pack will not listen to the werewolf.

Lycanthropic empathy does not enable werewolves to control wolves as if they were automatons, but the wolves perceive the werewolf's words and actions in the most favorable way. The werewolf can try to give the wolves orders, but he must succeed at a Diplomacy check to convince the wolf to do anything it wouldn't ordinarily do. (Retries are not allowed.) A wolf never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. If the werewolf orders the wolves to do something con-



trary to their nature, such as attacking humanoid children when the wolves have just gorged themselves on deer meat, receives a -5 penalty to persuasion checks.

Lycanthropic empathy is at its most advantageous when wolves are starving. A starving alpha wolf is easy to defeat and the wolf pack is much more likely to listen to the werewolf out of desperation. By ferociously biting at the mundane wolves, the werewolf treats them as omegas.

In combat, werewolves will use their wolf pack as a psychological advantage. It is much more effective to make it appear that there are many more werewolves—after all, at a glance few non-lycanthropes can tell the difference between a wolf and a werewolf. However, melee combat rapidly reveals their differences.

Evil werewolves will use their wolf pack as cannon fodder; some use the wolves as decoys, intentionally leading them into traps to convince hunters and angry villagers that the “werewolf is dead.” Then, the werewolf infiltrates the community in humanoid form and strikes when the villagers least expect it.

Good-aligned werewolves see wolves as protectors and will use them as combatants only in desperate situations. Instead, they use their empathy abilities to detect enemies and send messages across long distances.



Low-Light Vision

In any form, werewolves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. They retain the ability to distinguish color and detail under these conditions.

As a result of this advantage, werewolves that have a choice in when and where combat takes place will opt for a moonlit night. Conversely, if the werewolf is without a light source, it will not revert to wolf form, opting instead for lupocephalus or humanoid form so it can use a light source.

Some werewolves have the *eye lamps* spell and cast it before transforming into wolf form to see in complete darkness.

Scent

Werewolves have a superior olfactory sense that they can use as an advantage in combat. In darkness, when blinded, or against invisible opponents, every time a werewolf misses in melee because of concealment, it can reroll its miss chance percentile roll one time to see if its actually hits. The miss chance is modified depending on the scent level of the creature, as indicated on table 4-1.

Werewolves can use the scent ability to detect opponents, as per the skill modifiers described in the Physiology chapter.

Werewolves tracking opponents will pursue in wolf form, which is optimized for detecting prey. As they get closer and the trail becomes stronger, they switch to lupocephalus form to retain the scent but prepare for combat.

When being tracked on foot or by scent, werewolves will shift form to throw trackers off their trail. Such a transformation requires a new Survival check for the trackers.

Combat Tactics

Werewolves prefer to attack prey at night if possible and generally commence hunting at dusk. Once a werewolf's prey is detected, the pack will split up to encircle it, looking to block any form of escape. The werewolves will stay out of sight, staying in humanoid form in crowded areas to blend in and using wolf form for more open terrain.

The Selection

Werewolves who are on the hunt will carefully monitor a prey's vulnerability. Werewolves will not normally attack a fully armed and armored warrior but may attack a lone unarmed person riding by himself at night. They seek out the old, the weak, the fat, the slow, and the diseased. Hungry werewolves are notorious for eating the young of other races.

However, werewolves are considerably more powerful than wolves and thus the perception of "too powerful" varies from pack to pack. Generally, a pack will seek a challenge rating equal to at least half its average party level. A solitary werewolf will hunt in much the same way, only attacking a challenge rating less than its own. Most alpha werewolves possess the Detect Weakness feat.

Once a prey is selected, the werewolf pack will be sure to travel out of sight and upwind. Prey that uses scent will find it difficult to detect werewolves, who use their own scent ability to avoid detection. Werewolves will also use the Survival skill, combined with the scent ability, to monitor a prey's tracks.

The Chase

Just before the werewolves attack, the alpha wolf will charge into the fray. If the prey flees, it will run into the waiting jaws of the rest of the werewolf pack. If the prey stands its ground, it must contend with the strongest werewolf of the pack.

Werewolves are familiar with the terrifying effects of their howl and will often howl prior to attacking. This simultaneously announces the presence of the werewolf and also the number—a cornered prey may run if it hears howls coming from all sides, which is exactly what the pack desires.

The Attack

The alpha werewolf will attempt to knock the opponent prone using a trip attack or even magic. If successful, other members immediately join the fray. Larger prey may necessitate the werewolves attacking simultaneously, led by the alpha.

Werewolves have little objection to fleeing combat and returning when a prey shows weakness. There is no shame in an alpha wolf withdrawing from an opponent it cannot defeat.

Table 4-1: Scent Modifiers To Miss Chance

Scent Level	Humanoid Form	Lupocephalus Form	Wolf Form
No scent	0	0	0
Normal scent	-5%	-10%	-10%
Strong scent (e.g., smoke, rotting garbage)	-10%	-15%	-20%
Overpowering scent (e.g., skunk musk, troglodyte)	-15%	-20%	-30%



Combat Modifiers

Concealment

Werewolves use concealment to its fullest in all forms. Concealment is much more common in the outdoors; in urban areas werewolves make maximum use of cover. Werewolves in wolf form will hide in concealment until reaching striking range—if the prey is not close enough, the alpha werewolf will charge. Werewolves in lupoccephalus or humanoid form have more options and may use bows to attack from concealment.

Flanking

Werewolves are masters of the flank attack and attempt to position their foes. A werewolf pack using the Improved Flank feat has a dangerous advantage that it will exercise to its fullest. As master flankers, werewolves will often attack larger creatures to maximize their flank bonus.

Special Attacks

Charge

Alpha werewolves will charge an opponent in wolf or lupoccephalus form and conclude with a trip attack to knock down an opponent. Then, another werewolf will attack the prone opponent.

Grapple

Werewolves will grapple in a pack, with up to four werewolves grappling at one time in wolf or lupoccephalus form. Essentially, each werewolf grabs a limb and pulls. Unless two pack members are grappling each other to settle a dispute, werewolves always grapple to inflict lethal damage.

Sunder

Werewolves will typically attempt to sunder an opponent's shield or neck armor in wolf or lupoccephalus form. Werewolves with the Hide Rip feat can actually reduce the effectiveness of the armor with each blow. This tactic is most useful against armored opponents that inhibit grappling.

Trip

Werewolves use the full extent of their wolf abilities, most specifically the trip special attack. Werewolves in wolf form or with the Drag Down feat in lupoccephalus form can trip opponents without making a touch attack or provoking an attack of opportunity. The alpha werewolf typically leads with a trip attack, which gives the other pack members the opportunity to strike a weakened foe.



Chapter 5: Werewolf Characters

A red flash of fur leapt ballet-like across the rooftops. It moved so fast that even Istvan had difficulty tracking it.

"I think we found our killers," Istvan said to the darkness around him.

"They're fast," Verata breathed in his ear as she stepped out of the shadows in lupocephalus form. "Not one of ours. Not even one of Lockjaw's. Never seen them before."

Hair began to sprout across Istvan's body in waves. "Well then, we'll have to introduce ourselves."

Breeds

There are a variety of wolf breeds. Breeds arise due to unique environmental conditions, much like dog breeds; each werewolf breed is particularly suited to a certain environment. A werewolf's first loyalty is to its band, tribe, or nation, but second loyalty often falls to the breed, for common breed implies a common place of origin and set of values, if nothing else. A werewolf will attempt to infect others with its breed in order to expand its influence. Afflicted werewolves carry the breed of the progenitor werewolf.

The best-known breeds are Arctos (the white werewolf), Campestris (the tan werewolf), Desertorum (the brown werewolf), Lupus (the gray werewolf), Nubilis (the yellow werewolf), and Rufus (the red werewolf). A werewolf character can select from any of the following breeds at 1st level.

Arctos (White)

These werewolves live in arctic regions and are common among humans who dwell in the most frigid climes. Their coats are completely white, giving them a distinct advantage in the snow.

Arctos werewolves are alternately farmers and warriors. They prefer axes to swords and conduct raids on other cultures. In fact, these raids have a ritual element and are part of their society. They frequently come into conflict with Lupus werewolves, who are often mixed with the humanoid populations that are the victims of their raids.

Cold Endurance: Members of the Arctos line have a +4 racial bonus on Fortitude saves to resist the effects of cold weather or exposure. They receive a -4 racial penalty on Fortitude saves made to resist the effects of heat or fire.

Skills: Arctos werewolves receive a +1 racial bonus on Hide, Listen, Move Silently, and Spot checks in cold regions.

Campestris (Tan)

The Campestris breed is found in grasslands. Their coats are tan-colored, which helps them blend in with the steppes.

The Campestris roam the plains in huge packs, covering the steppes in a very short period of time. Campestris werewolves are also excellent shortbowmen and the masters of the

fast raid. Their archenemies are the Lupus werewolves, who are often the victim of their raids.

Cold Endurance: Members of the Campestris line have a +2 racial bonus on Fortitude saves made to resist the effects of cold weather or exposure. They have a -2 racial penalty on Fortitude saves made to resist the effects of heat or fire.

Skills: Campestris werewolves receive a +1 racial bonus on Hide, Listen, Move Silently, and Spot checks when in cold plains.

Desertorum (Brown)

The Desertorum are desert werewolves, found in arid areas. They have sand-colored hides that help them blend in with the many hues of sand dunes.

Desertorum werewolves have thin coats and are almost jackal-like in appearance, with long snouts and thin body structures. Nomadic in nature, the Desertorum view themselves as harbingers of death to other tribes. They see their role as being the divine arbiters of life and death, descended from Apollo Lycaeus.

Heat Endurance: Members of the Desertorum line have a +4 racial bonus on Fortitude saves made to resist the effects of hot weather. They have a -4 racial penalty on Fortitude saves made to resist the effects of cold.

Skills: Desertorum werewolves receive a +1 racial bonus on Hide, Listen, Move Silently, and Spot checks in warm deserts.

Lupus (Gray)

The standard gray hide of the Lupus werewolf is the most common amongst the werewolf species. Lupus werewolves range in temperament and appearance as much as the humanoid tribes they inhabit.

Lupus werewolves are most at home in forests. They are consummate woodworkers and are eminently adaptable to other terrains. They come into conflict with just about every other species, but specifically the Campestris who conduct raids on their host cultures.

Skills: Lupus werewolves receive a +1 racial bonus on Hide, Listen, Move Silently, and Spot checks in temperate or cold forests.





Nubilus (Yellow)

Known as plains werewolves, the Nubilus show coloration ranging from reddish to yellowish-brown. Their hides help them blend in with the wildflowers and weeds common to the plains.

Nubilus worship the wolf as a totem and are often known as skinwalkers to native tribes. They are fond of scalping their enemies and are fiercely territorial, despite their nomadic nature. They come into conflict with Lupus werewolves, who are usually settlers on their lands.

Skills: Nubilus werewolves receive a +1 racial bonus on Hide, Listen, Move Silently, and Spot checks in temperate plains.

Rufus (Red)

Rufus werewolves are a dark red, the color of dried blood. They are night hunters who travel in small packs of two or three and are very rare amongst werewolves.

Rufus werewolves are also the most feared, for the Rufus are deadly hunters. They are common amongst desert peoples, where their coloring blends in with the reddish cast of the rocks. As a result, they have an uneasy coexistence with Desertorum werewolves.

Darkvision: Rufus werewolves can see in the dark up to 60 feet.

Skills: Rufus werewolves receive a +1 racial bonus on Hide, Listen, Move Silently, and Spot checks at night.

Werewolf Characters

Werewolf characters possess the following racial traits. Some of these rules have already been summarized in the Physiology chapter, so refer there when indicated.

+2 Strength, +4 Dexterity, +4 Constitution, +2 Wisdom: The wolf form's ability modifiers increase physical abilities when an afflicted werewolf changes to its lupocephalus or wolf forms.

Speed: The werewolf's speed in its humanoid form is as its base type. In wolf form, it moves 50 feet as a wolf. In lupocephalus form its speed is the average of the two. When in wolf form, the werewolf gains a burrow speed and the sprint ability, as described in the Physiology chapter.

Size: Same as the base creature or the base wolf form.

Low-light vision: In any form.

Scent: In any form. The scent ability is strongest when the werewolf is in its wolf form and weakest in humanoid form. See the Physiology chapter for descriptions of the scent





ability in each form.

Racial Hit Dice: A natural werewolf adds the Hit Dice of its wolf form to its base Hit Dice for race, level, and class. These additional Hit Dice modify the natural werewolf's base attack bonus and base saving throw bonuses accordingly.

Racial Skills: A natural werewolf adds skill points for its wolf Hit Dice much as if it had multiclassed into the animal type. It gains skill points equal to $(2 + \text{Int modifier, minimum } 1)$ per Hit Die of the wolf form. Any skills that appear in the wolf's description are treated as class skills for the natural werewolf's animal levels. The natural werewolf's maximum skill ranks are equal to its animal form Hit Dice + its racial Hit Dice (if any) + its class levels + 3.

Any racial skill adjustments of the natural werewolf's base race and its animal form (but not conditional adjustments) are added to its skill modifiers in any form. These are described by form in the Physiology chapter.

Racial Feats: Add the wolf's Hit Dice to the base character's own Hit Dice to determine how many feats the character has. All natural werewolves gain Iron Will as a bonus feat.

Armor Bonus: +2 natural armor bonus in any form.

Attacks: The werewolf gains the trip ability of the wolf when in wolf form.

Special Qualities: Alternate form, lycanthropic empathy, curse of lycanthropy (in wolf or lupocephalus form only), and sonic vulnerability as described in the Physiology chapter.

Damage Reduction: The werewolf gains damage reduction, which varies by its origins. A natural werewolf has damage reduction 10/silver in wolf or lupocephalus form only. An afflicted werewolf has damage reduction 5/silver in wolf or lupocephalus form.

Automatic Languages: As base creature.

Favored Class: Same as the base creature.

Level Adjustment: Same as the base creature +2 (afflicted) or +3 (natural).

Birth Moon and Breed: When creating a new werewolf character, be sure to choose a birth moon and breed per the rules given above.

Character Classes

At first glance, werewolves shouldn't be any different than any other race in pursuing a particular class. However, there are subtle differences in how werewolves conduct themselves. Their relationship with other canines, nature, and their own emotions make them powerful allies and dangerous foes.

Barbarian

Fast Movement: The increase to speed affects all three of the werewolf's forms.

Rage: Barbarian werewolves see their alternate forms as an extension of their rage. As a result, it is extremely difficult for a barbarian to not transform into lupocephalus form when raging. A werewolf in humanoid form must make a Control Shape check (DC 25) to avoid transforming into lupocephalus form.

Greater Rage: As the barbarian's rage increases, his ability to control his form decreases. The barbarian's Control Shape check DC increases to 30.

Indomitable Will: The barbarian receives a +3 bonus to Control Shape checks.

Mighty Rage: The barbarian's Control Shape check DC increases to 35.

Bard

Bardic Music: All bard effects work equally well on both humanoids and canines when the bard is in humanoid form, so long as he uses music (not words) to influence canines. In lupocephalus or wolf form, the bard can howl to influence other canines instead of playing an instrument. In this case, the bardic music affects only canines.



Cleric

Spells: See the new Canine domain on page 52 for more information.

Deity, Domains, and Domain Spells: A werewolf cleric can choose from a variety of werewolf deities. See page 22 for more information.

Druid

Spells: See the new spells on page 52 for more information.

Spontaneous Casting: The werewolf can “lose” a prepared spell in order to cast any *summon nature’s ally* spell that summons a canine of +1 spell level or lower. Thus, a werewolf druid summoning a dire wolf (a 3rd-level ally) would spend only a 2nd-level spell slot.

Animal Companion: The werewolf can only have a dog, riding dog, or wolf as an animal companion.

Wild Empathy: The druid receives his lycanthropic empathy bonus to wild empathy checks made against other canines.

Woodland Stride: The werewolf receives the benefit of this ability in wolf and lupucephalus form.

Trackless Step: The werewolf receives the benefit of this ability in wolf and lupucephalus form.

Wild Shape: The werewolf’s shapeshifting makes it uniquely suited to the wild shape ability. The druid can use the Change Shape skill to increase the duration of his form by 1 hour for each success over DC 20. At 12th level, the werewolf can transform into a magical canine instead of a plant. (The “magical canine” category includes the barghest, blink dog, winter wolf, and worg.) At 16th level, the werewolf can transform into an outsider canine instead of an elemental. (The “outsider canine” category includes the glabrezu demon, hell hound, hound archon, shadow mastiff, and yeth hound.) At 18th level, a druid becomes able to assume outsider canine form twice per day, and at 20th level she can do so three times per day. At 20th level, a druid may use this wild shape ability to change into a Huge canine. On a successful Change Shape check (DC 30 +1 per shift), the werewolf’s transformation into a canine form does not count against its maximum number of changes in a day.

A Thousand Faces (Su): At 13th level, a druid gains the ability to change her appearance at will, as if using the *alter self* spell, in lupucephalus, humanoid, or wolf form.

Fighter

Bonus Feats: See the new feats in this chapter for more information.

Monk

The following monk abilities work in humanoid, wolf, and lupucephalus forms: AC bonus, flurry of blows, unarmed strike, evasion, fast movement, ki strike, slow fall, purity of body, improved evasion, diamond body, abundant step, diamond soul, timeless body, and empty body.

Still Mind: The werewolf receives a +2 bonus to Control Shape checks in order to resist transforming against its will.

Wholeness of Body: The werewolf can transform back to its humanoid form without a Control Shape check.

Perfect Self: The werewolf monk has total control over his form and no longer needs to make Control Shape checks.

Tongue of the Sun and Moon: The werewolf can speak in lupucephalus and wolf forms without a Control Shape check.

Paladin

Aura of Courage: The paladin receives a +4 morale bonus to all Will saves to resist contracting lycanthropy.

Divine Health: The paladin receives a +4 morale bonus to all Fortitude saves to resist contracting lycanthropy.

Code of Conduct: A werewolf paladin is in violation of his code if he acquires any of the following thorns: Beast’s Mind, Cannibal Curse, Dead Man Walking, Devil’s Mark, Rapacious, Turnable, or Wolf’s Mind. A werewolf paladin is also in violation of his code if he acquires the Devil Dog feat.

Special Mount: A werewolf paladin can have a riding dog or dire wolf as a special mount.

