



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 (+5), Swim 0 (+2)

Feats: Double Strike, Heavy Armor Training^B, Light Armor Training^B, Weapon Training^B

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 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

Speed: 10 ft., swim 60 ft.

Abilities: Str +0, Dex +1, Con +0, Int +1, Wis +1, Cha +0

Skills: Craft (any one) 5 (+6), Notice 5 (+6), Search 5 (+6), Swim 0 (+8)

Feats: Attack Focus (longspear), Heavy Armor Training^B, Light Armor Training^B, Weapon Training^B

Traits: —

Combat: Attack +2 (+1 base, +1 Dex) (+3 with longspear), Damage +3 (longspear, crit 19-20/+4), or +3 (heavy crossbow, crit 19-20/+3), Defense Dodge/Parry +2/+1 (+1 base, +1 Dex), Initiative +1

Saving Throws: Toughness +1 (+1 natural), Fortitude +3 (+3 base), Reflex +1 (+0 base, +1 Dex), Will +1 (+0 base, +1 Wis)

Skills: 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 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

weapons, but it can also attack with its teeth and claws. A hybrid has the same damage reduction that its animal form possesses.

All of the sample lycanthropes presented here are afflicted lycanthropes, and cannot pass on the curse of lycanthropy.

WEREBEAR, FULLY ADVANCED (ANIMAL 6/WARRIOR 1)

Type: 7th Level Humanoid (Augmented, Human, Shapechanger)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +0, Con +1, Int -1, Wis +1, Cha -1

Skills: Handle Animal 6 (+5), Intimidate 6 (+5), Notice 6 (+7), Ride 4 (+4), Swim 0 (+6, +4 with armor)

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

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

Combat: Attack +5 melee (+5 base, +1 Dex, -1 size) (+6 with greataxe), Damage 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

Bear Empathy: Communicate with bears and dire bears, and +4 racial bonus on Charisma-based checks against bears and dire bears.

Skills: In any form a werebear has a +4 racial bonus on Swim checks.

Werebears in humanoid form tend to be stout, well-muscled and hairy. Their brown hair is thick, and males usually wear beards. They may have reddish, blond, ivory or black hair, matching the color of the ursine form. They dress in simple cloth and leather garments that are easy to remove, repair or replace.

Werebears fight just as bears do in animal form. In humanoid or hybrid form, they favor large, heavy weapons such as greataxes. The werebear’s greataxe is a Medium weapon, so it can wield the axe in one hand in hybrid form.

WEREBOAR, 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)^B, Light Armor Training, Heavy Armor Training, Iron Will^B, 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 wereboar can assume the form of a boar or a boar-humanoid hybrid. In these alternate forms the wereboar’s abilities become Str +3, Dex +0 and Con +4. Furthermore the wereboar gains a natural gore attack, and its speed increases to 40 ft. The “Feats”, “Traits”, “Combat” and “Saving Throws” lines of the wereboar’s stat block now read like this:

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

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

Combat: Attack +3 (+3 base) (+4 with sword), 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.

A wereboar 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.

WERERAT, FULLY ADVANCED (ANIMAL 1/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)^B, Canny Dodge, Light Armor Training, Iron Will^B, 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 Dex +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)^B, Canny Dodge, Light Armor Training, Iron Will^B, 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)^B, Canny Dodge, Light Armor Training, Iron Will^B, 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)

Disease: Bite; Fortitude Difficulty 12 resists; filth fever—incubation period 2 days, damage 1 Dex and 1 Con. The save Difficulty is Constitution-based.

Rat Empathy: Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

Skills: In any form a wererat uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. In any form wererats have a +8 racial bonus on Swim checks.

A wererat in humanoid form tends to be a thin, wiry individual of shorter than average height. The eyes constantly dart around, and the nose and mouth may twitch if he or she is excited. Males often have thin, ragged mustaches.

In animal form, wererats avoid combat, preferring to use their dire rat shape for skulking and spying. In hybrid form, a wererat fights with a rapier and light crossbow.

WERETIGER, FULLY ADVANCED (ANIMAL 6/WARRIOR 1)

Type: 7th Level Humanoid (Augmented, Human, Shapechanger)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +0, Con +2, 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)^B, Light Armor Training, Heavy Armor Training, Iron Will^B, Night Vision^B, Rage, Run, Shield Training, Weapon Training

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

Combat: Attack +5 (+5 base) (+6 with sword), Damage +3 (scimitar, crit 18-20/+3), Defense Dodge/Parry +7/+8 (+5 base, +1 Str, +2 medium metal shield), Initiative +0

Saving Throws: Toughness +4 (+2 Con, +1 natural, +1 leather), Fortitude +6 (+5 base, +1 Con), Reflex +3 (+3 base), Will +3 (+0 base, +1 Wis, +1 Iron Will)

Alternate Form: A weretiger can assume a bipedal hybrid form or the form of a tiger. In these alternate forms the weretiger becomes Large and its physical abilities become Str +7, Dex +2, Con +5. Furthermore the weretiger 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 weretiger’s stat block now read like this:

Feats: Attack Focus (scimitar)^B, Light Armor Training, Heavy Armor Training, Improved Grab^B, Iron Will^B, Night Vision^B, Rage, Run, Shield Training, Weapon Training

Traits: Alternate Form, Damage Reduction 2/silver, Human Background Traits, Lycanthropic Empathy, Pounce, Rake, 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 weretiger 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 weretigers 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.

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

Weretigers 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.

WEREWOLF, 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: Handle Animal 4 (+3), Intimidate 5 (+4), Notice 5 (+6), Ride 4 (+4), Survival 0 (+1)

Feats: Attack Focus (sword)^B, Greater Attack Focus (sword), Light Armor Training, Iron Will^B, Night Vision^B, Run, Shield Training, Weapon Training

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

Combat: Attack +2 (+2 base) (+4 with sword), Damage +4 (sword, 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 wolf. In these alternate forms the wereboar’s abilities become Str +2, Dex +2 and Con +3. Furthermore the werewolf gains a natural bite attack, and its speed increases to 50 ft. The “Feats”, “Traits”, “Combat” and “Saving Throws” lines of the werewolf’s stat block now read like this: