LIZARDFOLK

Type: 2nd Level Humanoid (Reptilian)
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex +0, Con +1, Int –1, Wis +0, Cha +0
Skills: Acrobatics 0 (+4), Jump 0 (+5), Notice 5 (+6), Swim 0 (+2)
Feats: Double Strike, Heavy Armor Training, Light Armor Training, Weapon Training
Traits: Hold Breath
Combat: Attack +1 (+1 base), Damage +2 (claws or bite), Defense Dodge/Parry +1/+2 (+1 base, +1 Str), Initiative +0
Saving Throws: Toughness +3 (+1 Con, +2 natural), Fortitude +1 (+0 base, +1 Con), Reflex +3 (+3 base), Will +0 (+0 base)

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to 40 plus 8 x its Constitution before it risks drowning. (The sample lizardfolk can hold its breath for 48 rounds).

Skills: Because of their tails, lizardfolk have a +4 racial bonus on Acrobatics, Jump and Swim checks.

A lizardfolk is a well-muscled, reptilian creature with green, gray or brown scales. Its tail is used for balance and is 3 to 4 feet long. Lizardfolk are usually 6 to 7 feet tall and can weigh from 200 to 250 pounds. Lizardfolk speak Draconic.

Lizardfolk fight as unorganized individuals. They prefer frontal assaults and massed rushes, sometimes trying to force foes into the water, where the lizardfolk have an advantage. If outnumbered or if their territory is being invaded, they set snares, plan ambushes and make raids to hinder enemy supplies. Advanced tribes use more sophisticated tactics and have better traps and ambushes.

LOCATHAH

Type: 2nd Level Humanoid (Aquatic)
Size: Medium

Locathahs are clearly more fish than human. A locathah has a fish-like face with bulbous eyes and gill slits that follow its jaw line. Its scales are slivery green, fading to white or yellow on its belly. Typical locathahs stand 5 feet tall and weigh 175 pounds. Females and males look very much alike, although the former can be recognized by the two ochre stripes marking their egg sacs. Locathahs speak Aquan.

A locathah has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Although humanoid in shape, locathahs are clearly more fish than human. A locathah has a fish-like face with bulbous eyes and gill slits that follow its jaw line. Its scales are slivery green, fading to white or yellow on its belly. Typical locathahs stand 5 feet tall and weigh 175 pounds. Females and males look very much alike, although the former can be recognized by the two ochre stripes marking their egg sacs. Locathahs speak Aquan.

Any battle with locathahs usually begins with the creatures loosing volleys of bolts from their crossbows; underwater, their crossbows have a range increment of 20 feet. If they have managed to set up an ambush or other trap, they continue to employ crossbows for as long as possible. Otherwise, they close to bring their longspears into play. Although primarily used for fishing, these spears make formidable weapons. Locathahs lack teeth, claws, and other natural weapons, so they are not especially dangerous if unarmed. A weaponless locathah generally turns and flees.

LYCANTHROPE (GENERAL)

Lycanthropes are humanoids who can transform themselves into animals. In its natural form, a lycanthrope looks like any other members of its kind, though natural lycanthropes and those who have been afflicted for a long time acquire features reminiscent of their animal forms. In animal form, a lycanthrope resembles a powerful version of the normal animal, but on close inspection, its eyes (which often glow red in the dark) show a faint spark of unnatural Intelligence.

Lycanthropy can be spread like a disease. Sometimes a lycanthrope begins life as a normal humanoid who subsequently contracts lycanthropy after being wounded by a lycanthrope. Such a creature is called an afflicted lycanthrope. Other lycanthropes are born as lycanthropes, and are known as natural lycanthropes.

A lycanthrope in its humanoid form uses whatever tactics and weapons they are favored by others of its kind, though it tends to be slightly more aggressive. A lycanthrope possesses the senses of its animal form, including Scent and the Night Vision feat, and it has a deep empathy for (and ability to communicate with) animals of its animal form. An afflicted lycanthrope damaged in combat may be overwhelmed by rage, causing it to change to its animal form involuntarily.

A lycanthrope in animal form fights like the animal it resembles. It is preternaturally cunning and strong, and possesses damage reduction that is overcome only by silvered weapons.