Ranger

Wild Empathy: The ranger receives his lycanthropic empathy bonus to wild empathy checks made against other canines.

Woodland Stride: The werewolf receives the benefit of this ability in wolf and lupucephalus form.

Animal Companion: The werewolf can only have a dog, riding dog, or wolf as an animal companion.

Spells: See the Spells chapter for more information.

Combat Style: The werewolf ranger can choose an additional style known as tooth-and-claw. Tooth-and-claw bestows the Multiattack feat. This choice affects the character’s class features but does not restrict his selection of feats or special abilities in any way. The benefits of the ranger’s chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Improved Combat Style (Ex): If he selected tooth-and-claw at 2nd level, the werewolf ranger is treated as having the Improved Natural Armor feat, even if he does not have the normal prerequisites for that feat.



Combat Style Mastery (Ex): If he selected tooth-and-claw at 2nd level, the werewolf ranger is treated as having the Improved Natural Attack feat, even if he does not have the normal prerequisites for that feat.

Rogue

All of the rogue's abilities work in humanoid, lupocephalus, and wolf forms.

Bonus Feats: See the new feats in this chapter for more information.

Sorcerer

Spells: Werewolves are already strongly influenced by the phases of the moon. Werewolf sorcerers tap into the power of their blood so that they are sensitive to the moon's influences and its interaction with the signs of the zodiac. The moon circles the zodiac every 28 days, merging the influences of each of the astrological signs with its own lunar nature. The werewolf sorcerer receives +1 caster level to the appropriate school of magic once a month for 3 days, as

shown on table 5-1. Other races tied to the moon might possess similar forms of magic.

Wizard

Spells: Werewolf wizards view the moon's interaction with the zodiac differently, using houses instead of the more instinctive signs. The moon circles the houses every 28 days, merging the influences of each of the astrological signs with its own lunar nature. The werewolf sorcerer receives +1 caster level to the appropriate school of magic once a month for 3 days, as shown on table 5-2.

Prestige Classes

Benandanto

Benandanti are good-aligned werewolves dedicated to slaying the forces of supernatural evil wherever they may be found. The term "benandanto" means "good walker" or "doer of good." Every so often, an outsider calls upon the benandanti to battle fiends. The benandanti bring the war to the doorsteps of hell itself and travel astrally to fight devils on their home ground.

Benandanti were originally a hunting cult that venerated wolves. They were the inheritors of an ancient pact: in exchange for lycanthropy, the tribe would forever be indebted to the angels that bestowed the gift. In their wolf forms, the benandanti were unparalleled hunters and the tribe flourished.

The success of the tribe's hunts ultimately caused friction with other tribes. The tribe was forced to change and the benandanti changed with them, becoming divine warrior hounds that used their lupocephalus forms to destroy their enemies. They were unstoppable.

Ironically, the worst enemy of the benandanti was peace. Over the generations, the tribes gradually shifted from hunters to farmers. The benandanti's warrior role was diminished.

As their society hunted less, the cult's role shifted from hunter to guardian. They were relegated to a symbolic role only, their warrior roots forgotten. But the good outsiders who bestowed the gift had not forgotten the pact.

When the angels returned hundreds of years later, they found a culture unprepared for war. So the angels tapped into the very blood of the tribe, triggering the lycanthropic gift and reminding the werewolves of their roots.

Now, the angels lead the benandanti. With the advent of evil sorcery and extraplanar incursions to heavenly planes, the benandanti are the militia of the Prime Material Plane, rough soldiers called to battle in foreign lands. The angels lead them in hunts of fiends, but the benandanti know only

Table 5-1: Lunar Sign Astrological Effects

Lunar Sign	School of Magic
Aquarius	Water
Aries	Necromancy
Cancer	Enchantment (charm)
Capricorn	Earth
Gemini	Transmutation
Leo	Enchantment (compulsion)
Libra	Illusion (figment)
Pisces	Divination (scrying)
Sagittarius	Fire
Scorpio	Evocation
Taurus	Conjuration (creation)
Virgo	Conjuration (healing)

Table 5-2: Lunar Sign House Effects

Lunar House	School of Magic
First	Illusion (figment)
Second	Conjuration (creation)
Third	Divination (scrying)
Fourth	Transmutation
Fifth	Light
Sixth	Conjuration (healing)
Seventh	Enchantment (compulsion)
Eighth	Necromancy
Ninth	Conjuration (teleportation)
Tenth	Enchantment (charm)
Eleventh	Water
Twelfth	Conjuration (calling)



that when the angel calls, they must march to war.

In their current role, benandanti see themselves as heroes of the people, drawn from the ranks of commoners. Led by the outsider who calls each to battle, benandanti group together from local towns and villages to a church or cemetery. It is there they activate their hell gate power, their bodies guarded by friends and family until they return. They consider themselves defenders of their towns and villages and understand the battles against fiends as a necessary war to continue the growth of crops and births of healthy children.

Hit Die: 1d10

Requirements

Race: Werewolf of any base race or breed

Alignment: Good

Base Attack Bonus: +8

Class Skills

The benandanto's class skills (and the key ability for each skill) are: Balance (Dex), Control Shape (Wis), Hide (Dex), Jump (Str), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Swim (Str), Survival (Wis), and Tumble (Dex).

Skill Points at Each Additional Level: 4 + Int modifier

Class Features

The following features pertain to the benandanto prestige class:

Weapon and Armor Proficiency: Benandanti are proficient with all simple weapons. They are also proficient in light armor.

Witch's Hammer (Su): Once per day, the benandanto can transform any club it holds into cold iron. A magic club effectively has spell resistance equal to 20 + its caster level against this ability. Artifacts cannot be transmuted. Clubs converted from wood to metal gain a +2 enchantment bonus on attack and damage rolls. Only *limited wish*, *miracle*, *wish*, or similar magic can restore a transmuted object to its natural state.

Hell Gate (Su): Once per day, a benandanto can project his astral self onto the Astral Plane, leaving his physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of the werewolf and all he wears or carries onto the Astral Plane. The benandanto



immediately enters any strongly evil-aligned plane of his choosing. Upon entering the evil plane, the werewolf forms a new physical body (and equipment). The werewolf is connected to his sleeping form through a silver cord, with all the disadvantages inherent in traveling in this fashion (see the *astral projection* spell for more details).

Angel Guide (Su): The benandanto can summon a single angel once per day as per the *planar ally* spell.

Alpha Lukos

Lycaeon was the second king of Arcadia who fathered 50 sons and later went on to establish Arcadia's towns and cities. He founded a cult dedicated to Zeus but decided to test his deity. When Zeus showed up at his doorstep, Lycaeon cooked

Table 5-3: The Benandanto

Level	BAB	Fort	Ref	Will	Special
1	+1	+1	+1	+1	Witch's hammer
2	+2	+2	+2	+2	Hell gate
3	+3	+3	+3	+3	Angel guide





up one of his own sons as a dish. Zeus detected the ruse and as punishment, turned him into a wolf. He also called down lightning upon Lycaeon's house. But that didn't stop Lycaeon's sons, who kept on cannibalizing the locals and sacrificing them in attempts to halt the slaughter of their livestock by wolves.

The clerics of the cult are known as lukoi and the high priests are alpha lukoi, master shape shifters that are deadly fighting machines in wolf form.

Hit Die: 1d8

Requirements

Race: Werewolf of any base race or breed

Thorn: Cannibal Curse

Knowledge (religion): 5 ranks

Divine Spellcaster: Must be a divine spellcaster of at least 3rd level who worships Lycaeon Zeus

Class Skills

The alpha lukos' class skills (and the key ability for each skill) are: Balance (Dex), Control Shape (Wis), Hide (Dex), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Swim (Str), Survival (Wis), and Tumble (Dex).

Skill Points at Each Additional Level: 4 + Int modifier

Class Features

The following are features of the alpha lukos prestige class:

Weapon and Armor Proficiency: alpha lukoi are proficient with all simple weapons. They are also proficient in light armor.

Bonus Werewolf Feat: An alpha lukos gains bonus feats. These bonus feats must be drawn from the following list: Alpha Wolf, Detect Weakness, Fast Form, Hamstring, Improved Flank, Mystic Transformation, Nip, and Partial Change. An alpha lukos must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels.

Spells per Day/Spells Known: When an alpha lukos level is gained, the character gains new divine spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of alpha lukoi to the level of some other divine spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

Alpha Lupercus

The Luperci are priests of the wolf god Lupercus. They were formed out of a college of patrician families and believe they are descended from a line of werewolf rulers.

Hit Die: 1d8

Requirements

Race: Werewolf of any base race or breed

Table 5-4: The Alpha Lukos

Level	BAB	Fort	Ref	Will	Special	Spells Per Day
1	+0	+0	+0	+2	Bonus werewolf feat	+1 level of existing class
2	+1	+0	+0	+3	Bonus werewolf feat	+1 level of existing class
3	+1	+1	+1	+3	Bonus werewolf feat	+1 level of existing class
4	+2	+1	+1	+4	Bonus werewolf feat	+1 level of existing class
5	+2	+1	+1	+4	Bonus werewolf feat	+1 level of existing class



Special: The alpha lupercus must live beyond moderate means and expend over 100 gp/month on expenses for at least one year prior to joining

Knowledge (religion): 5 ranks

Divine Spellcaster: Must be a divine spellcaster of at least 3rd level who worships Lupercus

Class Skills

The alpha lupercus' class skills (and the key ability for each skill) are: Balance (Dex), Control Shape (Wis), Hide (Dex), Jump (Str), Knowledge (religion) (Int), Knowledge (nobility) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Swim (Str), Survival (Wis), and Tumble (Dex)

Skill Points at Each Additional Level: 4 + Int modifier

Class Features

The following features pertain to the alpha lupercus prestige class:

Weapon and Armor Proficiency: Alpha lupercus are proficient with all simple weapons, plus the short sword and whip. They are also proficient in light armor but not shields.

Blood Blessing (Su): Three times a day, the alpha lupercus can bless another. By dipping his sword in the blood of a canine (including his own blood), the alpha lupercus blesses the target by smearing the blood on the target's forehead. The target must make a Will save (DC 20) or laugh out loud for one round. The subject can take no actions while laughing but is not considered helpless. On the second round, the target gains the benefits of a *bless* spell as if cast by the alpha lupercus, at a caster level equal to his total class levels.

Bless Februum (Su): Three times a day, the alpha lupercus can bless the hide of another canine as if casting a *barkskin* spell of caster level equal to his total class level.

Whip Mastery (Ex): The alpha lupercus gets a bonus feat selected from one of the following: Weapon Focus (whip), Weapon Specialization (whip), or Weapon Finesse.

Bountiful Harvest (Su): Once a year, the alpha lupercus can cause the effects of the enrichment version of the *plant growth* spell. Plants within a range of one-half mile raise their potential productivity over the course of the next year to one-third above normal.



Lupicus

The lupicus is a wolf charmer in tribes dedicated to communing with other canines. The lupicus is an ambassador to canines of all types and can howl, yip, bark and growl in their language. Some lupicus act as go-betweens for tribes that deal with werewolves; others are bards of sorts, acting as messengers, orators, and verbal historians.

Hit Die: 1d6

Requirements

Alignment: Any non-lawful

Handle Animal: 8 ranks

Perform: 8 ranks

Class Skills

The lupicus' class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather

Table 5-5: The Alpha Lupercus

Level	BAB	Fort	Ref	Will	Special
1	+0	+0	+2	+0	Blood blessing
2	+1	+0	+3	+0	Whip mastery
3	+1	+1	+3	+1	Bless februum
4	+2	+1	+4	+1	Whip mastery
5	+2	+1	+4	+1	Bountiful harvest





Information (Cha), Handle Animal (Cha), Jump (Str), Knowledge (nature) (Int), Perform (Cha), Sense Motive (Wis), and Survival (Wis).

Skill Points at Each Additional Level: 4 + Int modifier

Class Features

The following are features of the lupicinus prestige class:

Weapon and Armor Proficiency: A lupicinus is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Canine Empathy (Ex): A lupicinus can improve the attitude of a canine. This ability functions just like a Diplomacy check made to improve the attitude of a person, except the

lupicinus also adds her lupicinus level to determine the canine empathy check result. The typical domestic dog has a starting attitude of indifferent, while wolves are usually unfriendly. To use canine empathy, the lupicinus and the canine must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing a canine in this way takes 1 minute but, as with influencing people, it might take more or less time. A lupicinus can also use this ability to influence a magical canine, but she takes a -4 penalty on the check. A werewolf receives her lycanthropic empathy bonus to this check. At 4th level, the lupicinus receives a +4 morale bonus to canine empathy checks.

Alpha Challenge (Ex): A lupicinus can challenge another canine as if he belonged to their pack using an opposed Intimidate check (see the Skills section for more information).

Lupine Companion (Ex): The lupicinus gains a dog, riding dog, or wolf as an animal companion. It advances in level as a druid's animal companion, except that the lupicinus' effective druid level is one-half his lupicinus level. At 7th level, the lupicinus can gain a dire wolf as an animal companion instead.

Speak With Canines (Su): The lupicinus can speak with all canines at will, as per the *speak with animals* spell.

Fascinate Canines (Su): The lupicinus can *fascinate* canines by howling in humanoid, lupocephalus or wolf forms. This ability works exactly like the bard ability, except that it only affects canines.

Canine Suggestion (Su): The lupicinus can make a *suggestion* (as the spell) to canines he has already fascinated. This ability works exactly like the bard ability, except that it only affects canines.

Mass Canine Suggestion (Su): The lupicinus can make a *mass suggestion* (as the spell) to canines he has already fascinated. This ability works exactly like the bard ability, except that it only affects canines.

Command Canine (Su): The lupicinus gains the supernatural ability to command canines. She commands canines as a cleric of 2 levels lower would command undead.

Table 5-6: The Lupicinus

Level	BAB	Fort	Ref	Will	Special
1	+0	+0	+2	+0	Canine empathy
2	+1	+0	+3	+0	Alpha challenge
3	+2	+1	+3	+1	Lupine companion
4	+3	+1	+4	+1	Canine empathy (+4)
5	+3	+1	+4	+1	Speak with canines
6	+4	+2	+5	+2	Fascinate canines
7	+5	+2	+5	+2	Canine suggestion
8	+6	+2	+6	+2	Lupine companion (dire wolf)
9	+6	+3	+6	+3	Mass canine suggestion
10	+7	+3	+7	+3	Command canine



Lupus Venator

The lupus venator is the werewolf's most hated enemy. These are the humanoids that have suffered at the claws and teeth of werewolves. As a result, they have dedicated their lives to exterminating the entire werewolf race. Since the werewolf contagion spreads easily, their work is never done. It is said that the first lupus venator made a deal with an ancient god to live forever so that they may track the lycanthrope bloodline throughout the ages.

The lupus venator are a highly educated and coordinated lot, each a hunter agent. They are assigned one assistant, usually a cleric, sorcerer, or wizard, whose sole job is to track and keep the lupus venator in touch with the werewolf-hunting organization Lupus Negatis.

Lupus Negatis sends lupus venators on special missions with but one purpose: to find and destroy werewolf packs. Lupus venators seek to even the odds against werewolves with every possible advantage and will not hesitate to use magic, technology, or dirty tricks. Some lupus venators are more repentant than the prey they hunt.

Lupus Negatis espouses polytheism and tolerance of the arcane arts, but it is most certainly backed by a divine being of some sort. Lupus venators of sufficient power become immortal, tracking down entire bloodlines of werewolves in their never-ending quest to exterminate werewolves from the Prime Material Plane.

Theories about the source of Lupus Negatis' divine power abound. Some claim it to be a philosophy instead of a power, created from the collapsed essences of deities who were consumed by Negalopus. Whatever the case, no lycanthrope can withstand the pure might of a high-level lupus venator, who can cause werewolves to flee from his very sight.

Hit Die: 1d10

Requirements

To qualify to become a lupus venator, a character must



fulfill the following criteria:

Base Attack Bonus: +4

Skill: Survival 6 ranks

Feat: Track

Special: Must have been wounded by a werewolf but not be infected with the curse of lycanthrope

Class Skills

The lupus venator's class skills (and the key ability for each skill) are: Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Table 5-7: The Lupus Venator

Level	BAB	Fort	Ref	Will	Special
1	+1	+2	+2	+0	Werewolf hunting +1
2	+2	+3	+3	+0	Lycanthropic resistance
3	+3	+3	+3	+1	Crossbow mastery
4	+4	+4	+4	+1	Werewolf hunting +2
5	+5	+4	+4	+1	Turn lycanthropes
6	+6	+5	+5	+2	Crossbow mastery
7	+7	+5	+5	+2	Woodland stride
8	+8	+6	+6	+2	Swift tracker
9	+9	+6	+6	+3	Werewolf hunting +3
10	+10	+7	+7	+3	Ageless



Skill Points at Each Level: 6 + Int modifier

Class Features

The following features pertain to the lupus venator advanced class:

Weapon and Armor Proficiency: A lupus venator is proficient with all simple and martial weapons, light, medium, and heavy armor, and shields (except tower shields).

Werewolf Hunting (Ex): At 1st level, the lupus venator receives a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks against lycanthropes. This bonus also applies to damage rolls, though ranged attacks only gain the bonus when within 30 feet. This ability stacks with similar abilities. At 4th and 9th levels, the lupus venator's bonus increases to +2 and +3 respectively.

Lycanthropic Resistance (Su): The lupus venator is incapable of contracting lycanthropy.

Crossbow Mastery (Ex): The crossbow is the lupus venator's weapon of choice. He can choose to focus on any one type of crossbow. As a result, he can take any of the following feats as a bonus feat: Far Shot, Improved Critical (any crossbow), Improved Precise Shot, Mounted Archery, Point Blank Shot, Precise Shot, Quick Draw, Rapid Reload, Rapid Shot, Weapon Focus (any crossbow), Weapon Specialization (any crossbow), or Greater Weapon Specialization (any crossbow). A lupus venator must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. These bonus feats are in addition to the feat that a character of any class gets from advancing levels. In campaigns that allow firearms, crossbow mastery can be replaced with pistol or rifle mastery.

Turn Lycanthropes (Su): The lupus venator gains the supernatural ability to turn lycanthropes. She turns lycanthropes as a cleric of 2 levels lower would turn undead.

