



MONSTER MENAGERIE

HOWL AT THE MOON



Sam Hing

FOREWORD

Welcome to *Howl at the Moon*, the seventh in our Monster Menagerie line of monster books. Each volume in this line presents a small set of monsters tied to a single theme, but spread over a range of CRs. For *Howl at the Moon* that theme is weremonsters and shapechangers more exotic than the typical werewolf or wererat. In addition to playing with less common choices, we've made an effort to find iconic weremonsters for various environments. Within these pages you will find a wide assortment of creatures that fear silver, from the swamp's CR 3 werefrog to the ocean's CR 10 wereorca and finally the monstrous CR 19 therianthropic beast.

Because weremonsters are shapechangers, most of these entries include two stat blocks: one for the creature's humanoid (or monstrous humanoid) form, and another for its hybrid form. A GM wishing to use these monsters will be well rewarded for taking the time to become familiar with the "Lycanthrope" entry in the *Pathfinder Bestiary*. This will also provide information on how to run these creatures in their animal form, which, as with the bestiary, is not provided within this product for reasons of space and clarity.

We're confident that you'll find something useful in this, our seventh Monster Menagerie. Now draw your silvered blade, and ready yourself for the onslaught! The wereowls are circling overhead, the werescorpions are skittering in from across the desert, and the weretyrannosaurus is in a rage!

Owen K.C. Stephens

THERIANTHROPIC BEAST

An ape-bodied beast charges forward. Its arms are long, with oversized, humanlike hands. Its skull is a disturbing mix of wolf and man, and it seems barely covered in a thin layer of skin. Its body has patches of short wiry hair and areas of scales. A heavy tail drags behind it.

THERIANTHROPIC BEAST

CR 19

XP 204,800

CE Large outsider (chaotic, evil, extraplanar, shapeshifter)

Init +6; Senses darkvision 60 ft., scent; Perception +25

DEFENSE

AC 34, touch 9, flat-footed 32 (+2 Dex, +23 natural, -1 size)

hp 341 (22d10+220)

Fort +23, Ref +15, Will +12

DR 20/lawful, silver; SR 30

OFFENSE

Speed 40 ft., climb 30 ft.

Melee 2 slams +30 (2d10+9), and bite +30 (3d8+9 plus curse of lycanthropy), and tail +25 (2d6+4)

Space 10 ft.; Reach 15 ft.

Special Attacks control lycanthrope, curse of lycanthropy, rend (2 claws 2d10+13), trigger transformation

Spell-Like Abilities (CL 18)

3/day — quickened *baleful polymorph* (DC 21)

1/day — *polymorph any object* (DC 24)

At will — *beast shape IV*

STATISTICS

Str 28, Dex 15, Con 31, Int 14, Wis 17, Cha 22

Base Atk +22; CMB +32; CMD 44

Feats Awesome Blow, Cleave, Critical Focus, Great Cleave, Greater Bull Rush, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Quicken Spell-Like Ability (*baleful polymorph*), Vital Strike

Skills Acrobatics +24, Climb +39, Craft (traps) +24, Knowledge (nature) +24, Perception +25, Sense Motive +25, Stealth +22, Survival +28, Swim +31

Languages Abyssal, Common, Sylvan

SQ lycanthropic shapeshifting, shifted empathy

ECOLOGY

Environment any (abyss)

Organization solitary plus 2d4 lycanthropes

Treasure double standard

SPECIAL ABILITIES

Control Lycanthrope (Su): As a move action, a therianthrope beast can attempt to control any lycanthrope that it can detect. The lycanthrope gets a DC 27 Will saving throw to resist this effect. A controlled lycanthrope acts in the therianthrope beast's best interest at all times and will sacrifice its life for the creature, although the therianthrope beast does not have exact control over the lycanthrope's actions. The DC for this power's saving throw is Charisma-based.

Curse of Lycanthropy (Su): Any humanoid bitten by a therianthrope beast must make a DC 31 Fortitude saving throw or gain lycanthropy. If the therianthrope beast was in the form of a lycanthrope, or *beast formed* into a predator, the victim is cursed with that type of lycanthropy. If the therianthrope beast was in its natural form, it chooses what type of lycanthropy the victim gets from the forms it can currently take. The DC for this power's saving throw is Constitution-based.

Lycanthropic Shapeshifting (Su): A therianthrope beast can take the form of any type of lycanthrope whose blood it has tasted. It uses its normal stats as its base form, and it is treated as if it was a natural lycanthrope of its chosen type. A therianthrope beast ignores any size differences between itself and its chosen form. It can shift into another type of lycanthrope as a standard action.