Finally, a natural lycanthrope (or an afflicted lycanthrope that has become aware of its affliction) can assume a hybrid form that is a mix of its humanoid and animal forms. A hybrid has hands and can use
Alternate Form, Damage Reduction 2/silver, Human Background Traits, Lycanthropic Empathy, Scent

**Feats:** Attack Focus (greataxe), Attack Specialization (greataxe), Cleave, Light Armor Training, Heavy Armor Training, Iron Will, Night Vision, Rage, Weapon Training

**Traits:** Alternate Form, Human Background Traits, Lycanthropic Empathy, Scent

**Combat:** Attack +5 (+5 base) (+6 with greataxe), Damage +7 (greataxe), Defense Dodge/Parry +5/+7 (+5 base, +2 Str), Initiative +0

**Saving Throws:** Toughness +3 (+1 Con, +1 natural, +1 leather), Fortitude +6 (+5 base, +1 Con), Reflex +3 (+3 base), Will +3 (+0 base, +1 Wis, +2 Iron Will)

**Alternate Form:** A werebear can assume the form of a brown bear or a bear-humanoid hybrid. In these alternate forms the werebear becomes large and its physical abilities become Str +10, Dex +1, Con +5. Furthermore the werebear gains natural claw and bite attacks, its speed increases to 40 ft. and its Swim skill is +13. The “Feats”, “Traits”, “Combat” and “Saving Throws” lines of the werebear’s stat block now read like this:

**Feats:** Attack Focus (greataxe), Attack Specialization, Cleave, Light Armor Training, Heavy Armor Training, Improved Grab, Iron Will, Night Vision, Rage, Track, Weapon Training

**Traits:** Alternate Form, Damage Reduction 2/silver, Human Background Traits, Lycanthropic Empathy, Scent

**Combat:** Attack +5 melee (+5 base) (+6 with greataxe), Damage +7 (greataxe), Defense or +15 (greataxe) or +12 (claw) or +13 (bite) (it cannot use its greataxe in animal form), Defense Dodge/Parry +5/+14 (it cannot parry in animal form) (-1 size, +5 base, +1 Dex/+10 Str), Initiative +1

**Traits:** Alternate Form, Human Background Traits, Lycanthropic Empathy, Scent

**Combat:** Attack +1 (+1 base) (+2 with rapier) (+0 rapier/~1 knife), Damage +3 (rapier, crit 19-20/+3) or +2 (knife, crit 19-20/+3), Defense Dodge/Parry +2/+3 (+1 base, +1 Wis, +1 Str), Initiative +0

**Saving Throws:** Toughness +2 (+1 Con, +1 leather), Fortitude +3 (+2 base, +1 Con), Reflex +0 (+base), Will +0 (+0 base, +2 Iron Will)

**Boar Empathy:** Communicate with boars and dire boars, and +4 racial bonus on Charisma-based checks against boars and dire boars.

A werebear in humanoid form tends to be a stocky, muscular individual of average height. It dresses in simple garments that are easy to remove, repair or replace.

In any form, wereboars are as ferocious as normal boars. When in hybrid form, they fight with a weapon and their dangerous gore attack.

**Werebear, Fully Advanced (Animal 3/Warrior 1)**

| Type: | 4th Level Humanoid (Augmented, Human, Shapechanger) |
| Size: | Medium |
| Speed: | 30 ft. |
| Abilities: | Str +1, Dex +0, Con +1, Int –1, Wis +1, Cha –1 |
| Skills: | Handle Animal 5 (+4), Intimidate 5 (+4), Notice 5 (+6), Ride 4 (+4) |

**Feats:** Attack Focus (sword), Light Armor Training, Heavy Armor Training, Iron Will, Tough, Tough, Weapon Training

**Traits:** Alternate Form, Human Background Traits, Lycanthropic Empathy, Scent

**Combat:** Attack +3 (+3 base) (+4 with sword), Damage +4 (sword, crit 19-20/+3), Defense +3 (+3 base), Initiative +0

**Saving Throws:** Toughness +5 (+1 Con, +1 natural, +2 Tough, +1 leather), Fortitude +4 (+3 base, +1 Con), Reflex +1 (+1 base), Will +2 (+0 base, +2 Iron Will)

**Alternate Form:** A wererat can assume a bipedal hybrid form or the form of a dire rat. In these alternate forms the wererat’s abilities become Str +3 and Con +2. In dire rat form it becomes Small. Furthermore the wererat gains a natural bite attack, and its speed increases to 40 ft. with a climb speed of 20 ft. Its Climb and Swim skills both become +11. The “Feats”, “Traits”, “Combat” and “Saving Throws” lines of the wererat’s stat block now read like this:

**Feats:** Attack Focus (spear), Light Armor Training, Heavy Armor Training, Iron Will, Night Vision, Tough, Tough, Weapon Training