Woodland Stride (Ex): Starting at 7th level, a lupus venator may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any

other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Swift Tracker (Ex): Beginning at 8th level, a lupus venator can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Ageless (Su): The lupus venator no longer takes penalties to her ability scores for aging and cannot be magically aged. Any such penalties that she has already taken, however, remain in place. She will never die from old age, but is otherwise vulnerable to any other threats (damage, disease, etc.).

Ulfhednir

The ulfhednir are werewolves dedicated to slaughter. They revel in the sheer destruction of their enemies and always engage their foes while in lupocephalus form. They are terrifying to behold, ripping their opponents apart with tooth and claw.

Hit Die: 1d12

Requirements

Alignment: Any non-lawful, non-good (chaotic evil, chaotic neutral, neutral evil, or true neutral)

Race: Werewolf of any base race or breed

Intimidate: 8 ranks

Base Attack Bonus: +5

Class Skills

The Ulfhednir' class skills (and the key ability for each skill) are Climb (Str), Control Shape (Wis), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points at Each Additional Level: 4 + Int modifier

Class Features

Table 5-8: The Ulfhednir

Level	BAB	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Lupocephalus rage 1/day
2	+2	+3	+0	+0	Shield bite
3	+3	+3	+1	+1	Inflammable hide 1
4	+4	+4	+1	+1	Lupocephalus rage 2/day
5	+5	+4	+1	+1	Bonus werewolf feat
6	+6	+5	+2	+2	Inflammable hide 2
7	+7	+5	+2	+2	Lupocephalus hide 1/—
8	+8	+6	+2	+2	Lupocephalus rage 3/day
9	+9	+6	+3	+3	Howl of horror
10	+10	+7	+3	+3	Lupocephalus hide 2/—



The following are features of the ulfhednir prestige class:

Weapon and Armor Proficiency: An ulfhednir is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Lupocephalus Rage (Ex): An ulfhednir can fly into a rage a certain number of times per day, as a barbarian. The ulfhednir must first transform into lupocephalus form to use this ability.

Lupocephalus Hide (Ex): At 7th level, an ulfhednir gains damage reduction in lupocephalus form. Subtract 1 from the damage the ulfhednir takes each time he is dealt damage from a weapon or a natural attack. At 10th level, this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Inflammable Hide (Ex): The ulfhednir gains energy resistance to fire in lupocephalus form. Subtract 1 from the damage the barbarian takes each time he is dealt damage fire damage. At 6th level, this resistance rises by 1 point. The energy resistance can reduce damage to 0 but not below 0.

Shield Bite (Ex): The ulfhednir adds a +4 bonus to the opposed roll when attempting to strike a foe's weapon or shield with a bite attack. If successful, the ulfhednir deals bite damage +4 plus his Strength modifier to the target weapon or shield (the target weapon or shield's hardness must still be overcome with each hit).

Bonus Werewolf Feat: An ulfhednir gains a bonus feat. This bonus feat must be drawn from the following list: Alpha Wolf, Claws of Steel, Dire Form, Drag Down, Fast Form, Gormandize, Hamstring, Hide Rip, Improved Flank, Locking Jaw, Pack Fury, Sharpened Teeth, and Worry. An ulfhednir must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. These bonus feats are in addition to the feat that a character of any class gets from advancing levels.

Howl of Horror (Ex): Three times a day, an ulfhednir can howl in lupocephalus form as a free action. All creatures in a 10-ft. radius spread suffer 1d8 points of sonic damage and must make a Will save (DC 20) or become shaken for 1 round. Creatures with 6 or more Hit Dice are immune to this effect.

Varga Mor

Varga mor blur the line between witch and werewolf, combining the best and worst aspects of both. Varga mor are female wolf witches, and they specialize in furthering the goals of their fiendish masters. They use wolves as their weapons—they know how to ride with wolves, command them, and become one. The varga mor's counterpart is the nahual, which is identical in every way except that it is exclusively male.

Hit Die: 1d4



Requirements

Gender: Female

Special: The character must have made peaceful contact with an evil outsider who was summoned by him or someone else

Race: Werewolf of any base race or breed

Alignment: Any evil

Knowledge (religion): 5 ranks

Divine Spellcaster: Must be a divine spellcaster of at least 3rd level

Class Skills

The varga mor's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (nature) (Int), Profession (Wis), Survival (Wis), and Spellcraft (Int).

Skill Points at Each Additional Level: 2 + Int modifier

Class Features

The following features pertain to the varga mor prestige class:

Weapon and Armor Proficiency: Varga mor are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with a varga mor's gestures, which can cause her spells with somatic components to fail.





Aura of Evil (Ex): The power of a varga mor's aura of evil (see the *detect evil* spell) is equal to her class level plus her cleric level, if any.

Poison Use: Varga mor are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Dark Blessing (Su): A varga mor applies her Charisma modifier (if positive) as a bonus on all saving throws.

Bonus Werewolf Feat: A varga mor gains a bonus feat. These bonus feats must be drawn from the following list: Animal Magnetism, Black Blood, Conversation of Death, Devil Dog, Dirt Eater, Gormandize, Hell Wolf Form, Mystic Transformation, and Wolf Rider. A varga mor must still meet

all prerequisites for a bonus feat, including ability score and base attack bonus minimums. These bonus feats are in addition to the feat that a character of any class gets from advancing levels.

Spells: A varga mor has the ability to cast a small number of divine spells. To cast a varga mor spell, a varga mor must have a Wisdom score of at least 10 + the spell's level, so a varga mor with a Wisdom of 10 or lower cannot cast these spells.

Varga mor bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the varga mor's Wisdom modifier. When the varga mor gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level. The varga mor's spell list appears below. A varga mor has access to any spell on the list and can freely choose which to prepare, just as a cleric. A varga mor prepares and casts spells just as a cleric does (though a varga mor cannot spontaneously cast *cure* or *inflict* spells).

Varga mor choose their spells from the following list. Spells denoted with a (*) are new spells described in the Magic chapter.

1st Level: *burning breath**, *cause fear*, *doom*, *eye lamps**, *let me in**, *summon monster I (evil)*, *wolf's speed**

2nd Level: *crippling track**, *darkness*, *death knell*, *eagle's splendor*, *ironhide**, *summon monster II (evil)*

3rd Level: *contagion*, *deeper darkness*, *howling fog**, *huff and puff**, *murder of crows**, *protection from elements*, *silencing gaze**, *summon monster III (evil)*

4th Level: *blinding gaze**, *foul flesh**, *heal canine**, *lycaonia curse**, *lesser planar ally (evil)*, *poison*, *summon monster IV (evil)*

Aura of Despair (Su): The varga mor radiates a malign aura that causes enemies within 10 feet of her to take a -2 penalty on all saving throws.

Command Canines (Su): The varga mor gains the supernatural ability to command and rebuke canines. She commands canines as a cleric of 2 levels lower commands undead.

Table 5-9: The Varga Mor

Level	BAB	Fort	Ref	Will	Special	Spells per day:	1st	2nd	3rd	4th
1	+0	+0	+0	+2	Aura of evil, poison use	0	—	—	—	—
2	+1	+0	+0	+3	Dark blessing	1	—	—	—	—
3	+1	+1	+1	+3	Command canines	1	0	—	—	—
4	+2	+1	+1	+4	Aura of despair	1	1	—	—	—
5	+2	+1	+1	+4	Hell wolf	1	1	0	—	—
6	+3	+2	+2	+5	Bonus werewolf feat	1	1	1	—	—
7	+3	+2	+2	+5	Fiendish Deal	2	1	1	0	—
8	+4	+2	+2	+6		2	1	1	1	—
9	+4	+3	+3	+6		2	2	1	1	—
10	+5	+3	+3	+7	Bonus werewolf feat	2	2	2	1	—



Hell Wolf (Su): Upon or after reaching 5th level, a varga mor can call a hell wolf to serve her. It advances in level as a blackguard's fiendish servant. See page 69 for the statistics of a hell wolf.

Fiendish Deal (Ex): When a varga mor casts a *planar ally* spell (including the *lesser* and *greater* versions), she makes a Diplomacy check to convince the evil creature to aid her for a reduced payment. If the varga mor's Diplomacy check adjusts the creature's attitude to helpful the creature will work for 50% of the standard fee, as long as the task is one that is not against its nature. The varga mor's improved ally class feature only works when the planar ally shares at least one aspect of alignment with the varga mor. A varga mor can have only one such ally at a time, but she may bargain for tasks from other planar allies normally.

New Uses for Skills

Control Shape (Wis)

Any character that has contracted lycanthropy and is aware of his condition can learn Control Shape as a class skill. (An afflicted lycanthrope not yet aware of his condition can attempt Control Shape checks untrained.) This skill determines whether an afflicted lycanthrope can control his shape. A natural lycanthrope has full control of its shape but might take this skill to perform more advanced transformations (see the Feats section for more information).

Check (Involuntary Change): An afflicted character must make a check at moonrise each night of the full moon to resist involuntarily assuming wolf form. An injured character must also check for an involuntary change after accumulating enough damage to reduce his hit points by one-quarter and again after each additional one-quarter loss.

On a failed check, the character must remain in wolf form until the next dawn, when he automatically returns to his base form. A character aware of his condition may make one attempt to return to humanoid form (see below), but if he fails, he remains in wolf form until the next dawn.

Retry (Involuntary Change): Check to resist an involuntary change once each time a triggering event occurs.

Check (Voluntary Change): In addition, an afflicted lycanthrope aware of his condition may attempt to use this skill voluntarily in order to change to wolf form, assume lupocephalus form, or return to humanoid form, regardless of the phase of

the moon or whether he has been injured.

Retry (Voluntary Change): A character can retry voluntary changes to wolf form or lupocephalus form as often as he likes. Each attempt is a standard action. However, on a failed check to return to humanoid form, the character must remain in wolf or lupocephalus form until the next dawn, when he automatically returns to humanoid form.

Special: An afflicted lycanthrope cannot attempt a voluntary change until it becomes aware of its condition (see Lycanthropy as an Affliction).

Synergy: A character with 5 or more ranks in Control Shape receives a +2 bonus on Disguise checks while in humanoid form. Characters with 5 or more ranks in Control Shape gain a +2 bonus on Heal checks when healing themselves.

Intimidate (Cha)

Werewolves constantly establish their rank with each other through non-combative conflict. The werewolf with the higher challenge rating shows aggression and confidence in all its forms by curling its lip in a snarl and making itself appear as threatening as possible.

In wolf or lupocephalus form, the werewolf raises its tail and puts its ears forward. The werewolf's hackles will also rise, making it appear larger. Both werewolves must make an opposed Intimidate check, with a modifier to the Intimidate check equal to each werewolf's challenge rating.

Losing the opposed Intimidate check causes the losing werewolf to immediately cower for 1 round. If the werewolf is of a higher challenge rating, he is considered one challenge rating lower when determining rank within the pack. The los-

Table 5-10: Involuntary Change Check

Involuntary Change Condition	Control Shape DC
Damage (1/4 hit points)	25
Moonrise of a full moon	25
Cowering	30
Frightened	20
Shaken	15
Panicked	25
Fumble on a Charisma check (natural 1)	15

Table 5-11: Voluntary Change Check

Involuntary Change Condition	Control Shape DC
Return to humanoid form (full moon)*	25
Return to humanoid form (not full moon)	20
Assume lupocephalus form	15
Voluntary change to wolf form (full moon)	15
Voluntary change to wolf form (not full moon)	20

*For game purposes, the full moon lasts three days every month.



ing werewolf can only regain the rank by beating the winning werewolf in another opposed Intimidate check or by successfully challenging a higher-ranking werewolf.

In most cases, the opposed Intimidate check substitutes for actual combat within the pack. It does not work on other beings that are not part of the pack.

Sense Motive (Wis)

Wolves communicate in a variety of ways. One way they convey messages is through body language. This may take afflicted werewolves some getting used to. On a successful check, the werewolf knows what the other wolf is indicating with its body language. Otherwise, the werewolf merely perceives the wolf's posture. Wolf body language could include any of the following:

- A tail held high means the wolf is the dominant wolf of the pack.
- A tail stiff and straight out means the wolf is hunting or about to attack.
- A wagging tail means the wolf is relaxed.
- A tail down means the wolf is even more relaxed.
- A tail half-tucked means the wolf is cowering to a more dominant wolf.
- A tail fully tucked is a sign that the wolf is extremely afraid of something.
- Ears straight up and bared teeth shows anger.
- Rolling on the back to expose the belly indicates submission.
- Squinting the eyes and pulling the ears back indicates a wolf is suspicious.
- Flattening the ears against the head indicates fear.
- Dancing around and putting the front of its body down, while leaving the back part up in the air, shows a playful wolf.

Listen (Wis)

Wolves also communicate through howls. Wolves howl any time of the day but are most often heard in the evening because that is when the pack is most active. A howl may range from 1 to 11 seconds in duration. Communal howls often begin with a few sharp barks by a few pack members, followed by a low howl that builds to a louder group howl. Wolves seldom stay on the same note while howling, but rather shift pitch to achieve an almost harmonic effect. On a successful Listen check, an afflicted werewolf can understand what another wolf's noises mean. Wolf sounds could include any of the following:

- Howling to find other pack members.
- Howling to let other wolves know the limits of their pack territory.

- Howling to indicate a hunt is about to start.
- Howling to express joy.
- Barking to warn of imminent danger.
- Barking to challenge an enemy.
- Growling before entering combat.
- Squeaking noise to call pups.
- Whimpering to calm pups down.

Survival (Wis)

Werewolves can use scent to mark an area, acting as an invisible sign to those without the scent special ability. By excreting or scratching at an area, the werewolf can mark the area. These boundary markers can be detected as strong scents with a Survival check.

Werewolves can also detect opponents through smell alone. A Survival check is either made against a DC that reflects how strong the smell is that might be detected, or it is opposed by the target's Survival check if is attempting to stay downwind.

DC	Smell
-10	Overpowering scents (skunk, troglodyte, etc.)
0	Strong scents (smoke, rotting garbage)
5	Normal scent
10	Fresh trail
15	A rogue using Survival to sneak past the sniffer
+5	Through a door
+15	Through a stone wall
+1	Per 10 feet of distance
+4	Upwind
-4	Downwind
+5	Sniffer distracted

In the case of people trying to avoid detection, the DCs given in the table could be replaced by Survival checks, in which case the check result would be the DC to beat.

Action: Varies. Every time a character has a chance to smell something in a reactive manner (such as when moving into a new area), it can make a Survival check without using an action. Trying to smell something a character failed to smell previously is a move action.

Try Again: Characters can try to smell something that they failed to smell previously with no penalty.

Special: When several werewolves are sniffing the area at the same time, a single 1d20 roll can be used for all the individuals' Survival checks. A fascinated creature takes a -4 penalty on Survival checks made as reactions. A ranger gains a bonus on Survival checks when using this skill against a favored enemy. A werewolf has a +4 racial bonus on Survival checks when tracking by scent in wolf form and a +2 racial bonus in lupocephalus form. A sleeping werewolf may make Survival checks at a -10 penalty. A successful check awakens the sleeper.



Thorns

Thorns are disadvantages inherent to the nature of a creature that shares two forms. The term is taken from the Lithuanian tale of a wolf that asked a man to remove a thorn from its cub's paw. In return, the wolf promised to not harm the man's livestock.

A natural werewolf can have up to four thorns upon creation. After 1st level, a werewolf cannot take on additional thorns. Conversely, afflicted werewolves can take on up to four thorns whenever they acquire their affliction.

Each thorn selected entitles the werewolf to a bonus feat, but also offers disadvantages of its own.

These defects can also apply to particularly bestial races like orcs and ogres, monsters that transform into canines like hound archons or vampires, or even those classes that walk on the wild side, like barbarians and druids. The final decision is up to the DM.

Beast's Mind

The werewolf's mind is overcome by its deepest desires in lupocephalus or wolf form and acts upon them immediately.

Penalty: When forced to make an involuntary change check, the character must also roll on the table on page 44 and obey the indicated behavior for 1d4 minutes. To act contrary to the roll, the werewolf must make a Will save (DC 30).

Table 5-12: Thorns

Thorn	Penalty
Beast's Mind	Behavior is erratic or unpredictable
Bursting Transformation	Shower of gore when transforming; falls prone
Cannibal Curse	Will save or eat corpses
Dead Man Walking	Victims rise as unnatural dead
Devil's Mark	Bleeding pentagram burned into palm
Dog Years	Reduced life span
Dogbane	Dogs attack on sight
Dry-Eyed	Greater chance of missing due to concealment
Extra Hair	Extra hair on humanoid form
Hybrid-Barred	Difficulty transforming into lupocephalus form
Hydrophobia	Afraid of water
Lockjaw	Jaws lock shut after bite attack
Long Nails	Skill check penalties
Man-Child	-4 to Cha-based skills and abilities with canines
Man's Hide	Remove clothing before transforming
Moon Morph	Control Shape check whenever touched by moonlight
Musk	-4 penalty to Cha-based checks with creatures with scent ability
Obsessive Compulsive	Must count holes
Omega Wolf	-3 penalty to Intimidate
Paleness	-8 penalty to Hide
Paralyzing Fear	Cowers when frightened, panicked, or shaken
Persistent Thirst	Need extra water
Ranidaphobia	Terrified of frogs
Rapacious	Control Shape or change when sees blood
Salt Vulnerability	Catch fire when touched by salt
Scarring	Wounds do not heal when changing shape
Stiff Neck	-4 to Spot and Listen
Stretching Transformation	Fall prone, penalties when transforming
Tailless	-8 Balance, obviously a werewolf
Turnable	Can be turned as if undead
Ulcerous Limbs	Base speed halves
Wolf-Barred	Difficulty transforming into wolf form
Wolf Man Form	Cannot change to true lupocephalus form
Wolf's Mind	Mind reverts to wolf when in wolf form



d%	Behavior
01-10	Attack a loved one or hated foe
11-20	Act normally
21-50	Howl
51-70	Flee away from nearest creatures at top possible speed
71-100	Attack nearest creature

Bursting Transformation

The werewolf's body explodes in a shower of gore as it tears off its old form.

Penalty: When changing form, the werewolf falls to the ground as it is overcome by the sensation of bursting flesh. It is prone for 1d4 rounds, writhing in agony and unable to easily defend itself.

Anyone nearby receives a +5 bonus to Listen checks to hear the werewolf's cries as it transforms and howls.