Shifted Empathy (Ex): A therianthrope beast has the ability to communicate and empathize with animals related to the form they have chosen through shapeshifting or *beast shape*. It can use Diplomacy to alter an animal's attitude, and it gains a +6 racial bonus to the check.

Trigger Transformation (Su): Any lycanthrope that comes within 40 feet of a therianthrope beast must make a DC 27 Will saving throw or transform into its hybrid form. It can change freely into its animal form and back, but any attempt to change into its base form requires a saving throw. A lycanthrope that makes this save is immune to the trigger transformation effect of that therianthrope beast for 24 hours. The DC for this power's saving throw is Charisma-based.

Therianthrope beasts are a horrifying mix of humanoid and beast, originally spawned from an Abyssal layer populated by fiendish animals and lycanthropes. They are not demons, although they are just as evil and destructive. Therianthrope beasts see themselves as natural alphas to all werebeasts, and they seek to unite them into massive marauding packs.

Therianthrope beasts hunt nearly any creature simply for the challenge. They use their pack of controlled lycanthropes to distract, confuse, and soften up their target, before moving in for the kill. Their pride drives them to meet nearly any challenge, although they flee if badly outmatched.

Therianthrope beasts view humanoids as weak cattle that exist only to serve as food or to be "remade" with the gift of lycanthropy. It is rumored that some ancient therianthrope beasts can inflict the curse of lycanthropy onto other types of creatures, leading packs of shapeshifted demons and aberrations across the planes

LYCANTHROPE, WEREDEIMONYCHUS

A lean reptilian humanoid sprints in your direction. A massive claw dominates each foot.

WEREDEIMONYCHUS (HUMAN FORM) CR 4

XP 1,200

Human natural weredeinonychus ranger 4 (augmented humanoid)

NE Medium humanoid (human, shapechanger)

Init +2; **Senses** low-light vision, scent; **Perception** +8

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 Dodge, +1 shield)

hp 36 (4d10+4)

Fort +5, **Ref** +6, **Will** +4

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +7 (1d8+2/x3)

Ranged mwk composite longbow +7 (1d8/x3)

Special Attacks favored enemy (humans +2)

STATISTICS

Str 14, **Dex** 15, **Con** 12, **Int** 10, **Wis** 15, **Cha** 8

Base Atk +4; **CMB** +6; **CMD** 19

Feats Deadly Aim, Dodge, Endurance, Mobility, Point Blank Shot

Skills Acrobatics +3, Climb +10, Craft (traps) +9, Handle Animal +5, Heal +9, Perception +8, Stealth +8, Survival +9 (+11 to follow tracks), Swim +6

Languages Common

SQ change shape (human, hybrid, deinonychus; *polymorph*), favored terrain (woods +2), hunter's bond (companions +1) lycanthropic empathy (deinonychus), track +2, wild empathy +4

ECOLOGY

Environment warm forests

Organization solitary, pair, or pack (3–12)

Treasure NPC gear (studded leather armor, masterwork battleaxe, masterwork composite longbow, other treasure)

WEREDEIMONYCHUS (HYBRID FORM) CR 4

XP 1,200

Human natural weredeinonychus ranger 4 (augmented humanoid)

NE Medium humanoid (human, shapechanger)

Init +2; **Senses** low-light vision, scent; **Perception** +8

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 armor, +2 Dex, +1 Dodge, +1 shield, +2 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +6, **Will** +4

OFFENSE



Speed 30 ft.

Melee 2 talons +7 (1d8+3), bite +7 (1d6+3, plus curse of lycanthropy; DC 15), mwk battleaxe +3 (1d8+1/x3)

Ranged mwk composite longbow +7 (1d8/x3)

Special Attacks favored enemy (humans +2)

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 10, **Wis** 15, **Cha** 8

Base Atk +4; **CMB** +7; **CMD** 20

Feats Deadly Aim, Dodge, Endurance, Mobility, Point Blank Shot

Skills Acrobatics +3, Climb +11, Craft (traps) +9, Handle Animal +5, Heal +9, Perception +8, Stealth +8, Survival +9 (+11 to follow tracks), Swim +7

Languages Common

SQ change shape (human, hybrid, deinonychus; *polymorph*), favored terrain (woods +2), hunter's bond (companions +1) lycanthropic empathy (deinonychus), ~~track +2, wild empathy +4~~

ECOLOGY

Environment warm forests

Organization solitary, pair, or pack (3–12)

Treasure NPC gear (studded leather armor, masterwork battleaxe, masterwork composite longbow, other treasure)

Weredeinonychus are highly social pack hunters, herding prey and ripping it into bloody chunks. In their humanoid form, they frequently travel from village to village along wilderness frontiers. They tend to be rowdy guests, and before they leave at least one townsfolk is found in pieces.