**Traits:** Alternate Form, Damage Reduction 2/silver, Human Background Traits, Lycanthropic Empathy, Scent

**Combat:** Attack +3 (+3 base) (+4 with spear), Damage +4 (sword, crit 19-20/+3), Defense Dodge/Parry +3/+4 (+3 base, +1 Str), Initiative +0

**Saving Throws:** Toughness +8 (+4 Con, +1 natural, +2 Tough, +1 leather) (+7 in animal form with no leather armor), Fortitude +7 (+3 base, +4 Con), Reflex +1 (+1 base), Will +2 (+0 base, +2 Iron Will)

**Rage:** A wererat in animal form is highly volatile and can become enraged. When it becomes enraged, its physical abilities increase to Str +4, Dex +1, Con +4, and its speed increases to 40 ft. It also gains a natural bite attack, and its Climb and Swim skills both become +11. The “Feats”, “Traits”, “Combat” and “Saving Throws” lines of the wererat’s stat block now read like this:

**Feats:** Attack Focus (spear), Light Armor Training, Heavy Armor Training, Iron Will, Night Vision, Tough, Tough, Weapon Training

**Traits:** Alternate Form, Damage Reduction 2/silver, Human Background Traits, Lycanthropic Empathy, Scent

**Combat:** Attack +3 (+3 base) (+4 with spear), Damage +4 (sword, crit 19-20/+3), Defense Dodge/Parry +3/+4 (+3 base, +1 Str), Initiative +0

**Saving Throws:** Toughness +8 (+4 Con, +1 natural, +2 Tough, +1 leather) (+7 in animal form with no leather armor), Fortitude +7 (+3 base, +4 Con), Reflex +1 (+1 base), Will +2 (+0 base, +2 Iron Will)

**Boar Empathy:** Communicate with boars and dire boars, and +4 racial bonus on Charisma-based checks against boars and dire boars.

**Werebear, Fully Advanced (Animal 3/Warrior 1)**

| Type: | 2nd Level Humanoid (Augmented, Human, Shapechanger) |
| Size: | Medium |
| Speed: | 30 ft. |
| Abilities: | Str +1, Dex +0, Con +1, Int –1, Wis +1, Cha –1 |
| Skills: | Climb 0 (+8, +7 in armor), Handle Animal 4 (+3), Intimidate 5 (+4), Notice 4 (+5), Ride 4 (+4) Swim 0 (+8, +6 in armor) |
| Feats:** | Attack Focus (rapier), Cann Dodge, Light Armor Training, Iron Will, Two-Weapon Fighting, Weapon Training |

**Traits:** Alternate Form, Human Background Traits, Lycanthropic Empathy, Scent

**Combat:** Attack +1 (+1 base) (+2 with rapier) (+0 rapier/~1 knife), Damage +3 (rapier, crit 18-20/+3) or +2 (knife, crit 19-20/+3), Defense Dodge/Parry +2/+3 (+1 base, +1 Wis, +1 Str), Initiative +0

**Saving Throws:** Toughness +2 (+1 Con, +1 leather), Fortitude +3 (+2 base, +1 Con), Reflex +0 (+base), Will +0 (+0 base, +2 Iron Will)

**Alternate Form:** A wererat can assume a bipedal hybrid form or the form of a dire rat. In these alternate forms the wererat’s abilities become Str +3 and Con +2. In dire rat form it becomes Small. Furthermore the wererat gains a natural bite attack, and its speed increases to 40 ft. with a climb speed of 20 ft. Its Climb and Swim skills both become +11. The “Feats”, “Traits”, “Combat” and “Saving Throws” lines of the wererat’s stat block now read like this:
**HYBRID FORM:**

**Feats:** Attack Focus (rapier), Canny Dodge, Light Armor Training, Iron Will, Two-Weapon Fighting, Weapon Training  
**Traits:** Alternate Form, Damage Reduction 2/silver, Human Background Traits, Lycanthropic Empathy, Scent  
**Combat:** Attack +3 (+0 base, +3 Dex) (+4 with rapier) (+2 rapier/+1 knife), Damage +2 plus disease (bite) or +3 (rapier, crit 18-20/+3) or +1 (knife, 19-20/+3), Defense Dodge/Parry +5/+2 (+1 base, +3 Dex, +1 Wis), Initiative +3  
**Saving Throws:** Toughness +4 (+2 Con, +1 natural, +1 leather), Fortitude +4 (+2 base, +2 Con), Reflex +3 (+0 base, +3 Dex), Will +0 (+0 base, +2 Iron Will)