The werewolf's scent is considered to be very strong for 1 hour after transforming in this fashion. Similarly, the Survival DC to track a werewolf who has a bursting transformation is reduced by 5.

Witnessing a werewolf's bursting transformation is terrifying. Any humanoid or animal that witnesses a bursting transformation must make a Will save (DC 10 + the werewolf's HD) or become shaken. A witness who fails his or her save is shaken, taking -2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + the werewolf's Charisma modifier. The transformation does not affect creatures with an Intelligence of 3 or lower or with 6+ Hit Dice.

Afflicted werewolves who suffer from this transformation must make a Will save (DC 20) after each transformation, with a bonus of +1 per transformation the werewolf undergoes. Failure means the werewolf temporarily loses 1 point of Wisdom from the trauma.

Cannibal Curse

The werewolf is driven to eat the flesh of humanoid prey but cannot easily change back to humanoid form as a result.

Penalty: Whenever a being dies in the presence of the werewolf when it is in lupoccephalus or wolf form, it must make a Will save (DC 30) or attempt to eat the corpse for one round. If it eats the corpse, it suffers a -8 penalty to Control Shape checks to transform back into a humanoid. Transforming into a humanoid successfully removes the penalty until the werewolf is once again in lupoccephalus or wolf form, whereupon it is still affected by the cannibalistic urges, as above.

Dead Man Walking

The victims of the werewolf come back to haunt him as the unnatural dead.

Penalty: Any victim that the werewolf kills rises up as an unnatural dead the next day. Only the werewolf can see these unnatural dead. They constantly plead with him to commit suicide. See the unnatural dead template on page 70 for more information.

Devil's Mark

The werewolf's humanoid form has an upside-down pentagram burned into its palm.

Penalty: The pentagram bleeds whenever the moon is full, revealing the werewolf for what he is. The blood seeps through everything, including gloves. A Spot check (DC 15) reveals it.

Dog Years

The werewolf's life span is measured in wolf years rather than humanoid years.

Penalty: The werewolf suffers the effects of age as if it were a wolf. Middle age sets in at 8 years old, old age takes effect at 13 years, venerable age is at 16 years, and the werewolf's maximum age is 16+1d4 years. The standard age modifiers (repeated below) apply. Werewolves with this thorn don't last beyond their teens.

Middle age: -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Old age: -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Venerable age: -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Dogbane

All dogs hate the werewolf with a passion and immediately attack, regardless of the werewolf's form.

Penalty: All canines that are within 30 feet of the werewolf must make a Will save (DC 20) or immediately attack the werewolf with all powers at their disposal. The werewolf suffers a -6 morale penalty to all Charisma-based checks involving canines. Note that this thorn does not affect other werewolves.

Dry-Eyed

The humanoid form of the werewolf has very dry eyes and cannot weep.

Penalty: In combat, every time the werewolf's humanoid form attacks an opponent that has concealment, roll the werewolf's miss chance twice. If either or both results indicate that the werewolf misses, the attack fails.



Extra Hair

The werewolf has extra hair in his humanoid form that doesn't belong. His eyebrows might grow together, he may have hair on the palms of his hands, or he may be just generally hairy.

Penalty: The werewolf's humanoid form suffers a -6 penalty on all Charisma-based ability checks and skill checks.

Hybrid-Barred

The werewolf has difficulty shifting into lupucephalus form.

Penalty: The werewolf suffers a -8 penalty on Control Shape checks to transform into lupucephalus form.

Hydrophobia

The werewolf is terrified of water in any form.

Penalty: The werewolf must make a Will save (DC 15) to cross a river, bathe, or stand in the rain. If it succeeds its save, the werewolf still suffers a -2 morale penalty to attack rolls, damage, saves, and skill checks when in the presence of water.

Lockjaw

The werewolf's jaws lock shut upon closing. When the werewolf sleeps, it must sleep with its jaws open.

Penalty: When using its bite attack in wolf or lupucephalus form, the werewolf must make a Reflex check (DC 20) after each attack. Failure means its jaws lock shut for 24 hours; it cannot use its bite attack during that period.

Long Nails

The humanoid form of the werewolf grows almond-shaped nails at a much faster rate than normal.

Penalty: The werewolf humanoid form suffers a -1 racial penalty to Climb, Craft, Disable Device, Forgery, Sleight of Hand, and Use Rope checks.

Man-Child

The werewolf was raised by humanoids and is more comfortable in humanoid civilization than in the wild.

Penalty: The werewolf suffers a -4 racial penalty on all Charisma-based ability checks and skill checks when interacting with canines.

Man's Hide

The werewolf must disrobe to transform into wolf or lupucephalus form and cannot change back without its attire.



Penalty: It takes 5 rounds for the werewolf to remove its clothing. The werewolf cannot transform back without its clothes. Note that the werewolf must be in lupucephalus form to put its clothes back on in order to transform back into humanoid form. Putting on clothes in lupucephalus form takes 1 minute (10 rounds). The werewolf must wear the clothes he was wearing before the transformation. If his clothes are destroyed, he cannot change shape back into humanoid form until he has acquired an identical set.

Moon Morph

The werewolf is extremely affected by the full moon, more so than other werewolves.

Penalty: The werewolf in humanoid form must make a Control Shape check every time it is touched by moonlight. Failure means the werewolf transforms into lupucephalus form. Conversely, whenever the werewolf is no longer touched by moonlight (indoors, clouds cover the moon, etc.) it must make a Control Shape check or revert to humanoid form.

Musk

The werewolf smells like wet dog in all of its forms.

Penalty: The werewolf suffers a -4 racial penalty on all Charisma-based ability checks and skill checks involving creatures with the scent special ability. The werewolf is con-



sidered to have a “strong scent” for the purposes of being tracked by scent.

Obsessive Compulsive

The werewolf in any form cannot help but count the holes of anything it comes across.

Penalty: Whenever the werewolf encounters a new object with holes in it, the werewolf must make a Will save (DC 20) or immediately spend the next 1d10 rounds counting the holes in the object.

Omega Wolf

The werewolf occupies the lowest rank in its pack.

Penalty: The werewolf suffers a -3 penalty to its challenge rating for opposed Intimidate checks within its pack and for purposes of determining rank.

Paleness

The humanoid form of the werewolf has skin that is very pale, with a yellowish, pinkish or greenish cast.

Penalty: The werewolf’s humanoid form takes a -8 racial penalty on Hide and Disguise checks.

Paralyzing Fear

The werewolf freezes when stricken with fear.

Penalty: If the werewolf in any form becomes frightened, panicked, or shaken, it instead cowers and does not move from its location. A cowering creature has a -2 penalty to Armor Class and loses its Dexterity bonus.

Persistent Thirst

The werewolf’s humanoid form is perpetually thirsty.

Penalty: The werewolf’s humanoid form needs at least three gallons of fluids per day. The werewolf can go without the full three gallons of water for 1 day plus a number of hours equal to its Constitution score. After this time, the werewolf must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of non-lethal damage.

Ranidaphobia

The werewolf is terrified of frogs in any form.

Penalty: The werewolf must make a Will save (DC 15) when encountering a frog, normal or supernatural, or become panicked. If the werewolf makes its save, it still suffers a -2 morale penalty to attacks, damage, saves, and skill checks until it is no longer in the presence of the frog.

Rapacious

The werewolf is driven into a frenzy at the smell or sight of blood.

Penalty: Whenever the werewolf views a fresh corpse, meat, or blood, it must make a Control Shape check (DC 30) or transform into lupoccephalus form and immediately begin eating the source of the blood.

Salt Vulnerability

The werewolf is vulnerable to salt in lupoccephalus or wolf form.

Penalty: If the werewolf is touched by salt in lupoccephalus or wolf form, it must make a Reflex save (DC 15). Failure means the werewolf is set on fire, immediately suffering 1d6 points of fire damage. In each subsequent round, the burning werewolf must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. The werewolf must make a Control Shape check (DC 30) every round or immediately change back to humanoid form, which also puts the flames out.

Scarring

The werewolf’s wounds do not heal when he transforms.

Penalty: Whenever the werewolf shifts forms, it does not receive any healing. The wound scars over and is still visible to a careful observer with a Spot check (DC 20). The wound can still be healed through normal means.

Stiff Neck

Wolves are known for their inability to turn their necks around.

Penalty: The werewolf suffers a -4 penalty to Spot and Listen checks in all forms.

Stretching Transformation

The werewolf’s muscles and bones pop and stretch as it warps into its new form.

Penalty: The werewolf falls prone for 1d10 rounds as it is overcome with pain. During the change, it is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, even shirts—hinder more than help, reducing the victim’s Dexterity score by 4. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items.

The werewolf screams at the top of its lungs, bestowing a +6 bonus to Listen checks to hear it.

Witnessing a werewolf’s stretching transformation is terrifying. Any humanoid or animal that witnesses a bursting



transformation must make a Will save (DC 5 + the werewolf's HD) or become shaken. A witness who fails his or her save is shaken, taking a -2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + the werewolf's Charisma modifier. The transformation does not affect creatures with an Intelligence of 3 or lower or 6+ Hit Dice.

Afflicted werewolves who suffer from this transformation must make a Will save (DC 15) with a bonus of +1 per transformation they undergo. Failure means the werewolf temporarily loses 1 point of Wisdom from the trauma.

Tailless

The werewolf in wolf and lupoccephalus form has no tail.

Penalty: The lack of a tail is easy to Spot (DC 10) and is a clear indication that the creature is a werewolf. The lack of a tail also severely imbalances the werewolf, causing a -8 penalty to Balance checks.

Turnable

The forces of good can repel the werewolf.

Penalty: The werewolf can be turned by good and neutral clerics as an undead of equal Hit Dice.

Ulcerous Limbs

The humanoid form of the werewolf has incurable ulcerations on its arms and legs as a result of scrabbling about on all fours.

Penalty: The base land speed of the werewolf's humanoid form is halved (round down to the nearest 5-foot interval).

Wolf-Barred

The werewolf has difficulty shifting into wolf form.

Penalty: The werewolf suffers a -8 penalty on Control Shape rolls to transform into a wolf.

Wolf-Born

The werewolf was raised by wolves and is more comfortable in the wild than in human civilization.

Penalty: The werewolf suffers a -4 racial penalty on all Charisma-based ability checks and skill checks when interacting with humanoids.

Wolf Man Form

The werewolf cannot shift into lupoccephalus form but instead changes into a hairy humanoid.

Penalty: The werewolf's stats remain the same as its humanoid form. It does not have a bite attack.

Wolf's Mind

The werewolf's mind reverts to that of a wolf when it transforms into wolf form.

Penalty: When in wolf form, the werewolf reverts to a neutral alignment, its Wisdom is reduced to 12, and Intelligence is reduced to 2. The wolf form can make a Will save (DC 30) to attempt to act contrary to its animal nature (i.e., avoid food that might be poisoned, not attack a loved one, etc.). It must also make a Will save (DC 30) to attempt a Control Shape roll. Failure means the wolf form refuses to change.

New Feats

Many werewolves have special abilities that are best represented as feats. This section describes them. Feats designated as "werewolf" can only be selected by werewolves. Feats designated as "general" can be selected by any character, provided the prerequisites are met.

Alpha Wolf [Werewolf]

You lead your pack.

Prerequisites: Werewolf

Benefit: You gain a +3 bonus to your challenge rating for opposed Intimidate checks within your pack and for purposes of determining rank.

Animal Magnetism [Werewolf]

You have a tiny patch of hair on your wolf and lupoccephalus form's tail that is actually a love charm.

Prerequisites: Werewolf

Benefit: You gain a +2 bonus on all Charisma-based checks involving humanoids of the opposite gender. If an attacker attempts to pluck the hair from the werewolf's tail, he must make a critical hit. Success means the werewolf loses the love charm permanently.

Black Blood [Werewolf]

Your blood is black and thick. It clots immediately.

Prerequisites: Constitution 13+, werewolf

Benefit: You suffer only 1 point of Constitution damage from blood loss damage, such as that inflicted by *wounding* weapons or a vampire's bite.

Claws of Steel [Werewolf]

Your claws are extremely sharp.

Prerequisites: Base attack bonus +4, werewolf

Benefit: You gain a +2 bonus on all damage rolls with



Table 5-13: New Feats

General Feats	Prerequisites	Benefits
Detect Weakness	13+ Wis, Alertness	Determine CR of creature
Drag Down	13+ Int, Combat Expertise, Improved Trip	Can trip like wolf in lupocephalus form
Hamstring	13+ Int, Combat Expertise, Improved Trip, Drag Down	Impede movement of fleeing opponents
Hide Rip	13+ Str, Power Attack, Improved Sunder	Reduce target's AC with attacks
Pack Fury	13+ Dex, Improved Unarmed Strike	Additional bonus to attack prone creatures
Wolf Rider	Ride 3 ranks	No penalty to Ride checks when riding wolf
Worry	13+ Str, Improved Unarmed Strike	Inflict lethal damage with bite on grapple
Werewolf Feats	Prerequisites	Benefits
Alpha Wolf	Werewolf	+3 to Intimidate within pack
Animal Magnetism	Werewolf	+2 to Cha checks with opposite gender
Black Blood	Con 13+, werewolf	Suffer less damage from blood loss
Claws of Steel	BAB +4, werewolf	+2 damage with claws
Contagious Canine	Werewolf	Afflicted bite can spread lycanthrope
Conversation of Death	Werewolf, Spot 5 ranks	Determine health of creature
Devil Dog	Evil aligned, werewolf	Appear demonic, influence evil outsiders, more
Hell Wolf Form	BAB +8, werewolf, Control Shape 4 ranks, Devil Dog	Transform into hell wolf
Dire Wolf	BAB +10, werewolf, Control Shape 6 ranks	Transform into dire wolf instead of normal wolf
Dirt Eater	15+ Con, werewolf	Eat dirt as food
Fast Form	Werewolf, Control Shape 6 ranks	Change forms at high speed
Partial Change	Werewolf, Control Shape 6 ranks, Fast Form	Transform parts of body
Fast Healing	18+ Con, werewolf	Heal 1 hp per minute
Regeneration	20+ Con, Fast Healing	Treat damage as nonlethal
Silver Bullet	20+ Con, Fast Healing, Regeneration	Can only be killed by silver bullet or equivalent
Flashback	Iron Will, werewolf	Remember what you do in wolf form
Stubborn Will	Iron Will, Flashback, werewolf	Never shift alignment due to lycanthropy
Gormandize	15+ Con, werewolf	Consume extra food to store for later
Improved Flank	Werewolf	+1 flanking bonus
Jaw Lock	13+ Str, werewolf	+4 bonus to grapples with bite
Loose Skin	Werewolf, Control Shape 4 ranks	+4 to Escape Artist checks
Man's Tongue	Werewolf, Control Shape 2 ranks	Speak languages in any form
Mystic Transformation	Werewolf	Shimmer into other forms without physical transformation process
Nip	Werewolf, Control Shape 1 rank	Bite without passing on lycanthropy
Sharpened Teeth	BAB +4, werewolf	+2 damage with bite
Sheep's Clothing	Control Shape 4 ranks, werewolf	+4 bonus to Disguise checks
Worg Form	BAB +8, Control Shape 4 ranks, werewolf	Transform into worg



your claws in wolf or lupocephalus form.

Contagious Canine [Werewolf]

You can spread lycanthropy even though you are an afflicted werewolf.

Prerequisites: Werewolf

Benefit: Your bite has the same effect as if you were a natural werewolf.

Conversation of Death [Werewolf]

You have an uncanny knack for determining the health of any living being.

Prerequisites: Werewolf, Spot 5 ranks

Benefit: On a successful Spot check (DC = CR of target creature +10), you can determine how many hit points a creature has remaining. This is intuitive knowledge that the character subconsciously calculates to determine how easily a prey might fall. You do not know the check DC. Failure by 5 or more points indicates an inaccurate reading (at the DM's discretion).

Detect Weakness [General]

You can determine which of your prey are weak, fat, slow, or infirm.

Prerequisites: 13+ Wisdom, Alertness

Benefit: You can make an opposed Sense Motive check to determine the challenge rating of a potential victim. The DM makes the opponent's Bluff check secretly. Failure by 5 or more indicates an inaccurate reading (at the DM's discretion).

Devil Dog [Werewolf]

You are touched by supernatural evil.

Prerequisites: Evil aligned, werewolf

Benefit: All of your forms appear slightly demonic. You receive a +4 racial bonus on checks when influencing the attitude of evil, extraplanar beings. For purposes of the *detect evil* spell, you always register as an evil outsider (even though that may not be your actual type).

Dire Form [Werewolf]

You can transform into a dire wolf.

Prerequisites: Base attack bonus +10, werewolf, Control Shape 6 ranks

Benefit: You transform into a dire wolf instead of a wolf on a successful Control Shape check.

Dirt Eater [Werewolf]

You can eat dirt and gain sustenance from it.

Prerequisites: 15+ Constitution, werewolf

Benefit: You can consume dirt and be sustained as if it were actual food, when in wolf or lupocephalus form.

Drag Down [General]

You can use a trip attack like a wolf in lupocephalus form.

Prerequisites: 13+ Intelligence, Combat Expertise, Improved Trip

Benefit: If you hit with a bite attack, you can attempt to trip the opponent at an additional +1 modifier as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip you.

Fast Form [Werewolf]

You can change into your forms at high speed.

Prerequisites: Werewolf, Control Shape 6 ranks

Benefit: Your werewolf transformation is reduced by an amount equal to how much you succeed on a successful Control Shape check (DC 15). For each number rolled over 15, reduce the time to change by 1 round. If the amount exceeding the Control Shape check is greater than the number of rounds necessary for you to change, you make the transformation as a free action.

Fast Healing [Werewolf]

Your shapeshifting nature allows you recover quickly from most wounds.

Prerequisites: 18+ Constitution, werewolf

Benefit: You regain hit points at the rate of 1 per minute. Fast healing does not restore hit points lost from silver weapons, starvation, thirst, or suffocation, and it does not allow you to regrow lost body parts.

Special: You cannot take this feat more than once.

Flashback [Werewolf]

You can remember what you do in wolf form.

Prerequisites: Iron Will, werewolf

Benefit: You are automatically considered to be "aware of your condition" for purposes of Control Shape checks and other effects. You have complete control over your actions in wolf form.



Gormandize [Werewolf]

You can eat. And eat. And eat...