Weredeinonychus enjoy the thrill of chasing intelligent prey, letting fear spice the flesh. They know every inch of their local terrain, and they run their prey into natural traps and deadfalls.

LYCANTHROPE, WEREFROG

A grotesque frog humanoid slithers out of the stagnant waters. Its bulging eyes bore into you.

WEREFROG (BOGGARD FORM)

CR 3

XP 800

Boggard natural werewolf (augmented humanoid)

CE Medium humanoid (boggard, shapechanger)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 14, touch 9, flat-footed 14 (+2 armor, -1 Dex, +3 natural)
hp 22 (3d8+9)

Fort +5, **Ref** +0, **Will** +2

OFFENSE

Speed 20 ft., swim 30 ft.

Melee morningstar +5 (1d8+3), tongue -4 touch (sticky tongue)

Special Attacks terrifying croak

STATISTICS

Str 15, **Dex** 9, **Con** 14, **Int** 8, **Wis** 13, **Cha** 8

Base Atk +2; **CMB** +4; **CMD** 13

Feats Toughness, Weapon Focus (morningstar)

Skills Acrobatics +2 (+14 jumping), Stealth -1 (+7 in swamps), Swim +10; **Racial Modifiers** +16 Acrobatics when jumping, +4 Perception, +8 Stealth in swamps

Languages Boggard

SQ change shape (boggard, hybrid, giant frog; *polymorph*), hold breath, lycanthropic empathy (frogs), swamp stride

ECOLOGY

Environment temperate marshes

Organization solitary, pair, or army (3-8)

Treasure NPC gear (leather armor, morningstar, other treasure)

WEREFROG (HYBRID FORM)

CR 3

XP 800

Boggard natural werewolf (augmented humanoid)

CE Medium humanoid (boggard, shapechanger)

Init -1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 16, touch 9, flat-footed 16 (+2 armor, -1 Dex, +5 natural)

hp 25 (3d8+12)

Fort +6, **Ref** +0, **Will** +2

DR 10/silver

OFFENSE

Speed 30 ft., swim 30 ft.

Melee morningstar +6 (1d8+4), bite +6 (1d4+4 plus curse of lycanthropy), tongue -4 touch (grab and sticky tongue)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tongue)

Special Attacks pull (tongue, 5 feet), swallow whole (1d4 bludgeoning damage, AC 12, 2 hp), terrifying croak, tongue

STATISTICS

Str 17, **Dex** 9, **Con** 16, **Int** 8, **Wis** 13, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 15

Feats Toughness, Weapon Focus (morningstar)

Skills Acrobatics +2 (+14 jumping), Stealth -1 (+7 in swamps), Swim +10; **Racial Modifiers** +16 Acrobatics when jumping, +4 Perception, +8 Stealth in swamps

