

# The Beast Within

The Werewolf Class for Basic Era Games



By Timothy S. Brannan

*"Even a man who is pure at heart, and says his prayers by night, may become a wolf when the wolfbane blooms and the autumn moon is bright." - The Wolfman (1941).*

## Werewolf Class

**Prime Requisite:** Strength and Constitution

**Required Abilities:** 13 or greater on Strength and Constitution; 10 or greater on Wisdom.

**Experience Bonus:** 5% for Strength 15-16, 10% for Strength 17-18.

**Hit Dice:** 1d10 per level up to 9<sup>th</sup> level. At 10<sup>th</sup> level, +1 hit point per level.

Bonuses due to high Constitution are not applied after level 10.

**Maximum Level:** 10/20

**Armor:** None\* (see text) **Weapons:** Any

**Special Abilities:** Lycanthrope powers and weaknesses

**Note:** This class is designed to be used with Basic Era games and their expansion sets from circa 1980-1983. It should also be roughly compatible with the "Retro-Clones" of those games.

As with all new material, please consult with your GM before use.

Werewolves are the most well-known and perhaps the most feared of all the lycanthropes. Werewolves, like most lycanthropes, come in two general varieties; natural and infected. Infected, also known as cursed, lycanthropes have almost no control over their bestial natures and are often hunted by others. Natural lycanthropes are more common and no less bestial, but their greater control makes blend into communities much easier.

It is said that one can easily spot a natural lycanthrope as they tend to look like their animal counterpart in their human forms, but this isn't always the case. Some live in extended family groups and even are active, productive members of their society,

both human, and lycanthrope. Some can even take on careers as adventurers.

Natural werewolves, like wolves, live in a pack and have a territory. The order in the pack is absolute with pups and whelps at the bottom and the Alpha on top. Some are solitary, lone wolves, and have no claim to kin or pack. These wolves, most often males just entering adulthood, are most often encountered as adventures.

Only natural werewolves may become player characters. Cursed werewolves are too chaotic. Also, most adventuring player character werewolves are lone wolves, wolves without a pack. The reasons for this may be many, but typically the lone wolf is looking for the things a werewolf treasures the most, a life-mate and a pack.

Werewolves, natural and cursed, like most lycanthropes are made from human or originally human stock. Demi-humans that contract lycanthropy will get sick and die (save vs. death) in 2d6 days.

All werewolf characters begin at 1<sup>st</sup> level. Often they will disguise themselves as either a fighter or even some sort of specialist tracker. Their lack of armor and overall skills at weapons though will soon betray these falsehoods. The character is assumed to be a lone wolf



unless the player and the Game Master decide on something different. A lone wolf is not trusted in the territory of another pack unless an overture is made to that Pack Alpha. Another pack wolf though is treated as a hostile visitor. Lone wolves when entering another pack's territory (and they will always know, the signs are obvious to all werewolves) must seek out that pack's Alpha for permission to be in that territory. Some packs do welcome lone wolves, but most treat them with suspicion.

Werewolves use a d10 to determine their hit points per level. Werewolves are particularly robust and may add any benefits of high Constitution to their total hit points.

### **Powers and Weaknesses**

Werewolves gain powers above and beyond that of normal humans, but they also have a fair number of weaknesses.

Werewolves have a greater sense of smell and hearing, so they are only surprised on a roll of "1" on a 1d6. They can detect secret doors, much like and elf, on a roll of "1" or "2" on a 1d6.

Werewolves also gain Darkvision, the ability to see in the dark as if it were normal light.

### **Animal Form**

The greatest power of the werewolf and any lycanthrope is their ability to transform into an animal. At first level, they may shift into a normal wolf. At 4<sup>th</sup> level, they can assume a hybrid form of a part wolf and part man, or a "wolf-man" form. At 7<sup>th</sup> level, they can assume a dire-wolf form.