Prerequisites: 15+ Constitution, werewolf

Benefit: You can consume a massive amount of food, up to 10 pounds, in wolf or lupoccephalus form, storing it for later. If you are able to gorge yourself, you can go without food for one additional day (beyond the first 3 days) for each pound of food consumed before making a Constitution check.

Normal: A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

Hamstring [General]

You bite a fleeing opponent's legs, reducing their speed with each successful bite.

Prerequisites: 13+ Intelligence, Combat Expertise, Improved Trip, Drag Down

Benefit: If you hit with a bite attack against a fleeing opponent, the victim to make a Reflex save (DC 20). Success means the victim loses 10 ft. from its movement rate until the damage heals. A victim whose movement rate is reduced to 0 is considered prone.

Hell Wolf Form [Werewolf]

You can transform into a hell wolf (see page 69).

Prerequisites: Base attack bonus +8, werewolf, Control Shape 4 ranks, Devil Dog

Benefit: You transform into a hell wolf instead of a wolf on a successful Control Shape check.

Hide Rip [General]

You attack your opponent's armor to expose their delicate underbelly.

Prerequisites: 13+ Strength, Power Attack, Improved Sunder

Benefit: A successful attack against a target's armor reduces its natural or armor bonus to armor class by 1 point for every 5 points of damage inflicted against it.

Improved Flank [Werewolf]

You pursue your prey with your pack, snapping at its heels until it becomes so weary that it makes a fatal mistake.

Prerequisite: Werewolf

Benefit: Each werewolf with the Improved Flank feat receives an additional +1 flanking bonus when flanking an opponent. Thus, a pack of five werewolves stalking an opponent receives a +5 flanking bonus in addition to the +2 flanking bonus for flanking, for a grand total of a +7 flanking bonus to melee attack rolls.

Jaw Lock [Werewolf]

Your jaw locks shut, making your bites nearly impossible to shake off.

Prerequisites: 13+ Strength, werewolf

Benefit: You do not provoke an attack of opportunity when you make a bite attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple. This stacks with Improved Grapple.

Normal: Without this feat, you provoke an attack of opportunity when you make a bite attack to start a grapple.

Loose Skin [Werewolf]

Your flesh is malleable due to your shapeshifting nature.

Prerequisites: Werewolf, Control Shape 4 ranks

Benefit: You get a +4 bonus on all Escape Artist checks.

Man's Tongue [Werewolf]

You can speak while in any form.

Prerequisites: Werewolf, control Shape 2 ranks

Benefit: You can speak any language you know in both wolf and lupoccephalus form.

Normal: In wolf form, you can only speak the wolf's tongue of howls and barks. In lupoccephalus form, you must make a Control Shape check (DC 15) to speak a sentence.

Mystic Transformation [Werewolf]

You magically shimmer into other forms without need for any actual transformation process.

Prerequisite: Werewolf

Benefit: When the change occurs, your equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item) or melds into the new form and becomes nonfunctional. When you revert to your humanoid form, any objects previously melded reappear in the same location on the body they previously occupied and are once again functional. Any new items you wore in the assumed form and can't wear in its normal form fall off and land at your feet; any items that you could wear in either form or carry in a body part common to both forms at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its true form.

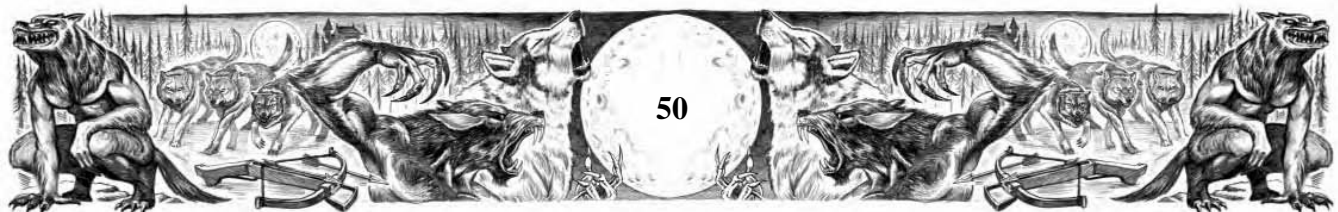
Nip [Werewolf]

You can avoid passing on your curse with a bite attack.

Prerequisites: Werewolf, Control Shape 1 rank

Benefit: On a successful Control Shape check (DC 15), you can avoid passing on your lycanthropy with a bite attack.

Normal: Any humanoid or giant hit by a natural lycan-



thrope's bite attack in wolf or lupucephalus form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Pack Fury [General]

You lead your pack in a ferocious attack on a prone opponent.

Prerequisites: 13+ Dexterity, Improved Unarmed Strike

Benefit: Each werewolf with the Pack Fury feat bestows an additional a +1 circumstance bonus to attack rolls against a prone opponent. Thus, a pack of 5 werewolves attacking a prone opponent receives a +5 circumstance to melee attack rolls.

Partial Change [Werewolf]

You can change parts of your body in and out of its various forms.

Prerequisites: Werewolf, Control Shape 6 ranks, Fast Form

Benefit: You can transform parts of your body with a successful Control Shape check (DC 15) as a free action. You can transform hands into paws, your head into a wolf's head, a wolf's head into a man's head, grow a tail, and so on. This feat allows you to make fast transformations that are difficult to spot, requiring a Spot check opposed by the werewolf's Control Shape to spot the transformation.

Regeneration [Werewolf]

Your shapeshifting nature allows you to regenerate, knitting bones and flesh together even when smeared across a floor.

Prerequisites: 20+ Constitution, Fast Healing, werewolf

Benefit: All damage is treated as nonlethal damage. You automatically heal nonlethal damage at 1 hit point per minute. Silver deals lethal damage that doesn't heal in this manner. A regenerating werewolf that has been rendered unconscious through nonlethal damage can be killed with a coup de grace. The attack cannot be of a type that automatically converts to nonlethal damage. Attack forms that don't deal hit point damage ignore regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating werewolves can regrow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts that are not reattached wither and die normally.

Sharpened Teeth [Werewolf]

You sharpen your teeth before hunting.

Prerequisites: Base attack bonus +4, werewolf

Benefit: You gain a +2 bonus on all damage rolls with your bite in wolf or lupucephalus form.

Sheep's Clothing [Werewolf]

You can mimic other humanoid forms, such that you can alter your features to look like another person entirely.

Prerequisite: Control Shape 4 ranks, werewolf

Benefit: You get a +4 bonus on all Disguise checks.

Silver Bullet [Werewolf]

Nothing stops you but silver in your heart.

Prerequisite: 20+ Constitution, Fast Healing, Regeneration, werewolf

Benefit: Reducing your hit points to 0 or lower incapacitates you but doesn't destroy you. Your heart must be pierced by silver (a sling bullet, a silver-tipped spear, etc.) in order for you to be slain. If not, you continue to regenerate no matter how damaged the rest of your body becomes, and you will eventually return to life.

Stubborn Will [Werewolf]

You stubbornly stick to your old ways, despite your feral nature.

Prerequisites: Iron Will, Flashback, werewolf

Benefit: You automatically pass any Will save to shift alignment as a result of your lycanthropy. You can still change alignment due to a change of ethos or through magic.

Wolf Rider [General]

You can ride a wolf as a mount.

Prerequisite: Ride 3 ranks

Benefit: You receive no penalty on Ride checks when riding a wolf.

Normal: Riding a wolf or dire wolf causes a -5 circumstance penalty to Ride checks because the wolf's bone structure does not lend itself to carrying a rider.

Worg Form [Werewolf]

You can transform into a worg.

Prerequisites: Base attack bonus +8, Control Shape 4 ranks, werewolf

Benefit: You transform into a worg instead of a wolf on a successful Control Shape check.

Worry [General]

You bite ferociously on whatever is within your jaws.

Prerequisites: 13+ Strength, Improved Unarmed Strike

Benefit: You do not suffer a penalty to inflict lethal damage with your bite attack on grapple checks.

Normal: If a character wants to deal lethal damage while grappling, he takes a -4 penalty on grapple checks.



Chapter 6: Werewolf Magic

As Verata finished the chant, the burning sensation that was burrowing through Istvan's chest suddenly stopped. There was a clattering sound.

Istvan opened his eyes. He was on a cot covered in dried blood. His blood. Near his arm lay a silver crossbow bolt.

"How did you...?"

"I'm a priestess of Lupa," Verata said, stroking his forehead. "Rest now."

He tried to raise his head, but the blood loss had weakened him. He could only make out Verata's shapely form framed in the doorway.

"Where are you going?" he croaked.

"To kill two birds with one stone." And then she was gone.

There are a variety of spells that are peculiar to werewolves. Some protect against them, others turn the victim into a wolf, while still others play upon the myths of wolves to extend the werewolf's power. The majority of spells are druid or ranger spells because those classes are most common among werewolves. Enemy sorcerers and wizards will often curse foes or turn themselves into wolves, but they tend to be only temporary forms.

Many of these spells affect canines. The definition of a canine includes the following creatures: barghest, blink dog, dire wolf, dog, glabrezu demon, hell hound, hound archon, riding dog, shadow mastiff, vampire (wolf or dire wolf form only), werewolf, winter wolf, wolf, worg, and yeth hound. Any creature that is *polymorphed* into a canine form is also affected.

The divine focus for some spells includes a wolf's pelt. The wolf's pelt must be taken from a canine equal in Hit Dice to the caster's level. Being a werewolf in wolf or lupocephalus form also counts as "wearing" a wolf's pelt.

Spell levels listed as "VM" can be taken by the varga or prestige class.

New Domains

Canine Domain

Granted Power: Rebuke or command animals (canine only) as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + Charisma modifier.

Canine Domain Spells

- | | |
|--------------------------------|---------------------------|
| 1. <i>Speak with canines</i> * | 2. <i>Ironhide</i> * |
| 3. <i>Versipellis</i> * | 4. <i>Heal canine</i> * |
| 5. <i>Wolf wall</i> * | 6. <i>Moonbeam</i> * |
| 7. <i>Moonburst</i> * | 8. <i>Animal shapes</i> † |
| 9. <i>Shapechange</i> † | |

† Canine creatures only.

* New spell described below.

New Spells

Blinding Gaze

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 4, Rgr 4, VM 4

Components: S, DF

Casting Time: 1 standard action

Target: Caster

Duration: Permanent (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

Wolves are known for their ability to blind prey with a glance. By casting this spell, you acquire a gaze attack that causes all who look upon you to be struck blind.

Each opponent within range of a *blinding gaze* (60-ft cone) who looks at the caster must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at the caster with a *blinding gaze* leaves an opponent vulnerable. In all other respects, this spell acts as a monster's gaze attack.

Focus: Wolf's pelt

Burning Breath

Evocation [Fire]

Level: Drd 1, Rgr 1, VM 1

Components: S, DF

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A wolf's breath has been rumored to be so hot that it can actually cook meat. With this spell, a cone of searing flame shoots from your maw. Any creature in the area of the flames



takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Focus: Wolf's pelt

Crippling Track

Transmutation

Level: Drd 3, Rgr 2, VM 2

Components: S, M, DF

Casting Time: 3 rounds

Range: Touch

Target: Tracks that are 2 ft. wide and of a length equal to 2 ft. per caster level

Duration: Until triggered or broken

Saving Throw: None

Spell Resistance: No

It is said that if a horse should step on a wolf's paw track, it will be crippled. With this spell, the wolf's tracks are actually traps. The tracks are difficult to see (Search DC 23 for a character with the trapfinding ability to locate).

Any creature stepping on the track suffers 1d6 points of damage and feels invisible jaws tighten around the trapped limb or limbs, causing it to be entangled.

The *crippling track* is magical. To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action. A successful escape from the *crippling track* ends the spell.

Focus: Wolf's pelt

Material Component: Wolf tracks

Detect Werewolf

Divination

Level: Clr 5, Drd 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You confer on the subject the ability to see werewolves for what they are. The subject sees the true form of a werewolf. If the werewolf is a natural werewolf, the subject sees the werewolf (in wolf or humanoid form) in its lupoccephalus form. If the werewolf is an afflicted werewolf in wolf or werewolf form, the subject sees the werewolf in its humanoid form. The range of *detect werewolf* is 120 ft. *Detect werewolf* does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like.

Material Component: An ointment for the eyes that costs 250 gp and is made from mushroom powder, saffron, and fat.

Devil's Pact

Conjuration (Calling) [see text]

Level: Sor/Wiz 7

Components: V, S, XP

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One called devil of 18 HD or less

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By casting this spell, you call upon a devil (of 18 HD or less). If you know an individual devil's name, you may request that individual by speaking the name during the spell (though you might get a different devil anyway).

The devil arrives in a black coach led by black steeds. The devil called requires a payment for its services. This payment can take a variety of forms, from donating gold or magic items, to a gift given directly to the devil, to some other action on your part that matches the devil's goals. Regardless, this payment must be made before the devil agrees to perform any services. The bargaining takes at least 1 round, so any actions by the devil begin in the round after it arrives.

Once it appears, it offers the caster a vial of lycanthropy. This vial permanently bestows lycanthropy upon the caster if he applies it to his skin under the light of a full moon. This vial requires a payment of 1,000 gp per level of the caster.

When the caster accepts the vial, the devil returns to its home plane.

XP Cost: 500 XP

Eye Lamps

Evocation [Light]

Level: Drd 1, Rgr 1, VM 1

Components: S, DF

Casting Time: 1 standard action

Target: Caster

Effect: Magical, heatless flame

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The caster's eyes emit light as bright as two torches. The effect causes the caster's eyes to glow like lamps, but it creates no heat and doesn't use oxygen. The caster can see normally and is not harmed in any way by the flame. The caster can close his eyes to temporarily muffle the effect, but the *eye lamps* remain in effect until the duration ends.

Focus: Wolf's pelt



Foul Flesh

Necromancy

Level: Drd 4, Rgr 4, VM 4

Components: S, DF

Casting Time: 1 standard action

Target: Caster

Duration: 1 round/level

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

In the traditional belief that a wolf's flesh is poisonous, you cast this spell to infect your own flesh. Any creature that damages you with a bite attack is poisoned. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + 1/2 your caster level + your Wis modifier).

Focus: Wolf's pelt

Heal Canine

Conjuration (Healing)

Level: Canine 4, Drd 4, Rgr 4, VM 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One canine

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Heal canine enables you to channel positive energy into a canine to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, *feble-minded*, insanity, nauseated, sickened, stunned, and poisoned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.

Heal canine does not remove negative levels, restore permanently drained levels, or restore permanently drained ability score points.

If used against an undead canine, *heal canine* instead acts like *harm*.

Material Component: A leaf

Howling Fog

Conjuration (Creation)

Level: Drd 3, Rgr 3, VM 3

Components: S, DF

Casting Time: 1 standard action

Range: 60 ft

Effect: Line-shaped gust of severe wind emanating out from you to the extreme of the range

Duration: 10 min/level

Saving Throw: None

Spell Resistance: No

A bank of fog billows out from your mouth. The fog obscures all sight, including darkvision, beyond 5 ft. A creature within 5 ft. has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. In addition, all creatures within the *howling fog's* range take 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round. The spell does not function underwater.

Focus: Wolf's pelt

Huff and Puff

Evocation [Air]

Level: Drd 3, Rgr 3, VM 3

Components: S, DF

Casting Time: 1 standard action

Range: 60 ft

Effect: Line-shaped gust of severe wind emanating out from you to the extreme of the range

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell creates a severe blast of air (approximately 50 mph) that originates from your mouth as you howl, affecting all creatures in its path.

A Tiny or smaller creature on the ground is knocked down and rolled 1d4x10 ft, taking 1d4 points of nonlethal damage per 10 ft. If flying, a Tiny or smaller creature is blown back 2d6x10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting. Small creatures are knocked prone by the force of the wind or if flying are blown back 1d6x10 ft. Medium creatures are unable to move forward against the force of the wind or if flying are blown back 1d6x5 ft. Large or larger creatures may move normally within a *howling wind* effect. A *howling wind* can't move a creature beyond the limit of its range.

Any creature, regardless of size, takes a -4 penalty on ranged attacks and Listen checks in the area of a *howling wind*. In addition, all creatures within the *howling wind's* range take 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round.

The force of the *wind* automatically extinguishes candles, torches, and similar unprotected flames. It causes pro-



tected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a *howling wind* can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, keel over a small boat, and blow gases or vapors to the edge of its range.

Focus: Wolf's pelt

Ironhide

Abjuration

Level: Canine 2, Drd 2, Rgr 2, VM 2

Components: S, DF

Casting Time: 1 standard action

Target: Caster

Duration: 1 hour/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Traditions say wolves have hides immune to sling stones and arrows. This spell bestows that resistance to ranged weapons. The caster gains damage reduction 10/silver against ranged weapons. This does not stack with existing damage reduction; take the higher of the two. This spell doesn't grant you the ability to damage creatures with similar damage reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Focus: Wolf's pelt

Let Me In

Transmutation

Level: Drd 1, Rgr 1, VM 1

Components: S, DF

Casting Time: 1 standard action

Range: Medium (100 ft + 10 ft/level)

Target: One door with an area of up to 10 square ft./level

Duration: Instantaneous; see text

Saving Throw: None

Spell Resistance: No

The *let me in* spell opens stuck, barred, locked, *held*, or *arcane locked* doors. If used to open an *arcane locked* door, the spell does not remove the *arcane lock* but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. *Let me in* does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes,

vines, and the like. The effect is limited by the area. Each spell can undo as many as 2 means of preventing egress.

Focus: Wolf's pelt

Lupine Nightmare

Illusion (Phantasm) [Mind-Affecting, Evil]

Level: Drd 5

Components: S, DF

Casting Time: 10 minutes

Range: Unlimited

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The *lupine nightmare* prevents restful sleep and causes 1d10 points of damage. The *lupine nightmare* leaves the subject fatigued and unable to regain arcane spells for the next 24 hours.

The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature.

Dispel evil cast on the subject while you are casting the spell dispels the *lupine nightmare* and causes you to be stunned for 10 minutes per caster level of the *dispel evil*.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends.

If you choose to enter a trance, you are not aware of your

Table 6-1: Lupine Nightmare Knowledge

Knowledge	Will Save Modifier
None ¹	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

¹You must have some sort of connection to a creature you have no knowledge of.

Table 6-2: Lupine Nightmare Connection

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10





surroundings or the activities around you while in the trance. You are defenseless, both physically and mentally, while in the trance. (You always fail any saving throw, for example.) Creatures who don't sleep (such as elves, but not half-elves) or dream are immune to this spell.