Languages Boggard

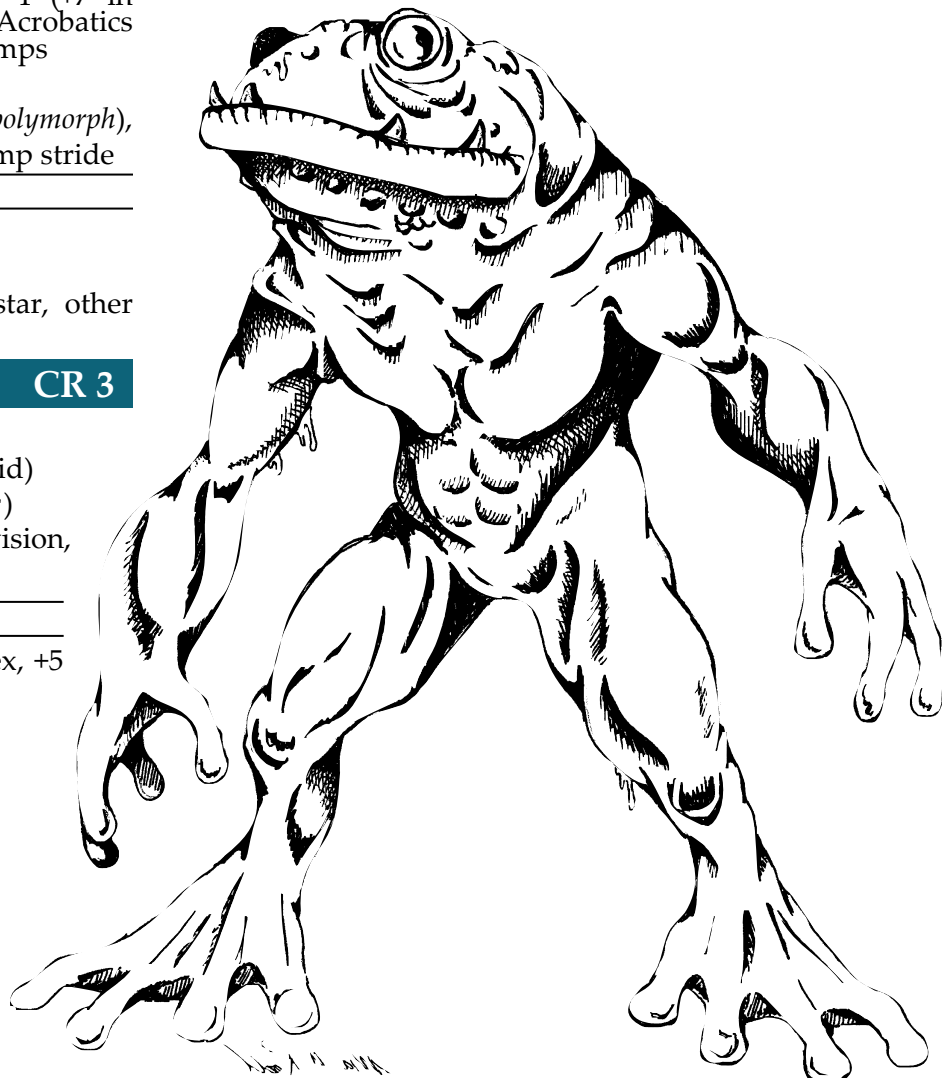
SQ change shape (boggard, hybrid, giant frog; *polymorph*), hold breath, lycanthropic empathy (frogs), swamp stride

ECOLOGY

Environment temperate marshes

Organization solitary, pair, or army (3-8)

Treasure NPC gear (leather armor, morningstar, other treasure)



SPECIAL ABILITIES

Hold Breath (Ex): A werefrog can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning or suffocating.

Sticky Tongue (Ex): A creature hit by a werefrog's tongue cannot move more than 15 feet from the werefrog, and takes a -2 penalty to AC for as long as the tongue is attached (this penalty does not stack if multiple tongues are attached). The werefrog does not gain the grappled condition with the creature that its tongue is attached to. The tongue can be removed by making an opposed Strength check as a standard action or by dealing 2 points of slashing damage to the tongue (AC 11, damage done does not deplete the werefrog's hp total). The werefrog cannot move more than 15 feet away from the target, but can release its tongue as a free action.

Swamp Stride (Ex): A werefrog can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a werefrog normally.

Terrifying Croak (Su): Once per hour a werefrog can, as a standard action, emit a loud and horrifying croak. Any creature not a boggard or werefrog within 30 feet of the werefrog must make a DC 14 Will saving throw or be shaken for 1d4 rounds. Creatures that succeed at this saving throw cannot be affected by the same werefrog's croak for 24 hours. The saving throw DC is Charisma-based and includes a +4 racial bonus.

Werefrogs are primitive creatures that are often found within boggard clans, and more rarely, lizardfolk. Werefrogs rarely seek to rule over an area, but do like to be given respect and deference. They are less likely to be the king of a tribe than the king's bodyguard. They are mostly loyal for as long as they are well fed.

Boggards view werefrogs with fascination; other races tend to have a much dimmer view of the lazy creatures. Old tales speak of swamp fisherfolk coming out from the fetid waterways . . . changed. These unfortunates rarely pass on their curse and are content to skulk around the edges of fishing villages.

LYCANTHROPE, WEREORCA

This towering figure has rubbery black and white flesh, long powerful arms, and an orca's head, equipped with sharp peg-shaped teeth.

WEREORCA (FROST GIANT FORM) CR 10

XP 9,600

CE Large humanoid (giant, shapechanger)

Init -1; Senses low-light vision; Perception +11

DEFENSE

AC 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

hp 133 (14d8+70)

Fort +14, Ref +3, Will +7

Defensive Abilities rock catching; Immune cold

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft.

Melee great axe +18/+13 (3d6+13), or 2 slams +18 (1d8+9)

Ranged rock +9 (1d8+13)

Space 10 ft.; Reach 10 ft.