Each form has its advantages in regard to hit and damage. All forms use the human as a base.

<b>Form</b>	<b>Bonus to hit</b>	<b>Damage</b>
Human	Normal	As weapon
Wolf	+1	1d4+1
Hybrid	+2	1d6+2
Dire	+2	1d8+2

The wolf forms get two claw attacks per round. On two successful claw attacks the werewolf may also bite for the same damage. These rolls are unmodified.

Any critical bite (a roll of "20") on attack will result in the victim contracting infected lycanthropy as per the rules.

Transformation requires one round. The werewolf may transform any number of times per day, but if more than three transformations are performed it gets more difficult requiring an additional round. So transforming to wolf, then to hybrid form and then back to human would be three transformations.

### **Tracking**

Werewolves are peerless trackers. Using a combination of smell, keen eyesight, and hearing, plus a combination of animal-like instinct and human intelligence they are among the best.

#### *Outdoor Tracking*

Outdoors, the basic chance for successful tracking (on a day-to-day basis) is 90%. This score is modified by a -10% for each day old the tracks are, and modified by -10% (for the entire effort thereafter) for each day of rain (or snow) that has fallen on the trail. If the werewolf is familiar with the scent being tracked, say that of a friend or a sample of the scent, then this can be modified up to 10% to 20%.

#### *Underground and Urban Tracking*

Tracking in the city (any urban or populated area) or underground makes it considerably harder to find and follow a trail. First, the beginning of the trail must be no more than six hours old. The base chance to track is still 90%. Each time the trail changes (as described below), there is a chance for the werewolf to lose the trail and be unable to track it further; that is, the werewolf cannot pick up the trail even by circling the area where the trail was lost.

The circumstances under which the prey can "lose" the werewolf are as follows:

Turns down a side passage: 25% chance to lose the trail.

Goes through a door: 35% chance to lose the trail.

Goes up or down through a trap door or ladder: 40% chance to lose the trail.  
Climbs a wall up or down (including pits and shafts): 50% chance to lose the trail.  
Urban tracking can be modified by familiarity as described in Outdoor Tracking.  
This tracking improves by 1% per level.

### Resistances

Werewolves are harder than normal humans. They gain +2 to natural (not brewed or crafted) poisons and venoms. So poisons that come from nature would include anything from a plant or the bite of spider or snake. Poisons that are used to treat blades or darts are often crafted, even if they are crafted from "natural" ingredients.

Werewolves become immune to Polymorph magic at 5th level. But not the turn to Stone effects of spells or a medusa or gorgon.

After 2<sup>nd</sup> level, normal weapons only do 1 point of damage per hit. Magical and silvered weapons are required to hit the werewolf. Regardless of level silvered weapons always do double damage to the werewolf.

### Regeneration

Starting at 6<sup>th</sup> level, a werewolf can regenerate lost hit points at the rate of 1 hp per round. Damage from weapons treated with wolfsbane cannot be regenerated this way, but can be healed via magic or normal healing over time. See **Weaknesses** below.

### Animal Empathy

The werewolf can communicate with other non-lycanthropic wolves. This power begins at 3<sup>rd</sup> level and increases by level for each wolf type. So at 5<sup>th</sup> level they can communicate with winter wolves and at 8<sup>th</sup> level Wargs or Dire Wolves.

### Summoning

The werewolf can summon other normal wolves to aid it. The wolves are not charmed and are responding as if the werewolf were a member of their pack and visa-versa.

A werewolf may summon the following creatures, once per day of each type.

Level	Wolf	Number
4 <sup>th</sup>	Wolves	2d4
6 <sup>th</sup>	Winter Wolf	1d6
9 <sup>th</sup>	Dire wolf	1d4

These creatures will arrive in 2d6 rounds and serve the werewolf for up to 1 hour.

These creatures are subject to what is at hand. A werewolf is not likely to be able to summon wolves on a boat, or in a dungeon. In a wooded area, for example, the numbers could be greater.