Focus: Wolf's pelt

Lycaeonia Curse

Transmutation

Level: Clr 4, Drd 4, Sor/Wiz 4, VM 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Fortitude negates, Will partial; see text

Spell Resistance: Yes

You place a curse on the subject, transforming him into a wolf. Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting; changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, its ability to cast spells (if it had the ability initially), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of a wolf in place of its own. It still retains its class and level (or HD), as well as all benefits deriving thereof (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Incorporeal or gaseous creatures are immune to *lycaeonia curse*, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

The *curse* bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. *Bestow curse* counters *lycaeonia curse*.

Magic Circle Against Werewolves

Abjuration [Good]

Level: Clr 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Area: 10-ft. diameter circle

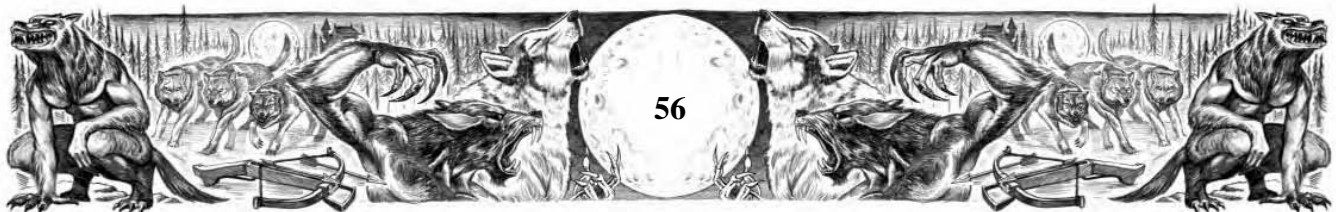
Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

A *magic circle against werewolves* traps a werewolf within it for a maximum of 24 hours per caster level, provided that you complete the spell within 1 round of the werewolf entering the *magic circle*. The werewolf cannot cross the circle's boundaries. If a werewolf is too large to fit into the spell's area, the spell acts as a normal *protection from werewolves* spell for that werewolf only. If the werewolf is an afflicted werewolf (such as with the *lycaeonia curse* spell), a failed Will save indicates the curse is removed.

A *magic circle* leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped werewolf can do nothing that disturbs the circle, directly or indirectly, but other werewolves can. If the called werewolf has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the werewolf breaks free, destroying the circle. A werewolf capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through that means. The werewolf cannot reach across the *magic circle*, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The werewolf can attack any target it



can reach with its ranged attacks except for the circle itself.

Divine Material Component: A little powdered silver with which you trace a 10-ft. diameter circle on the floor (or ground) around the werewolf.

Making Blank

Abjuration [Good]

Level: Drd 4, Rgr 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: 1 polymorphed or shapeshifted being

Duration: 1 round/level until discharged

Saving Throw: See text

Spell Resistance: See text

You throw a piece of iron or steel over the target. If the target is *polymorphed* through a spell, the effect is immediately dispelled. If the target is a shapeshifter, it is forced into its humanoid form, which bursts out of the false body. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

Material Component: A piece of iron or steel

Mark of the Werewolf

Necromancy

Level: Clr 1

Components: S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./ level (D)

Saving Throw: None

Spell Resistance: No

You can sense the next victim of a potential werewolf attack. An upside-down pentagram appears to the caster on the subject's forehead. Note that this is only the werewolf's intended victim and by taking the appropriate measures, the victim may yet survive. You cannot determine which werewolf will attack or who is a werewolf, however.

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

Melancholic Lycanthropia

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous and permanent (see below)

Saving Throw: Will negates

Spell Resistance: Yes

The affected creature suffers from the insanity known as melancholic lycanthropia. It believes it is a werewolf and that it can transform into a wolf when the moon is full. When the moon is full, the creature automatically flies into an unreasoning rage and gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The creature has no control over its rage and will immediately attack the nearest living being: friend, foe, man, woman or child.

The increase in Constitution increases the creature's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a creature cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. The fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. An affected creature may not prematurely end his rage. At the end of the rage, the creature loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

Remove curse does not remove *melancholic lycanthropia*. *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature.

Moonbeam

Evocation [Light]

Level: Canine 6, Drd 6

Components: V, S

Casting Time: 1 standard action

Range: 60 ft

Area: Line from your hand

Duration: 1 round/level or until all beams are exhausted

Saving Throw: Reflex negates

Spell Resistance: Yes

For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per three caster levels (maximum 6 beams at 18th level). The spell ends when its duration runs



out or your allotment of beams is exhausted. Each creature in the beam is blinded. A successful Reflex save negates the blindness. A werewolf in humanoid form caught within the globe must immediately make a Control Shape check or transform into its lupocephalus form.

Moonburst

Evocation [Light]

Level: Canine 7, Drd 7

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 80-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

Moonburst causes a globe of silver radiance to explode silently from a point you select. All creatures in the globe are blinded. A successful Reflex save negates the blindness. A werewolf in humanoid form caught within the globe must immediately make a Control Shape check or transform into its lupocephalus form. *Moonburst* dispels any darkness spells of lower than 9th level within its area.

Murder of Crows

Conjuration (Summoning)

Level: Drd 3, Rgr 3, VM 3

Components: V, S, DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One swarm of crows

Duration: Concentration + 2 rounds

Saving Throw: Reflex partial

Spell Resistance: No

Crows are legendary allies of wolves; wolves follow crows to look for fresh meat and crows follow wolves for a potential meal. A *murder of crows* remembers the pact between the two species and summons a flock of crows, carpeting the effect's area and viciously attacking all other creatures there. If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel. See page 68 for the statistics of a crow swarm.

Focus: Wolf's pelt

Silencing Gaze

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 3, Rgr 3, VM 3

Components: S, DF

Casting Time: 1 standard action

Target: Caster

Duration: 1 round per three levels

Saving Throw: Will negates

Spell Resistance: Yes

Wolves are known for their ability to silence prey with a glance. By casting this spell, you receive a gaze attack that causes all who look upon you to be struck dumb. Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from the creature.

Each opponent within range of a *silencing gaze* (60-ft. cone) must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at the caster with a *silencing gaze* leaves an opponent vulnerable. In all other respects, this spell acts as a monster's gaze attack.

This spell does not provide a defense against sonic or language-based attacks.

Focus: Wolf's pelt

Speak With Canines

Divination

Level: Canine 1, Drd 0

Components: S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You can comprehend and communicate with canines. You are able to ask questions of and receive answers from canines, although the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary and cunning canines are likely to be terse and evasive, while the more stupid ones make inane comments. If a canine is friendly toward you, it may do some favor or service for you.

Focus: Wolf's pelt

Sticky Paws

Transmutation

Level: Drd 2, Rgr 2

Components: S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

You can climb and travel on vertical surfaces in lupocephalus form. You must have your hands and hind legs free to climb in this manner. You gain a climb speed of 20 ft.; furthermore, you need not make Climb checks to traverse a



vertical or horizontal surface. You retain your Dexterity bonus to Armor Class (if any) while climbing and opponents get no special bonus to their attacks against you. You cannot, however, use the run action while climbing.

Focus: Wolf's pelt

Summon Dire Bat

Conjuration (Summoning)

Level: Drd 1, Rgr 1

Components: S, DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One dire bat

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Some werewolves are known to ride about on dire bats, leaping off of their mounts into chimneys to bite their slumbering prey. This spell summons a dire bat to do the werewolf's bidding. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the dire bat, you can direct it not to attack, to attack particular enemies, or to perform other actions.

Focus: Wolf's pelt

Versipellis

Transmutation

Level: Canine 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Caster

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

This spell functions like *alter self*, except that you transform into a wolf. Your type and subtype (if any) change to match the new form.

Upon changing, you regain lost hit points as if you had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting, and changing back does not heal you further). If slain, you revert to your original form, though you remain dead.

You gain the Strength, Dexterity, and Constitution scores of the wolf form but retain your own Intelligence, Wisdom, and Charisma scores. You also gain all extraordinary special attacks possessed as a wolf but do not gain the extraordinary special qualities possessed by the wolf form or any supernatural or spell-like abilities.

Material Component: The caster must rub a salve all



over his body. The salve consists of a variety of components, including the fat of disinterred children, poisons, bat's blood, and powerful narcotics. It costs 1,000 gp to manufacture. Creating such a salve is a decidedly evil act.

Wolf Wall

Abjuration

Level: Canine 5, Drd 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square/level

Duration: 1 round /level (D)

Saving Throw: None

Spell Resistance: Yes

You bring into being an invisible wall that prohibits all canines, magical and mundane, from passing through. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including *dispel magic*. However, *disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, or a *mage's disjunction* spell. Breath weapons and spells cannot pass through the wall in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it



through material floors and ceilings). Gaze attacks can operate through a *wolf wall*.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Material Component: A wolf's corpse, which must be buried at the base of the wall.

Wolf's Speed

Transmutation

Level: Drd 1, Rgr 1, VM 1

Components: S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

This spell increases your base land speed by 30 ft. (This adjustment is treated as an enhancement bonus.) There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance.

Focus: Wolf's pelt

New Magic Items

Lycanthropous Flower

The lycanthropous flower, if consumed, can turn the eater into a werewolf. Its scent is faint and subtly suggestive of death, while its sap is white and sticky. In appearance, it looks like a white and yellow marsh flower. The flower disintegrates if a person is transformed into a werewolf by picking or wearing the flower (see page 6 for details).

Moderate transmutation; Market Price 3,000 gp; Weight 1 lb.

Wolfbelt

A wolfbelt is fashioned of a werewolf's hide, 3 inches in width. It is adorned with signs of the zodiac, with seven tongues on the belt buckle. To transform into a wolf, the wearer buckles the seventh hole. To return to humanoid form, he opens the buckle.

Moderate transmutation; CL 7th; Craft Wondrous Item, *polymorph*; Price 26,000 gp; Weight 1 lb.



Chapter 7: Campaigns

Jethrull awoke, groggy and confused. He remembered facing off against a female, a big one. She had beaten him badly, but nothing was broken. By all rights he should be dead.

She wanted him alive. But why?

Jethrull took in his surroundings. He was in a den of sorts.

“So,” Jethrull reached for two silver short swords he kept strapped to his calves at all times. The she-wolf had left him his weapons. “You brought the kids home some dinner, izzatit?”

There was a howl off in the distance. Something red loped out of the shadows, its breathing ragged.

Jethrull knew what it was. He had hunted them all his life.

The SHHHING! of two blades sliding out of their sheaths echoed throughout the den as werewolf and hunter locked gazes.

“C’mon, Red,” he said with a grim smile. “If I’m gonna die, I’m takin’ some of you with me.”

If werewolves stayed in wolf form most of the time and only resorted to killing sheep and eating the occasional baby, they would pass almost unnoticed amongst humanoid society. It is the humanoid form of werewolves that makes them so dangerous and such a powerful force to be reckoned with. Be it petty crimes or grandiose plans of world domination, werewolves change the political and social landscape of the lands they inhabit as often as they change their own forms.

Here are some of the themes that can shape a werewolf campaign.

Breeding

Some werewolf packs see their rivals as competitors and engage in a form of breeding warfare, attempting to spread their lycanthropy faster than their rivals. These tribes engage in a lycanthropic war of escalation, spreading their contagion to humanoids with wild abandon.

As enemies, these werewolves rely on surprise tactics. They bite their foes and then flee the scene, letting lycanthropy set in and then later recruiting the turned humanoid to their cause. Those few who resist are hunted down and destroyed.

The Cult of Negalopus has engaged in “membership drives”—attempts to convert as many powerful humanoids as possible to their cause. Unlike other werewolf cults, the Cult of Negalopus makes it a point of only going after the strongest, most powerful humanoids to recruit for their cause. Cultists skilled in the art of seduction and diplomacy integrate themselves to study the potential recruit. Once it is determined the future cultist has what it takes to become a member of the Negalopus’ following, the humanoid is offered the choice: join or die. Few refuse the offer.

Culling

Some werewolves forget their humanoid natures entirely and dedicate themselves to the consumption of civilized

humanoids. They see humans as herds, akin to cattle, and select only the juiciest to consume. These werewolves use their humanoid forms to lead prey into traps and encourage particularly tasty humanoids to breed.

These werewolves are most often wolves that were infected with lycanthropy first and thus have little respect for their humanoid forms. They are alien in their humanoid forms and have difficulty relating to other people. They are literally wolves in sheep’s clothing.

There is a werewolf pack led by a werewolf known only as Old Fang who has brought the wolf population back from the brink of extinction in the Shattered Hills. Old Fang believes humanity should be on her dinner plate. After bounties were raised on wolf pelts in response to her hunting, the killing became so profitable that hunters began to kill dogs in hopes of passing them off as wolf pelts.

Heroes

The werewolves are socially acclimated humanoids, using their powers to protect the weak and innocent. They firmly see themselves as humanoids first and use their shapeshifting abilities to defend other civilized beings. Although they may be feared, these kinds of werewolves are also respected.

Heroic werewolves pride themselves on their abilities. They see their alternate forms as gifts that they have a great responsibility to use for the greater good. Although sometimes arrogant and disrespectful of the law, heroic werewolves have good intentions at heart. They usually have an easier transformation and few thorns, allowing them to embrace their werewolf heritage more easily than more burdened werewolves.

Silverlord is a werewolf nobleman. By day, he is Jonathan Heralds, a dandy who uses his money to build roads, educate the illiterate, and feed the poor. But that isn’t enough: bandits are rife in the woods on Heralds’ lands. So by night, Heralds takes the law into his own hands as





Silverlord and patrols its borders, listening to peasants huddled around fires and destroying the bandits who prey on them.

Protecting the Land

Many werewolves feel a keen sense of responsibility to wolves and the lands they inhabit. The encroachment of humanoid civilization is perceived as a threat to the future of nature's grace and the werewolves view themselves as her protectors. Woe to the forester who crosses their path.

These werewolves have a deep mistrust of humanoids from civilized societies. They are very protective of animals, fey, and magical beasts that live in their lands and are more likely to get along with druids, rangers, and barbarians. They are rarely aggressive unless provoked, something that can happen too often in the regular course of trailblazing and settling by other races.

The Fury is a group of loosely affiliated werewolf packs that inhabits Wolfwood, a vast stretch of forest known for its wolves. All-female werewolf druids known as the Daughters of Lupa patrol the borders. The males are all werewolf rangers, who lead seasonal raids on the border villages to keep them in their place. These raids have only provoked the nearby king, who has placed a bounty on all wolves in the area.

Spies

Not all werewolves view themselves as killing machines. Some enjoy the stealth and extra perception the wolf and lupoccephalus forms afford a humanoid. With enhanced sens-

es, a werewolf can smell enemies from miles away. More importantly, the werewolf can hear—plots, plans, whispered hushes and distant screams. Combined with their ability to run like the wind and their shapeshifting, werewolves make the ultimate spies.

Werewolves who choose to be spies can be good or evil, but they all pursue the complicated laws of civilized humanoids ... and then break them. Spying werewolves are usually solitary but are nearly impossible to catch—their wolf forms keep them ahead of cavalry, and their lupoccephalus form ensures no one who discovers their secret survives.

The Gray are elite spies, a branch of the kingdom of Arliss. The king is constantly scheming against the republic nearby and fears that its anti-monarchistic views will eventually spread. Thus, he dispatches the Gray on a regular basis to track their plans and, if need be, assassinate the enemy before rebellion can foment in Arliss.

War

The combat abilities of the lupoccephalus form and the speed of the wolf form are powerful advantages in combat. Werewolves combine all the attributes of scouts and heavy infantry into one person. Even more appealing to military commanders is their ability to spread their condition. Thus, should a member of the team fall, the werewolves can replenish their ranks with other humanoids.

These types of werewolves are warriors first, werewolves second. Their wolf form is merely another means of defeating the enemy; their lupoccephalus form is like another form of armor. They tend to be arrogant amongst humanoids,



but certainly expect to drink with their comrades in arms and have their own peculiar sense of honor.

Lockjaw's Legion is a small group of werewolf mercenaries who sell their services to the highest bidder. They all have the Jaw Lock feat and Lockjaw thorn. A grizzled old silver haired werewolf, who is missing an ear in all three forms, leads the Legion. When their numbers dwindle, the Legion runs "recruitment drives"—sometimes pressing the unwilling into service.

Werewolf Destruction

Not everyone sees lycanthropy as a gift. Some werewolves despise those who infected them and will stop at nothing to destroy other werewolves. They see lycanthropy as a disease and work to stop the infection by any means necessary.

Werewolves who choose to kill their own kind are outcasts and loners. Filled with self-loathing and accustomed to chaining themselves at night under the full moon, their ultimate goal is to die fighting the scourge they relentlessly seek.

Lupus Negatis is an ancient order of knights dedicated to destroying werewolves. Their armor has a decidedly wolfish cast, with great helms in the shape of wolves. Members include paladins, cleric inquisitors, the occasional white wizard, and wolfkin who have werewolf blood in their veins but are immune to lycanthropy. They are all united in their unwavering hatred of shapeshifters and have spells and magic items at their disposal to see through a werewolf's guise.

Witch Hunters

It may seem ironic to some that werewolves hunt witches. After all, the two are often conflated as a result of the renowned ability for evil female sorcerers to transform into wolves. But the similarities end there, and these werewolves hammer the point home with weapons of iron. Using their shapeshifting powers to even the odds, witch hunter werewolves root out supernatural evil wherever it hides.

Werewolves who decide to become witch hunters usually have a good reason for taking up such a dangerous profession (e.g., parents killed by witches, cursed to become a werewolf through sorcery). They are invariably lawful or good aligned and committed to a higher ideal. Unfortunately, they tend to take an extremely harsh approach to hunting out witches, leaving little room for shades of gray.

The Hounds of Heaven is a group of good-aligned werewolf paladins led by a hound archon known only as Lord Vylstrap. They ruthlessly hunt down evil arcane and divine spellcasters and have been known to rough up even neutral spellcasters of any stripe. Though the werewolves vary in humanoid appearance, they are all of the Arctos breed and thus pure white in wolf and lupocephalus form.

Overarching Metaplots

The many wolf-themed elements presented in this book can be combined to create overarching metaplots. These metaplots can drive a campaign, with their themes tying together seemingly unrelated adventures. Over time, common threads of the metaplot converge to create larger, more important adventures.