Special Attacks rock throwing (120 feet)

STATISTICS

Str 29, Dex 9, Con 21, Int 10, Wis 16, Cha 9

Base Atk +10; CMB +20; CMD 29

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency

(great axe), Power Attack, Skill Focus (Stealth)

Skills Climb +13, Craft (any one) +7,

Intimidate +6, Perception +11, Stealth

+5 (+9 in snow), Racial Modifiers

+4 Stealth in snow

Languages Common,

Giant

SQ change shape

(frost giant, hybrid,

orca; *polymorph*),

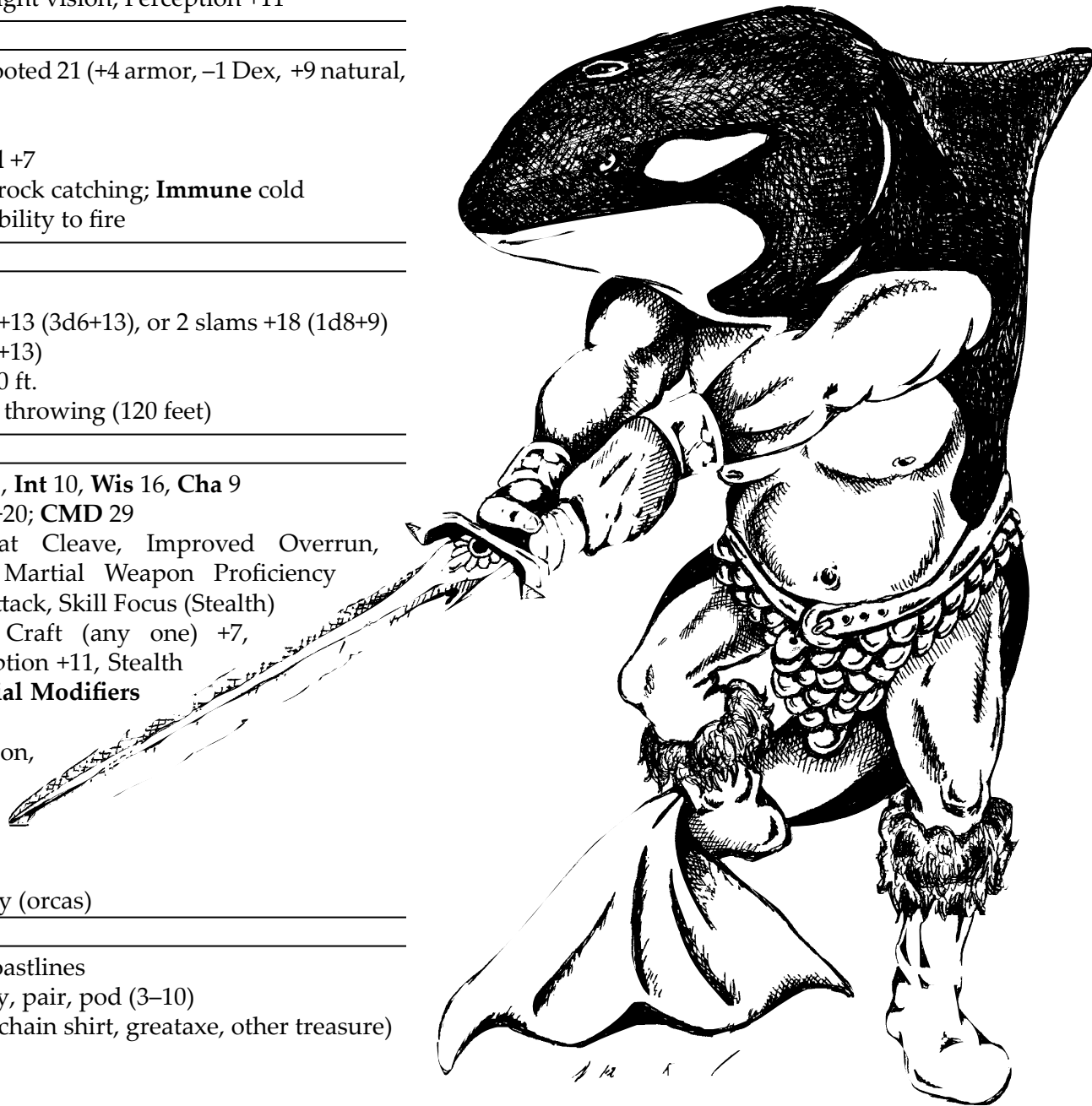
lycanthropic empathy (orcas)