A GM can also rule that there no creatures of the appropriate type in the area of the summons at any point.

The werewolf cannot summon wolves controlled by another werewolf or creature.

### Weaknesses

A werewolf regardless of level is always affected by silvered weapons. These weapons must either be made of silver or be coated with a layer of silver. These weapons always do double damage. Since these weapons also erupt in a blueish glow when striking a werewolf they are favored by those who hunt these creatures.

Wolfsbane, also known as Monkshood, is a deadly poison to all were-creatures, and werewolves in particular.

If presented to a werewolf it will keep them at bay and they will not be able to approach the wielder (5' distance).

For the price of raw materials and a 100 gp fee an alchemist can create a wolfsbane elixir that is a deadly poison. If consumed the werewolf must make a save vs. Poison or die. Weapons coated with this poison cause an extra 1d10 points of damage and can be used for 3 rounds. Werewolves that can regenerate under normal circumstances cannot do so with damage from wolfsbane.

During the night of the full moon the werewolf must switch to their animal form. Preferably they would shift at least once per month in order to continue to regenerate,

but the need to shift is greatest on the three nights of the full moon and they cannot control it. GMs may allow a PC that wishes to avoid shifting a saving throw vs. polymorph to avoid shifting each night with a cumulative -1 for each night. If they avoid shifting due to will they will not be able to regenerate until they spend at least 4 hours in wolf form.

Also as noted before any critical bite (an attack roll of a natural "20") will transmit the lycanthropy infection.

### **Armor**

A werewolf may not wear any form of armor since it impedes their transformation and can actually cause them damage. One of the most sought after magical items prized by any lycanthrope is something known as "Shifter Armor". This is a pelt made from a retired (read "killed") Alpha. Typically it is worn by the Alpha that killed the previous Alpha. The armor is a pelt of the same sort of animal as the were-creature. The armor provides a base AC 6 but can be made magical like any other armor. The armor will shift with the creature. It only provides AC 6 when in human form. Any additional bonuses due to magic will aid the werewolf in any form.

### **Levels and Alphas**

Werewolves live in a strictly organized and regimented society. Each werewolf knows his or her place in the pack hierarchy. This pack placement is equal to their level. Lone wolves are treated as two levels lower than their actual level when dealing with pack wolves in terms of pack placement only (not attacks or saves).

The rank and file members of the werewolf pack will under 4<sup>th</sup> level and they will typically avoid encounters with outsiders.

Werewolves of 4<sup>th</sup> to 6<sup>th</sup> level are the ones that adventure outside of the pack more often. Typically these are also werewolves that have left their pack to survive on their own and have become a "lone wolf". Some do this knowing they have no chance to challenge their Alpha or they may have even

been forced out by an Alpha that sees an up and coming rival. These are the werewolves that are most commonly encountered outside of the pack.

At 9<sup>th</sup> level any werewolf, pack or lone, may start their own pack provided they have territory that is not claimed by another werewolf. If there is a current Alpha then the werewolf must challenge and defeat the Alpha before gaining 9<sup>th</sup> level and starting a pack.

Levels 10 to 20 are reserved for Alpha werewolves only. GMs can rule that only NPC werewolves are capable of such levels.

### **Special Note: Elven Lycanthropes**

Game Masters with a flair for the unusual may opt to allow Elven weres.

### **Werefoxes and Werecoyotes**

Lycanthropy among the elves is rare. Most will die when infected by a curse human-lycanthrope. There are however legends of a time when elves were simple hunter-gathers of elven shamans that could become coyotes and elven women that were cursed to becoming foxes at night.

**Werefoxes**, also known as Foxwomen, only affect elven and half-elven women. Elven males die when contracting this disease. This causes the infected, cursed or natural foxwoman to seek out a solitary life or find company in other weres.