**DIRE RAT FORM:**

**Feats:** Attack Focus (rapier), Canny Dodge, Light Armor Training, Iron Will, Two-Weapon Fighting, Weapon Training  
**Traits:** Alternate Form, Damage Reduction 2/silver, Human Background Traits, Lycanthropic Empathy, Scent  
**Combat:** Attack +4 (+0 base, +1 size, +3 Dex), Damage +1 plus disease (bite), Defense Dodge/Parry +6/— (+1 size, +1 base, +3 Dex, +1 Wis), Initiative +3  
**Saving Throws:** Toughness +2 (+1 size, +2 Con, +1 natural), Fortitude +4 (+2 base, +2 Con), Reflex +3 (+0 base, +3 Dex), Will +0 (+0 base, +2 Iron Will)

**Wereewolf, Fully Advanced (Animal 2/Warrior 1)**

**Type:** 3rd Level Humanoid (Augmented, Human, Shapechanger)  
**Size:** Medium  
**Speed:** 30 ft.  
**Abilities:** Str +1, Dex +0, Con +1, Int –1, Wis +1, Cha –1  
**Skills:** Acrobatics 0 (+4, +1 with armor and shield), Handle Animal 6 (+5), Intimidate 6 (+5), Notice 6 (+7), Ride 4 (+4), Stealth 0 (+4, +1 with armor and shield)  
**Feats:** Attack Focus (scimitar), Light Armor Training, Heavy Armor Training, Iron Will, Night Vision, Rage, Run, Shield Training, Weapon Training  
**Traits:** Alternate Form, Human Background Traits, Lycanthropic Empathy, Scent  
**Combat:** Attack +2 (+2 base) (+4 with sword), Damage +4 (scimitar, crit 19-20/+3), Defense Dodge/Parry +4/+5 (+2 base, +1 Str, +2 medium wooden shield), Initiative +0  
**Saving Throws:** Toughness +3 (+1 Con, +1 natural, +1 leather), Fortitude +4 (+3 base, +1 Con), Reflex +1 (+1 base), Will +3 (+0 base, +1 Wis, +2 Iron Will)  

**Alternate Form:** A werewolf can assume a bipedal hybrid form or the form of a tiger. In these alternate forms the werewolf becomes Large and its physical abilities become Str +7, Dex +2, Con +5. Furthermore the werewolf gains natural claw and bite attacks, its speed increases to 40 ft. Its Acrobatics skill becomes +6, and its Stealth skill becomes +2 (thanks to the size penalty). The “Feats”, “Traits”, “Combat” and “Saving Throws” lines of the werewolf’s stat block now read like this:

**Feats:** Attack Focus (scimitar), Light Armor Training, Heavy Armor Training, Improved Grab, Iron Will, Night Vision, Rage, Run, Shield Training, Weapon Training  
**Traits:** Alternate Form, Damage Reduction 2/silver, Human Background Traits, Lycanthropic Empathy, Empathy, Scent  
**Combat:** Attack +6 melee (–1 size, +5 base, +2 Dex), Damage +9 (scimitar, crit 18-20/+3) or +9 (claw) or +10 (bite) or +5 (rake) (it cannot use its scimitar in animal form), Defense Dodge/Parry +8/+13 (it cannot parry in animal form) (–1 size, +5 base, +2 Dex/+7 Str, +2 medium metal shield) (+6 in animal form without the shield), Initiative +2  
**Saving Throws:** Toughness +8 (+2 size, +5 Con, +1 natural), Fortitude +10 (+5 base, +5 Con), Reflex +5 (+3 base, +2 Dex), Will +3 (+0 base, +1 Wis, +2 Iron Will)  

**Pounce:** If a werewolf in tiger form charges an opponent, it can attack a single target with both its claws and its bite in a single round.  

**Tiger Empathy:** Communicate with tigers and dire tigers, and +4 racial bonus on Charisma-based checks against tigers and dire tigers.  

**Skills:** In any form werewolves have a +4 bonus on Acrobatics and Stealth checks. *In areas of tall grass or heavy undergrowth, the Stealth bonus improves to +8 in the tiger form.*

Werewolves in humanoid form tend to be sleekly muscular, taller than average, and very agile.  

Werewolves can assume a hybrid form as well as an animal form. In tiger form, they can pounce and grab just as normal tigers do. In hybrid form, they rely on their deadly claws.