ECOLOGY

Environment cold coastlines

Organization solitary, pair, pod (3-10)

Treasure NPC gear (chain shirt, greataxe, other treasure)



XP 9,600

CE Huge humanoid (giant, shapechanger)

Init -1; **Senses** blindsight 120 ft., low-light vision; Perception +11

DEFENSE

AC 22, touch 7, flat-footed 22 (+4 armor, -1 Dex, +11 natural, -2 size)

hp 147 (14d8+84)

Fort +15, **Ref** +3, **Will** +7

Defensive Abilities rock catching; **DR** 10/silver; **Immune** cold

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft., swim 40 ft.

Melee great axe +18/+13 (3d6+15), or 2 slams +13 (1d8+10), bite +13 (2d6+10, plus curse of lycanthropy; DC 15)

Ranged rock +8 (1d8+15)

Space 15 ft.; **Reach** 15 ft.

Special Attacks rock throwing (120 feet)

STATISTICS

Str 31, **Dex** 9, **Con** 23, **Int** 10, **Wis** 16, **Cha** 9

Base Atk +10; **CMB** +23; **CMD** 32

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency (great axe), Power Attack, Skill Focus (Stealth)

Skills Climb +14, Craft (any one) +7, Intimidate +6, Perception +11, Stealth +2, Swim +29

Languages Common, Giant

SQ change shape (frost giant, hybrid, orca; *polymorph*), hold breath, lycanthropic empathy (orcas)

ECOLOGY

Environment cold coastlines

Organization solitary, pair, pod (3–10)

Treasure NPC gear (chain shirt, greataxe, other treasure)

Wereorcas arise almost exclusively among coastal dwelling frost giant tribes. Most tribes slay or cast out the lycanthropes, who gather in fierce pods that assault both shipping lanes and coastal settlements, including their former tribes. They take what plunder they can carry, and feed upon the flesh of their victims.

A wereorca stands 15 feet tall and weighs 3,500 pounds, with a thick layer of blubber even in its giant form.

Wereorcas believe in their physical power, damaging boats and buildings for no other reason than that they can. They get frustrated easily and rarely try to think through problems.

LYCANTHROPE, WEREOWL

A large owl with slender arms swoops above you. A sickle gleams in its hands.

WEREOWL (ELVEN FORM)

CR 7

XP 3,200

Elven natural wereowl oracle 6 (augmented humanoid)

NG Medium humanoid (elf, shapechanger)

Init +0; **Senses** darkvision 60 ft., superior low-light vision; Perception +11

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 Dodge, +1 shield)

hp 27 (6d8)

Fort +5, **Ref** +2 **Will** +7; +2 against enchantment

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk sickle +5 (1d6 plus trip)

Ranged mwk shortbow +5 (1d6/x3)

Special Attacks spray of shooting stars (6d4 points of damage x2 daily)

Cleric Spells Known (CL 6, concentration +9)

3rd—*daylight*, *deeper darkness*, *dispel magic*

2nd—*bulls's strength*, *eagle's splendor*, *hypnotic pattern* (DC 15), *zone of truth*

1st—*bleed*, *cause fear* (DC 14), *color spray* (DC 14), *obscuring mist*, *shield of faith*

0—*bleed*, *detect magic*, *guidance*, *light*, *resistance*, *stabilize*, *virtue*

Cleric Spells Prepared (CL 6, concentration +9)

3rd—*daylight*, *deeper darkness*, *dispel magic* x2

2nd—*bull's strength* x2, *eagle's splendor*, *hypnotic pattern* (DC 15) x2, *zone of truth*

1st—*bleed*, *cause fear* (DC 14), *color spray* (DC 14) x2, *obscuring mist*, *shield of faith* x2

0—*bleed*, *detect magic*, *guidance*, *light*, *resistance*, *stabilize*, *virtue*

STATISTICS

Str 10, **Dex** 11, **Con** 10, **Int** 11,

Wis 15, **Cha** 16

Base Atk +4; **CMB** +4; **CMD** 14

Feats Alertness, Blind-Fight, Dodge, Fly-By Attack

Skills Diplomacy +5, Fly +4, Heal +4, Knowledge (arcana) +4, Knowledge (history) +4, Knowledge (planes) +4, Knowledge (religion) +4, Perception +11, Sense Motive +4, Spellcraft +4, Stealth +2 (+10 when flying); **racial modifiers** +4 to Perception, +8 to Stealth while flying