**Werecoyotes** are an even more rare breed and come from a time when elves practiced ancient nature worship. There are still werecoyotes among the elves, both male and female, but they are extremely rare. Natural werecoyotes are often considered to be natural shamans.

Elven lycanthropes are much the same as werewolves in stats and powers but are limited to sixth level (6<sup>th</sup>) of advancement.

*Special thanks to Chris Tamm for reading an early draft of this.*

## Werewolf

WEREWOLF EXPERIENCE TABLE			
Level	XP	Hit Dice	Powers
1	0	1d10	Wolf form, Senses, Track
2	2,300	2d10	Resistance to normal weapons
3	4,600	3d10	Animal (Wolf) Empathy
4	9,200	4d10	Hybrid form, Summon wolves
5	18,400	5d10	Immune to Polymorph, empathy with Winter wolves
6	38,000	6d10	Regeneration, Summon Winter wolves
7	76,000	7d10	Dire Wolf form
8	152,000	8d10	Empathy with Wargs and Dire wolves
9*	310,000	9d10	Alpha, Summon Dire wolves
10	430,000	9d10 +1	Alpha Levels
11	550,000	9d10 +2	Alpha Levels
12	670,000	9d10 +3	Alpha Levels
13	790,000	9d10 +4	Alpha Levels
14	910,000	9d10 +5	Alpha Levels
15	1,030,000	9d10 +6	Alpha Levels
16	1,150,000	9d10 +7	Alpha Levels
17	1,270,000	9d10 +8	Alpha Levels
18	1,390,000	9d10 +9	Alpha Levels
19	1,510,000	9d10 +10	Alpha Levels
20	1,630,000	9d10 +11	Alpha Levels

### WEREWOLF SAVING THROWS

Level	1-3	4-6	7-9	10-20+
Death Ray or Poison*	8	6	4	2
Magic Wands or Devices	10	8	6	4
Polymorph, Paralysis or Turn to Stone**	9	7	5	3
Dragon Breath or Breath Weapons	13	11	9	6
Rods, Staffs and Spells	12	10	8	6

\*Werewolves gain +2 to natural (not brewed or crafted) poisons.

\*\*Werewolves are immune to Polymorph magic at 5<sup>th</sup> level. But not the turn to Stone effects of spells or a medusa

### WEREWOLF HIT ROLLS (on 1d20)

Level	Target's Armor Class																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
<b>1-3</b>	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20	20	20
<b>4-6</b>	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20
<b>7-9</b>	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
<b>10-20+</b>	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20

## Open Gaming License 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Basic Fantasy Role-Playing Game Copyright © 2006-2008. Chris Gonnerman.

Labyrinth Lord™. Copyright © 2007, Daniel Proctor. Author Daniel Proctor.

Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch

Swords & Wizardry Complete Rules, Copyright 2010, Matthew J. Finch

**The Beast Within: The Werewolf Basic Class, Copyright ©2016, Timothy S. Brannan**

<http://theotherside.timsbrannan.com/>

All other text, including all game relevant statistics, is considered open for the use of Open Gaming License.

Art: "Tribal Werewolf" by Jeshields. Copyright 2015 Jeshields JESockArt.

# The Beast Within

## The Werewolf Class for Basic Era Games

by Timothy S. Brannan

**W**erewolves...

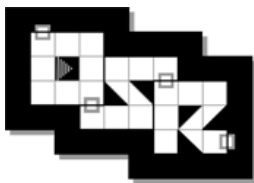
The fear to loose control and become a hungry, blood lusted beast has haunted our nightmares since we clutched together in the dark. It has also been the secret desire of others.

Lycanthropes been a staple of role-playing villains, monsters, and anti-heroes since the dawn of the role-playing hobby.

Now you can play these fearsome monsters of horror tales and movies in your Basic-Era style games.

Presented here is a full 20 level class with all the classic werewolf powers.

Fully compatible with the werewolf monsters you have been using for nearly 40 years.



OS4004