Here are three ideas for metaplots that utilize the prestige classes, organizations, breeds, deities, NPCs, and other themes introduced in this book. Each step in the metaplot can be introduced in your campaign as a short adventure of its own. Once the players start to see the connections between the short adventures, introduce them to the larger plot.

Werewolf Hunters: Lupus Negatis has become so successful at destroying werewolves that the Neuri nation has been stirred to war. The Neuri are called to a holy war by Lupercus against the Lupus Negatis. Clerics, fighters, rangers, and barbarians descend like a horde of locusts on the surrounding civilized nations. Those who succumb are infected with lycanthropy, causing a wave of infection that threatens to turn everyone into werewolves. Lupus Negatis escalates the war by striking back at the god itself, who retaliates by sending the benandanti in to attack.

Rufus Enraged: The Rufus werewolves have declared a holy war on all humanoids in revenge for the death of the charismatic leader of the Luceres tribe. They assassinate the leaders of neighboring nations, waging a war of stealth and skullduggery. In retaliation, the locals have begun killing every canine in site; local kingdoms offer rewards high enough to attract some of the most notorious bounty hunters in the land. Women, old men, and just about anyone suspicious are burned at the stake as werewolves. The wanton killing of wolves causes the Daughters of Lupa to retaliate, using the very forces of nature to level cities to the ground.

The Secret War: The Cult of Negalopus has recently turned a king to their side. They have begun a breeding program wherein the most powerful warriors are lured into traps, only to be ambushed by werewolves and transformed through lycanthropy. Already several high-level fighters have been afflicted, many of them warriors in nations at war. Silverlord has resisted, as have several other werewolves who believe that lycanthropy is a gift that should be given only to those who will use it wisely. A secret war is waged as paranoia runs rampant across civilized societies.



Appendix 1: Werewolf NPCs

Old Fang (Natural Werewolf)

Old Fang is a powerful alpha female who has long since lost her mate to a wolf trap. She is cunning, wild, and vicious in her attacks against those she perceives to be enemies of the land. She is fiercely protective of her wolf pack and sees them as “little brothers.” However, she is terrifyingly unsentimental in her attacks against humanoids and has killed and eaten women and children.

In her wolf form, Old Fang appears as a grizzled old Rufus wolf missing one of its front fangs. The missing fang carries over to her lupocephalus form. In humanoid form, she appears as a crone with wild hair. She has accumulated some weapons from local villagers and adventurers who have sought to defeat her and is not above using them while in lupocephalus form. She will only use her crone form if sorely pressed and in need of camouflage in civilized areas.

Rumors abound of a witch who haunts the woods and Old Fang capitalizes on that myth. In truth, she defeated a hag in single combat and has since spread the hag’s infamy as an eater of children and all-around monster—adventurers look for a hag, only to discover that Old Fang is a werewolf. It is the last mistake they ever make.

Birth Moon: Seed.

Breed: Rufus.

Humanoid Form

Female human (shapeshifter) Bbn4: CR 6; Size M (5 ft. 11 in. tall); HD 4d12+8 plus 2d8+4; hp 51; Init +4; Spd 40 ft.; AC 19 (+1 *ring of protection*, +2 masterwork large steel shield, +4 Dex, +2 natural), touch 14, flat-footed 15; BAB +5; Grp +9; Atk/Full Atk shortspear +9 melee (1d8+6/x3) or halfspear +9 melee (1d6+6/x3) or shortspear +8 ranged (1d8/x3), or halfspear +8 ranged (1d6/x3) or shortbow +8 ranged (1d6/x3); SA rage; SQ alternate form, fast movement, lycanthropic empathy, low-light vision, scent, uncanny dodge; AL N; SV Fort +14, Ref +13, Will +3; Str 19, Dex 18, Con 14, Int 13, Wis 12, Cha 12.

Skills: Climb +12, Control Shape +5, Handle Animal +5, Hide +9, Intimidate +7, Jump +10, Knowledge (nature) +5, Listen +5, Move Silently +9, Spot +3, Survival +7.

Feats and Thorns: Alertness, Claws of Steel, Detect Weakness, Improved Unarmed Strike, Iron Will, Run, Skill Focus (Climb), Track, Weapon Focus (bite), Worry; Dogbane, Extra Hair, Rapacious, Wolf-Born.

Possessions: masterwork short bow, masterwork half spear, short spear, short bow arrows (x33), masterwork large

steel shield, *potion of aid*, +1 *ring of protection*, 12 gp, 9 sp, 90 cp, 4 gems worth 20 gp each.

Lupocephalus Form

Female human (shapeshifter) Bbn4: CR 6; Size M (6 ft. 2 in. tall); HD 4d12+16 plus 2d8+8; hp 59; Init +6; Spd 50 ft.; AC 23 (+1 *ring of protection*, +2 mw large steel shield, +6 Dex, +4 natural), touch 16, flat-footed 17; BAB +5; Grp +10; Atk/Full Atk shortspear +10 melee (1d8+6/x3), or claw +10 melee (1d4+5) or halfspear +8 melee (1d6+6/x3) or shortspear +8 ranged (1d8/x3) or halfspear +8 ranged (1d6/x3) or shortbow +8 ranged (1d6/x3); SA curse of lycanthropy, rage; SQ alternate form, damage reduction 10/silver, fast movement, lycanthropic empathy, low-light vision, scent, sonic vulnerability, uncanny dodge; AL N; SV Fort +16, Ref +15, Will +4; Str 21, Dex 22, Con 18, Int 13, Wis 14, Cha 12.

Skills: Climb +13, Control Shape +6, Handle Animal +5, Hide +11, Intimidate +7, Jump +11, Knowledge (nature) +6, Listen +8, Move Silently +11, Spot +4, Survival +10.

Feats and Thorns: Alertness, Claws of Steel, Detect Weakness, Improved Unarmed Strike, Iron Will, Run, Skill Focus (Climb), Track, Weapon Focus (bite), Worry; Dogbane, Extra Hair, Rapacious, Wolf-Born.

Possessions: masterwork short bow, masterwork half spear, short spear, short bow arrows (x33), masterwork large steel shield, *potion of aid*, +1 *ring of protection*, 12 gp, 9 sp, 90 cp, 4 gems worth 20 gp each.

Wolf Form

Female human (shapeshifter) Bbn4: CR 6; Size M (6 ft. 2 in. long); HD 4d12+16 plus 2d8+8; hp 59; Init +6; Spd 60 ft.; AC 20 (+6 Dex, +4 natural), touch 16, flat-footed 14; BAB +5; Grp +10; Atk/Full Atk bite +10 melee (1d6+5); SA curse of lycanthropy, rage, trip; SQ alternate form, damage reduction 5/silver, fast movement, lycanthropic empathy, low-light vision, scent, sonic vulnerability, sprint, uncanny dodge; AL N; SV Fort +16, Ref +15, Will +4; Str 21, Dex 22, Con 18, Int 13, Wis 14, Cha 12.

Skills: Climb +13, Control Shape +6, Handle Animal +5, Hide +11, Intimidate +7, Jump +11, Knowledge (nature) +6, Listen +10, Move Silently +11, Spot +4, Survival +12.

Feats and Thorns: Alertness, Claws of Steel, Detect Weakness, Improved Unarmed Strike, Iron Will, Run, Skill Focus (Climb), Track, Weapon Focus (bite), Worry; Dogbane, Extra Hair, Rapacious, Wolf-Born.



Silverlord

Jonathan Heralds is a weak half-elf who revels in his wolf form and considers himself the lord of all he surveys ... in both name and deed. His aristocratic tendencies are evident in all that he does, but only in his lupocephalus and wolf forms does Silverlord reveal his true nature.

In his humanoid form, Jonathan is pale and fond of powdering his face. He wears wigs, inks on fake moles, and lounges about with little interest in the world outside his castle. His wolf form is a hulking, slaving beast covered in silver hair. It is in this form that Jonathan refers to himself as Silverlord.

Heralds has so distinguished the two personalities that he refers to Silverlord as another person. This distinction has helped reinforce the belief among the peasants that Silverlord is an entirely separate personality who only politely tolerates Heralds. As Silverlord, he is highly intolerant of those who would flagrantly disobey the laws of the land. His punishment for transgressors is swift and deadly.

Birth Moon: Blood.

Breed: Lupus

Humanoid Form

Male half-elf (shapeshifter) Ari10: CR 11; Size M (5 ft. 4 in. tall); HD 10d8+10 plus 2d8+4; hp 78; Init +8; Spd 30 ft.; AC 20 (+1 *ring of protection*, +3 *large steel shield*, +4 Dex, +2 natural), touch 14, flat-footed 16; BAB +8; Grp +11; Atk longsword +11 (1d8+3/19-20); Full Atk longsword +11/+6 melee (1d8+3/19-20); SQ alternate form, lycanthropic empathy, low-light vision, scent; AL LN; SV Fort +12, Ref +15, Will +13; Str 17, Dex 18, Con 13, Int 12, Wis 16, Cha 20.

Skills: Appraise +13, Control Shape +11, Disguise +15, Hide +5, Intimidate +17, Knowledge (nobility) +17, Listen +16, Move Silently +5, Spot +8, Survival +8.

Feats and Thorns: Alertness, Fast Form, Improved Initiative, Iron Will, Leadership, Man's Tongue, Mystic Transformation, Skill Focus (Knowledge (nobility)), Toughness, Track, Weapon Focus (bite); Man-Child, Man's Hide, Paleness.

Possessions: longsword, +1 *large steel shield*, +1 *ring of protection*, *ring of the ram*, *gloves of dexterity* +2, 1 pp, 6 gp, and 6 gems worth 40 gp each.

Lupocephalus Form

Male half-elf (shapeshifter) Ari10: CR 11; Size M (6 ft. tall); HD 10d8+10 plus 2d8+4; hp 90; Init +10; Spd 40 ft.; AC 20 (+6 Dex, +4 natural), touch 16, flat-footed 14; BAB +8; Grp +12; Atk claw +12 melee (1d4+4); Full Atk 2 claws +12 melee (1d4+4) and bite +7 melee (1d6+5); SQ alternate form, damage reduction 5/silver, lycanthropic empathy, low-light



vision, scent, sonic vulnerability; AL LN; SV Fort +14, Ref +17, Will +14; Str 19, Dex 22, Con 17, Int 12, Wis 18, Cha 20.

Skills: Appraise +13, Control Shape +12, Disguise +15, Hide +11, Intimidate +17, Knowledge (nobility) +17, Listen +19, Move Silently +7, Spot +9, Survival +11.

Feats and Thorns: Alertness, Fast Form, Improved Initiative, Iron Will, Leadership, Man's Tongue, Mystic Transformation, Skill Focus (Knowledge (nobility)), Toughness, Track, Weapon Focus (bite); Man-Child, Man's Hide, Paleness.

Wolf Form

Male half-elf (shapeshifter) Ari10: CR 11; Size M (6 ft. long); HD 10d8+10 plus 2d8+4; hp 90; Init +10; Spd 50 ft.; AC 20 (+6 Dex, +4 natural), touch 16, flat-footed 14; BAB +8; Grp +12; Atk/Full Atk bite +12 melee (1d6+5); SA sprint, trip; SQ alternate form, damage reduction 5/silver, lycanthropic empathy, low-light vision, scent, sonic vulnerability; AL LN; SV Fort +14, Ref +17, Will +14; Str 19, Dex 22, Con 17, Int 12, Wis 18, Cha 20.

Skills: Appraise +13, Control Shape +12, Disguise +15, Hide +11, Intimidate +17, Knowledge (nobility) +17, Listen +21, Move Silently +7, Spot +9, Survival +13.

Feats and Thorns: Alertness, Fast Form, Improved Initiative, Iron Will, Leadership, Man's Tongue, Mystic Transformation, Skill Focus (Knowledge (nobility)), Toughness, Track, Weapon Focus (bite); Man-Child, Man's Hide, Paleness.



Lockjaw

Lockjaw was a grizzled mercenary who realized that age was fast making him obsolete ... until a werewolf bit him. Then Lockjaw was given a new lease on life and his career was reinvigorated. He started it by single-handedly killing the werewolf who spawned him.

In humanoid form, Lockjaw is a handsome older man. He speaks with a slight accent and squints when he talks. He is always outfitted in the finest weapons and armor he can afford and is fond of scimitars. In his wolf form, Lockjaw has a particularly huge maw. As a lupocephalus, he is a true nightmare, all teeth.

Lockjaw hasn't changed much from his days as a human. He still hires himself out to do jobs and his mercenary tendencies ensure his loyalties are perpetually shifting. The difference is that before, younger men could best him in combat. Now, Lockjaw enjoys smashing young pups that oppose him. His legion is carefully selected and afflicted only if Lockjaw is sure his recruits will be no threat to him. Lockjaw's combat experience and selective skills have created an impressive fighting force of humanoid-allied werewolves who use their combat abilities skillfully on the battlefield.

Birth Moon: Mead.

Breed: Lupus.

Humanoid Form

Male human (shapeshifter) Ftr6: CR 8; Size M (6 ft. 4 in. tall); HD 6d10+6 plus 2d8+4; hp 57; Init +4; Spd 20 ft.; AC 24 (+6 *breastplate*, +2 large wooden shield, +1 *amulet of natural armor*, +3 Dex, +2 natural), touch 13, flat-footed 21; BAB +7; Grp +11; Atk scimitar +11 (1d6+6/18-20) or heavy flail +11 (1d10+6/19-20) or shortbow +10 ranged (1d6/x3); Full Atk scimitar +11/+6 melee (1d6+6/18-20) or heavy flail +11/+6 melee (1d10+6/19-20) or shortbow +10/+5 ranged (1d6/x3); SQ alternate form, lycanthropic empathy, low-light vision, scent; AL N; SV Fort +8, Ref +8, Will +5; Str 19, Dex 18, Con 12, Int 12, Wis 14, Cha 16.

Skills: Appraise +2, Balance +5, Bluff +4, Climb +5, Control Shape +5, Diplomacy +5, Disguise +6, Escape Artist +5, Gather Information +5, Handle Animal +6, Heal +4, Hide +5, Intimidate +5, Jump +6, Knowledge (history) +2, Listen +4, Move Silently +5, Ride +6, Search +3, Sense Motive +4, Sleight of Hand +6, Spot +4, Survival +3, Swim +2, Tumble +6, Use Rope +6.

Feats and Thorns: Alertness, Alpha Wolf, Combat Expertise, Dodge, Jaw Lock, Improved Flank, Improved Sunder, Improved Unarmed Strike, Mobility, Nip, Pack Fury, Power Attack; Extra Hair, Lockjaw, Man-Child.

Possessions: scimitar, heavy flail, gauntlets, mighty composite shortbow (Str +2), shortbow arrows (x34), +1

breastplate, large wooden shield, *potion of delay poison*, *potion of enlarge (5th level)*, +1 *cloak of resistance*, +1 *amulet of natural armor*, 2 pp, 3 gp, 5 sp, 59 cp and 3 gems worth 50 gp each.

Lupocephalus Form

Male human (shapeshifter) Ftr6: CR 8; Size M (7 ft. tall); HD 6d10+18 plus 2d8+12; hp 66; Init +6; Spd 40 ft.; AC 20 (+2 large wooden shield, +1 *amulet of natural armor*, +3 Dex, +4 natural), touch 13, flat-footed 17; BAB +7; Grp +12; Atk scimitar +12 melee (1d6+6/18-20) or heavy flail +12 melee (1d10+6/19-20) or claw +12 melee (1d4+5) or shortbow +10 ranged (1d6/x3); Full Atk scimitar +12/+7 melee (1d6+6/18-20) or heavy flail +12/+7 melee (1d10+6/19-20) or 2 claws +12 melee (1d4+5) and bite +7 melee (1d6+6) or shortbow +10/+5 ranged (1d6/x3); SQ alternate form, damage reduction 5/silver, lycanthropic empathy, low-light vision, scent, sonic vulnerability; AL N; SV Fort +10, Ref +10, Will +6; Str 21, Dex 22, Con 16, Int 12, Wis 16, Cha 16.

Skills: Appraise +2, Balance +9, Bluff +4, Climb +6, Control Shape +6, Diplomacy +5, Disguise +6, Escape Artist +7, Gather Information +5, Handle Animal +6, Heal +5, Hide +7, Intimidate +5, Jump +7, Knowledge (history) +2, Listen +7, Move Silently +7, Ride +8, Search +3, Sense Motive +5, Sleight of Hand +8, Spot +5, Survival +6, Swim +2, Tumble +8, Use Rope +8.

Feats and Thorns: Alertness, Alpha Wolf, Combat Expertise, Dodge, Jaw Lock, Improved Flank, Improved Sunder, Improved Unarmed Strike, Mobility, Nip, Pack Fury, Power Attack; Extra Hair, Lockjaw, Man-Child.

Possessions: scimitar, heavy flail, gauntlets, mighty composite shortbow (Str +2), shortbow arrows (x34), large wooden shield, *potion of delay poison*, *potion of enlarge (5th level)*, +1 *cloak of resistance*, +1 *amulet of natural armor*, 2 pp, 3 gp, 5 sp, 59 cp and 3 gems worth 50 gp each.

Wolf Form

Male human (shapeshifter) Ftr6: CR 8; Size M (7 ft. tall); HD 6d10+18 plus 2d8+12; hp 66; Init +6; Spd 50 ft.; AC 17 (+3 Dex, +4 natural), touch 13, flat-footed 14; BAB +7; Grp +12; Atk/Full Atk bite +12 melee (1d6+6); SA sprint, trip; SQ alternate form, damage reduction 5/silver, lycanthropic empathy, low-light vision, scent, sonic vulnerability; AL N; SV Fort +10, Ref +10, Will +6; Str 21, Dex 22, Con 16, Int 12, Wis 16, Cha 16.

Skills: Appraise +2, Balance +11, Bluff +4, Climb +6, Control Shape +6, Diplomacy +5, Disguise +6, Escape Artist +7, Gather Information +5, Handle Animal +6, Heal -3, Hide +7, Intimidate +5, Jump +7, Knowledge (history) +2, Listen +9, Move Silently +7, Ride +0, Search +3, Sense Motive +5, Sleight of Hand +0, Spot +5, Survival +8, Swim +2, Tumble



+8, Use Rope +0.