Languages Common, Elven

SQ change shape (human, hybrid, giant owl; *polymorph*), coat of many stars +4, lycanthropic empathy (owl)

ECOLOGY

Environment any forests

Organization solitary, pair, or company (3–5)

Treasure NPC gear (masterwork sickle, masterwork shortbow, 20 arrows other treasure)

WEREOWL (HYBRID FORM)

CR 7

XP 3,200

Elven natural wereowl oracle 6 (augmented humanoid)

NG Large humanoid (elf, shapechanger)

Init +0; **Senses** darkvision 60 ft., superior low-light vision; Perception +11

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dodge, +1 shield, +2 natural, –1 size)

hp 33 (6d8+6)

Fort +6, **Ref** +2, **Will** +7; +2 against enchantment

DR 10/silver; **Immune** sleep

OFFENSE

Speed 10 ft.; fly 50 ft. (average)

Melee bite +4 (1d8+1 plus curse of lycanthropy) and 2 claws +4 (1d6+1) and mwk sickle –1 (1d6 plus trip)

Ranged mwk shortbow +4 (1d6/x3)

Special Attacks spray of shooting stars (6d4 points of damage x2 daily)

Cleric Spells Known (CL 6, concentration +9)

3rd—*daylight*, *deeper darkness*, *dispel magic*

2nd—*bulls's strength*, *eagle's splendor*, *hypnotic pattern* (DC 15), *zone of truth*

1st—*bleed*, *cause fear* (DC 14), *color spray* (DC 14), *obscuring mist*, *shield of faith*

0—*bleed*, *detect magic*, *guidance*, *light*, *resistance*, *stabilize*, *virtue*

Cleric Spells Prepared (CL 6, concentration +9)

3rd—*daylight*, *deeper darkness*, *dispel magic* x2

2nd—*bull's strength* x2, *eagle's splendor*, *hypnotic pattern* (DC 15) x2, *zone of truth*

1st—*bleed*, *cause fear* (DC 14), *color spray* (DC 14) x2, *obscuring mist*, *shield of faith* x2

0—*bleed*, *detect magic*, *guidance*, *light*, *resistance*, *stabilize*, *virtue*

STATISTICS

Str 12, **Dex** 11, **Con** 12, **Int** 11, **Wis** 15, **Cha** 16

Base Atk +4; **CMB** +7; **CMD** 17

Feats Alertness, Blind-Fight, Dodge, Fly-By Attack

Skills Diplomacy +5, Fly +4, Heal +4, Knowledge (arcana) +4, Knowledge (history) +4, Knowledge (planes) +4, Knowledge (religion) +4, Perception +11, Sense Motive +4, Spellcraft +4, Stealth +2 (+10 when flying); **racial modifiers** +4 to Perception, +8 to Stealth while flying

Languages Common, Elven

SQ change shape (human, hybrid, giant owl; *polymorph*), coat of many stars +4, lycanthropic empathy (owl)

ECOLOGY

Environment any forests

Organization solitary, pair, or company (3–5)

Treasure NPC gear (masterwork sickle, masterwork shortbow, 20 arrows, other treasure)

SPECIAL ABILITIES

Superior Low-Light Vision (Ex): Wereowls can see five times as far as a human in dim light.

Wereowls are deadly nocturnal hunters, sniping targets at range before silently swooping in for the kill. Elven wereowls are respected as scouts, with little escaping their sight. They tend to keep their homes on the outer edges of an elven settlement, stalking intruders while deciding to attack or warn their leaders.

While wereowls tend to be good, or at least neutral, evil wereowls also exist and are feared for their viciousness and for taking enjoyment in the terror that their silent attacks cause.



Warrior

LYCAN, WERESCORPION

A nightmarish humanoid crawls from the shadows and stands before you. It is covered with an armored carapace, and its long arms end in pincers. A powerful set of humanlike arms extends from below the pincers. It possesses a segmented tail, set with a wicked stinger.