Feats and Thorns: Alertness, Alpha Wolf, Combat Expertise, Dodge, Jaw Lock, Improved Flank, Improved Sunder, Improved Unarmed Strike, Mobility, Nip, Pack Fury, Power Attack; Extra Hair, Lockjaw, Man-Child.

Lord Vylstrap

Lord Vylstrap has a formidable presence and is dedicated to eradicating evil at all costs. Inscrutable and solitary, the hound archon primarily focuses on the eternal hunt of evil foes. He is prone to bouts of depression between missions and feels a brotherhood with all werewolves. Lord Vylstrap (no one is quite sure where he earned his title) has difficulty combating canine opponents, even fiendish ones.

In appearance, Vylstrap is a powerful dog-headed humanoid. Few see his actual form, however, as he is fond of striding about in white gilded armor that has a snarling wolf's head for a helmet. The theme of the wolf's head is on all his equipment.

In his canine form, Vylstrap appears as a pure white dire wolf with bright blue eyes. He is terrifying in combat but surprisingly compassionate to canines and children. Vylstrap leads a pack of werewolves who struggle to follow his ideals, but despite the pack's loyalty the archon feels forever alone.

Lord Vylstrap is an example of how the rules in this book can be applied to other shapeshifters, like the hound archon.

Birth Moon: Dyad.

Breed: Arctos.

Lupocephalus Form

Hound Archon, Pal11: CR 16; Size M; HD 6d8+18 plus 11d10+33; hp 143; Init +0; Spd 30 ft.; AC 30 (+9 natural, +11 +3 *full plate armor*), touch 10, flat-footed 30; BAB +17; Grp +22; Atk +2 *cold iron greatsword* +25 melee (2d6+9/19–20) or bite +22 melee (1d8+5); Full Atk +2 *cold iron greatsword* +25/+20/+15/+10 melee (2d6+9/19–20) and bite +17 melee (1d8+2); or bite +22 melee (1d8+5) and slam +17 melee (1d4+2); SA Smite evil, spells, spell-like abilities, turn undead 6/day; SQ: aura of courage, aura of good, aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., *detect evil*, divine grace, divine health, immunity to electricity and petrification, lay on hands (33 points/day), magic circle against evil, *remove disease* 2/week, scent, spell resistance 27, teleport, tongues; SV Fort +18 (+22 against poison), Ref +11, Will +13; AL LG; Str 21, Dex 10, Con 16, Int 8, Wis 14, Cha 16.

Skills: Concentration +15, Control Shape +15, Diplomacy +15, Hide +2, Jump +0, Listen +10, Ride +14, Sense Motive +15, Spot +10, Survival +2.

Feats and Thorns: Alpha Wolf, Dire Form, Mystic



Transformation, Track, Weapon Focus (greatsword).

Typical Paladin Spells Prepared (2/2; save DC 12 + spell level): 1st—*divine favor*, *protection from evil*; 2nd—*bull's strength*, *eagle's splendor*.

Possessions: +3 *full plate armor*, +2 *cold iron greatsword*.

Dire Wolf Form

Hound Archon, Pal11: CR 16; Size L; HD 6d8+18 plus 11d10+33; hp 143; Init +0; Spd 30 ft.; AC 19 (+9 natural, -1 large), touch 10, flat-footed 19; BAB +17; Grp +22; Atk bite +22 melee (1d8+5); Full Atk bite +22 melee (1d8+5); SA: Smite evil, spells, spell-like abilities, turn undead 6/day; SQ: aura of courage, aura of good, aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., *detect evil*, divine grace, divine health, immunity to electricity and petrification, lay on hands (33 points/day), magic circle against evil, *remove disease* 2/week, scent, spell resistance 27, teleport, tongues; SV Fort +18 (+22 against poison), Ref +11, Will +13; AL LG; Str 21, Dex 10, Con 16, Int 8, Wis 14, Cha 16.

Skills: Concentration +15, Control Shape +15, Diplomacy +15, Hide +6, Jump +0, Listen +10, Ride +6, Sense Motive +15, Spot +10, Survival +6.

Feats and Thorns: Alpha Wolf, Dire Form, Mystic Transformation, Track, Weapon Focus (greatsword).



Appendix 2: New Monsters

This appendix introduces a number of new monsters that relate to werewolves or a werewolf-themed campaign. Note also the many new rules in this book that will change the way werewolves operate in your standard campaign. The scent ability has been altered for the werewolf's various forms, werewolves now have a sonic vulnerability and burrow speed, and there are many other smaller changes as well. Additionally, the rules for breeds, thorns, and birth moons all affect werewolf NPCs and can be extended to affect other canine creatures if you so choose.

To account for the new range of werewolf abilities introduced herein, the following adjustments should be made to the stats for a normal wolf, dire wolf, worg, and winter wolf: All wolves receive a +4 racial bonus on Balance, Listen, and Survival checks; can burrow at a speed of 1 foot per round; and are vulnerable to sonic damage.

Crow Swarm

Tiny Animal (Swarm)

Hit Dice: 3d8 (13 hp)

Initiative: +2

Speed: 10 ft. (2 squares), fly 40 ft. (average)

Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12

Base Attack/Grapple: +2/—

Attack: Swarm (1d6)

Full Attack: Swarm (1d6)

Space/Reach: 10 ft./0 ft.

Special Attacks: Distraction, wounding

Special Qualities: Half damage from slashing and piercing, swarm traits

Saves: Fort +3, Ref +7, Will +3

Abilities: Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 4

Skills: Listen +11, Spot +11

Feats: Alertness, Lightning Reflexes

Environment: Temperate forests

Organization: Solitary, murder (2–4 swarms), or colony (11–20 swarms)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: None

Level Adjustment: —

What looked like a dark cloud is actually a darting swarm of crows, flying hither and yon and squawking with such ferocity that you can barely hear yourself think.

A crow swarm, also known as a murder, consists of nearly 1,000 crows.

Combat

A crow swarm seeks to surround and attack any prey it encounters. The swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Wounding (Ex): Any living creature damaged by a crow swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a *cure* spell or some other healing magic.

Forest Lord

Medium Fey

Hit Dice: 5d6+5 (22 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14

Base Attack/Grapple: +2/+2

Attack: Dagger +2 melee (1d4/19–20) or shortbow +3 ranged (1d6/x3)

Full Attack: Dagger +2 melee (1d4/19–20) or shortbow +3 ranged (1d6/x3)

Space/Reach: 5 ft./5 ft.

Special Qualities: Change shape, damage reduction 5/silver, low-light vision

Saves: Fort +2, Ref +5, Will +5

Abilities: Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13

Skills: Bluff +9, Diplomacy +3, Disguise +1 (+3 acting), Hide +13, Intimidate +3, Knowledge (nature) +9, Listen +15, Move Silently +13, Perform (wind instruments) +9, Spot +15, Survival +1 (+3 above ground)

Feats: Alertness, Dodge, Mobility

Environment: Temperate forests

Organization: Solitary and a pack of 3–5 werewolves

Challenge Rating: 2

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: 6–10 HD (Medium)

Level Adjustment: +2

This tall fey is dressed in black leather, with sharp fin-



gernails and jet-black hair. It has a particularly feline cast to its features.

Forest lords are extremely territorial fey who use humanoids as their shock troops by transforming them into werewolves. Forest lords are found wherever the lycanthropous flower thrives and use it to selectively recruit new humanoids into their personal armies.

Forest lords are solitary initially, but quickly adopt a band of minions once they are able to turn a few nearby humanoids. They spend as much time cultivating the lycanthropous flower as they do terrorizing those who dare step foot in their forests. Some forest lords will serve a more powerful sylvan being if the lycanthropous flowers lie within the stronger creature's territory. Sages speculate that forest lords spontaneously come into existence wherever lycanthropous flowers grow, the result of the powerful transformation magic emanating from the plants.

A forest lord is about as tall and heavy as a half-elf. Forest lords speak Sylvan, and most also speak Common.

Combat

The keen senses of a forest lord make it almost impossible to surprise one in the wild. Conversely, with their own natural grace and agility, forest lords can sneak up on travelers who are not carefully watching the surrounding wilderness. A forest lord expecting trouble is likely to be armed with a bow and a dagger and typically looses arrows from hiding, weakening an enemy before closing in dire lion form.

Change Shape (Su): A forest lord can assume the shape of a dire lion as a standard action. In humanoid form, a forest lord cannot use its natural weapons but can wield weapons and wear armor.

Skills: Forest lords have a +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks.

Hell Wolf

Medium Outsider (Evil, Extraplanar, Fire)

Hit Dice: 4d8+8 (26 hp)

Initiative: +6

Speed: 50 ft. (10 squares)

Armor Class: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15

Base Attack/Grapple: +4/+5

Attack: Bite +5 melee (1d8+1 plus 1d6 fire)

Full Attack: Bite +5 melee (1d8+1 plus 1d6 fire)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon, fiery bite, trip

Special Qualities: Darkvision 60 ft., immunity to fire, scent, vulnerability to cold and sonic

Saves: Fort +6, Ref +6, Will +5

Abilities: Str 13, Dex 15, Con 15, Int 6, Wis 12, Cha 6



Skills: Balance +4*, Hide +14, Jump +12, Listen +12*, Move Silently +14, Spot +8, Survival +8*

Feats: Improved Initiative, Track, Weapon Focus (bite)

Environment: Any evil-aligned plane

Organization: Solitary, pair, or pack (7–16)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral evil

Advancement: 5–8 HD (Medium); 9–12 HD (Large)

Level Adjustment: +3 (cohort)

This slaving beast is no ordinary wolf. It glows with an unholy light, its bloodshot eyes are filled with an unreasoning rage, and its ears curl backwards in the shape of demonic horns.

Hell wolves are souls that have escaped hell itself and use their corpse as a gateway to the Prime Material plane. To do so, the soul repossesses the body and the animated corpse devours any burial cloth that envelops its face. It then begins to howl and moan until, in a burst of phosphorescence and a horrible stench, it leaps from the grave, reborn as a hell wolf.

A typical hell wolf stands 4-1/2 feet high at the shoulder and weighs 170 pounds.

Hell wolves do not speak but understand Infernal.

Combat

Hell wolves are efficient hunters. A favorite pack tactic is



to surround prey quietly, then attack with one or two wolves, driving it toward the rest with their fiery breath. If the prey doesn't run, the pack closes in. Hell wolves track fleeing prey relentlessly.

A hell wolf's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Breath Weapon (Su): 10-foot cone of fire, once every 2d4 rounds, damage 2d6 fire, Reflex DC 13 half. The save DC is Constitution-based.

Fiery Bite (Su): A hell wolf deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Trip (Ex): A hell wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. It receives a +1 racial bonus to the trip attempt. If the attempt fails, the opponent cannot react to trip the hell wolf.

* **Skills:** Hell wolves have a +4 racial bonus to Balance and Listen checks, a +5 racial bonus on Hide and Move Silently checks, and receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

Unnatural Dead

Unnatural dead are the spectral remnants of intelligent beings that were murdered by a werewolf with the Dead Man Walking thorn. They follow the werewolf around, urging him to kill himself before more unnatural dead can be created.

An unnatural dead appears in its physical state upon death. The mangled corpse rapidly decays each day, eventually becoming a dripping pile of gore. Treat unnatural dead as ghosts, with access to the following special attacks:

Suicidal Whispers (Su): The unnatural dead try to convince the werewolf that killed them to commit suicide. Any living creature within 60 feet that listens to an unnatural dead for 1 round must succeed on a Will save or immediately take 1d4 point of Wisdom damage. A creature that successfully saves against this effect cannot be affected by the same unnatural dead's suicidal whispers for 24 hours. For each 24 hours that pass after the first encounter, the Wisdom damage increases by +1. Thus, after two days, a werewolf listening to the unnatural dead must make a Will save or suffer 1d4+2 points of Wisdom damage. If the werewolf's Wisdom ever dips below 1, he immediately commits suicide in the most direct way possible.

Frightful Presence (Ex): Unnatural dead tend to appear out of nowhere, surprising and terrifying the werewolf who killed them. The victim must make a successful Will save (DC 10 + 1/2 unnatural dead's HD + unnatural dead's Cha

modifier) to resist becoming frightened for 5d6 rounds. A werewolf that succeeds on the saving throw is immune to that same unnatural dead's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Vargulf

Vargulves are wolves that possess the minds of men. They come from the mating of a werewolf and a regular wolf. They are able to avoid traps, plan tactics, and hold grudges. Vargulves inevitably rise to become alpha leaders of their packs, although a few become outcasts because of their strange ways.

Treat vargulves as wolves, except they have an Intelligence of 10 and can advance in fighter, ranger, or barbarian classes.

Vrykolaka

A vrykolaka is created when a particularly evil werewolf dies. Its hatred of the world is so strong that it reanimates as an undead abomination, continuing its lust for battle and destruction from the grave. Vrykolakas appear as savage-looking humanoids, with dark complexions, distorted, misshapen limbs, and the ability to shift into wolves. Vrykolakas speak any languages they knew in life.

Treat a vrykolaka as the vampire template with the following changes to its special abilities:

Special Attacks: A vrykolaka retains all the special attacks of the base creature and gains those described below.

Children of the Night (Su): Vrykolakas once per day can call forth a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vrykolaka for up to 1 hour.

Energy Drain (Su): Living creatures hit by a vrykolaka's slam attack (or any other natural weapon the vrykolaka might possess) gain two negative levels. For each negative level bestowed, the vrykolaka gains 5 temporary hit points. A vrykolaka can use its energy drain ability once per round.

Special Qualities: A vrykolaka retains all the special qualities of the base creature and gains those described below.

Alternate Form (Su): A vrykolaka can assume the shape of a wolf or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vrykolaka does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vrykolaka loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise.

Damage Reduction (Su): A vrykolaka has damage reduc-



tion 10/silver and magic. A vrykolaka's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Slaying a Vrykolaka: Reducing a vrykolaka's hit points to 0 or lower incapacitates it but doesn't always destroy it. However, certain attacks can slay vrykolaka. Driving a wooden stake through a vrykolaka's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. A popular tactic is to cut off the creature's head and fill its mouth with holy wafers (or their equivalent).

Wolf Devil

Large Outsider (Evil, Extraplanar, Lawful, Shapechanger)

Hit Dice: 9d8+27 (67 hp)

Initiative: +6

Speed: 40 ft (8 squares)

Armor Class: 20 (–1 size, +2 Dex, +9 natural), touch 11, flat-footed 18

Base Attack/Grapple: +9/+18

Attack: Bite +13 melee (1d8+5)

Full Attack: Bite +13 melee (1d8+5) and 2 claws +8 melee (1d6+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Change shape, damage reduction 10/silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, scent, see in darkness, telepathy 100 ft.

Saves: Fort +9, Ref +8, Will +10

Abilities: Str 20, Dex 15, Con 16, Int 18, Wis 18, Cha 18

Skills: Bluff +16, Climb +17, Concentration +15, Diplomacy +8, Disguise +4 (+6 acting), Hide +10*, Intimidate +18, Jump +21, Listen +16, Move Silently +14, Sense Motive +16, Spot +16 Survival +16 (+18 following tracks), and Tumble +16

Feats: Combat Casting, Combat Reflexes, Improved Initiative, Track

Environment An evil-aligned plane

Organization: Solitary or pack (3)

Challenge Rating: 6

Treasure: Double standard

Alignment: Always lawful evil

Advancement: Special (see below)

Level Adjustment: —

This beast resembles a tall human with pitch-black skin, sunken eyes, and long dark hair. Its eyes glow orange.

Wolf devils are supernatural agents of Negalopus, committed to spreading his will throughout the Prime Material Plane. Only the wolf devils know the secret ingredients to

supernatural lycanthropy. They create it in great foaming brews in hell and then distribute these brews to cultists in exchange for gold or other services. In this way, Negalopus spreads his faith and endless loyal warriors.

Wolf devils often take up with hags, who frequently barter with them. The wolf devils always lead the hags, who swear fealty to them. Other wolf devils turn humanoids into werewolves and werewolves into clerics of Negalopus, acting as their commander.

Most wolf devils have far-reaching plans, ultimately hoping to usurp entire nations. But in every case, their seeds of domination always begin with a potion. The first vial they give out is free ...

A wolf devil is about 8 feet tall and weighs 400 pounds. Wolf devils speak Common and Infernal.

Combat

Wolf devils only use their claws in humanoid form. Though they love killing, they have little stomach for direct combat and attack from ambush whenever possible. Wolf devils start a combat by using *crushing despair* and *charm monster* to keep opponents off balance. They try to stay away from the enemy's main strength.

A wolf devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*blink*, *control water*, *levitate*, *misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*. At will—*invisibility sphere*; 1/day—*mass bull's strength*, *mass enlarge*. Caster level equals the greater wolf devil's HD. The save DCs are Charisma-based.

Change Shape (Su): A wolf devil can assume the shape of a tall, pale humanoid with sunken eyes and long black hair or a dire wolf as a standard action. In humanoid form, a wolf devil cannot use its natural weapons but can wield weapons and wear armor. In dire wolf form, a wolf devil loses its claw attacks but retains its bite attack.

Lycanthropic Empathy (Ex): In any form, wolf devils can communicate and empathize with normal or dire wolves. This gives them a +4 racial bonus on checks when influencing the wolf's attitude and allows the communication of simple concepts and (if the wolf is friendly) commands, such as "friend," "foe," "flee," and "attack."

Pass Without Trace (Ex): A wolf devil in wolf form can use pass without trace (as the spell) as a free action.

Skills: *A wolf devil in wolf form gains a +4 circumstance bonus on Hide checks.



Wolfkin

The children of werewolves and humanoids have a 50% chance of being wolfkin. Wolfkin are physically weaker than natural werewolves but still stronger and faster than other humanoids of their kind. Some wolfkin never know their parents are werewolves until they transform themselves. Others are abandoned and adopted by humanoid families.

Wolfkin characters possess the following racial traits.

- +1 Strength, +2 Dexterity, +2 Constitution, +1 Wisdom
- Medium size

- Low-light vision in any form
- Scent in any form
- Racial Feats: All wolfkin gain Iron Will as a bonus feat
- +1 natural armor bonus
- Special Qualities: Lycanthropic empathy
- Werewolf Blood: For all effects related to race, a wolfkin is considered a canine and werewolf. Wolfkin cannot contract lycanthropy
- Damage reduction 1/silver
- Favored Class: Barbarian
- Level Adjustment: +1

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