WERESCORPION (OGRE FORM)

CR 4

XP 1,200

CE Large humanoid (giant, shapechanger)

Init 0; Senses low-light vision; Perception +3

DEFENSE

AC 18, touch 9, flat-footed 18 (+4 armor, +5 natural, -1 size)

hp 30 (4d8+12)

Fort +6, Ref +1, Will +4

OFFENSE

Speed 30 ft. (40 ft. base)

Melee great club +7 (2d8+7)

Ranged javelin +3 (1d8+5)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 21, Dex 10, Con 15, Int 6, Wis 12, Cha 5

Base Atk +3; CMB +9; CMD 19

Feats Iron Will, Toughness

Skills Climb +7, Perception +3, Stealth +5; racial modifiers +5 Stealth

Languages Giant

SQ change shape (ogre, hybrid, giant scorpion; *polymorph*), lycanthropic empathy (scorpions)

ECOLOGY

Environment any land

Organization solitary, pair

Treasure standard (hide armor, greatclub, 4 javelins, other treasure)

WERESCORPION (HYBRID FORM)

CR 4

XP 1,200

CE Large humanoid (giant, shapechanger)

Init 0; Senses darkvision 60 ft.; low-light vision, tremorsense 60 ft.; Perception +3

DEFENSE

AC 23, touch 9, flat-footed 23 (+4 armor, +9 natural, -1 size)

hp 34 (4d8+16)

Fort +7, Ref +1, Will +4

DR 10/silver

OFFENSE

Speed 40 ft. (50 ft. base)

Melee 2 claws +8 (1d6+6 plus grab), sting +8 (1d6+6 plus curse of lycanthropy (DC 15), plus poison), great club +3 (2d8+9)

Ranged javelin +3 (1d8+5)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 23, Dex 10, Con 17, Int 6, Wis 12, Cha 5

Base Atk +3; CMB +10; CMD 20

Feats Iron Will, Toughness

Skills Climb +8, Perception +3, Stealth +5; racial modifiers +5 Stealth

Languages Giant

SQ change shape (ogre, hybrid, giant scorpion; *polymorph*), lycanthropic empathy (scorpions)

ECOLOGY

Environment any land

Organization solitary, pair

Treasure standard (hide armor, greatclub, 4 javelins, other treasure)

SPECIAL ABILITIES

Poison (Ex): Sting—injury, *save* Fortitude DC 17; *frequency* 1/round for 6 rounds; 1d3 Str, *cure* 1 *save*. The saving throw DC is Constitution-based and includes a +2 racial bonus.

Werescorpions are brutish creatures, no matter what race they spring from, and the ones born from ogres are exceptionally so. They move with more grace than their brethren and lack even an ogre's scant social skills. They tend to be loners, skulking around the edges of their tribe, and acting as a well paid, if feared, assassins.

Werescorpions are unusual among lycanthropes in that they don't pass their curse on by biting, instead damning others through their sting.



LYCAN, WERETYRANNOSAURUS

This massive beast has a huge, well-muscled head, armed with dagger-sized teeth, and powerful arms that carry a heavy sword.

WERETYRANNOSAURUS (STORM GIANT FORM) CR 14

XP 38,400

CN Huge humanoid (giant, shapechanger)

Init +2; **Senses** low-light vision; **Perception** +28

DEFENSE

AC 28, touch 10, flat-footed 26 (+6 armor, +2 Dex, +12 natural, -2 size)

hp 199 (19d8+114)

Fort +17, **Ref** +8, **Will** +14

Defensive Abilities rock catching; **Immune** electricity

OFFENSE

Speed 50 ft., swim 40 ft. (35 ft., swim 30 ft. in armor)

Melee mwk greatsword +27/+22/+17 (4d6+21/17-20) or 2 slams +26 (2d6+14)

Ranged mwk composite long bow +15/+10/+5 (3d6+14/3)

Space 15 ft.; **Reach** 15 ft.

Spell-Like Abilities (CL 15th)

Constant—*freedom of movement*

2/day—*control weather, levitate*

3/day—*call lightning* (DC 15), *chain lightning* (DC 17)

STATISTICS

Str 39, **Dex** 14, **Con** 23, **Int** 16, **Wis** 22, **Cha** 13

Base Atk +14; **CMB** +30; **CMD** 42

Feats Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Critical (greatsword), Improved Sunder, Improved Vital Strike, Iron Will, Power Attack, Vital Strike

Skills Acrobatics +18, Climb +17, Craft (any one) +13, Intimidate +19, Perception +28, Perform (sing) +12, Sense Motive +25, Swim +22

Languages Auran, Common, Draconic, Giant

SQ change shape (storm giant, hybrid, tyrannosaurs; *polymorph*), lycanthropic empathy (tyrannosaurs), militant, water breathing

ECOLOGY

Environment any warm

Organization solitary or pair

Treasure NPC gear (mwk breastplate, mwk composite long bow with 20 arrows, mwk greatsword other treasure)

WERETYRANNOSAURUS (HYBRID FORM) CR 14

XP 38,400

CN Gargantuan humanoid (giant, shapechanger)

Init +2; **Senses** low-light vision; **Perception** +28

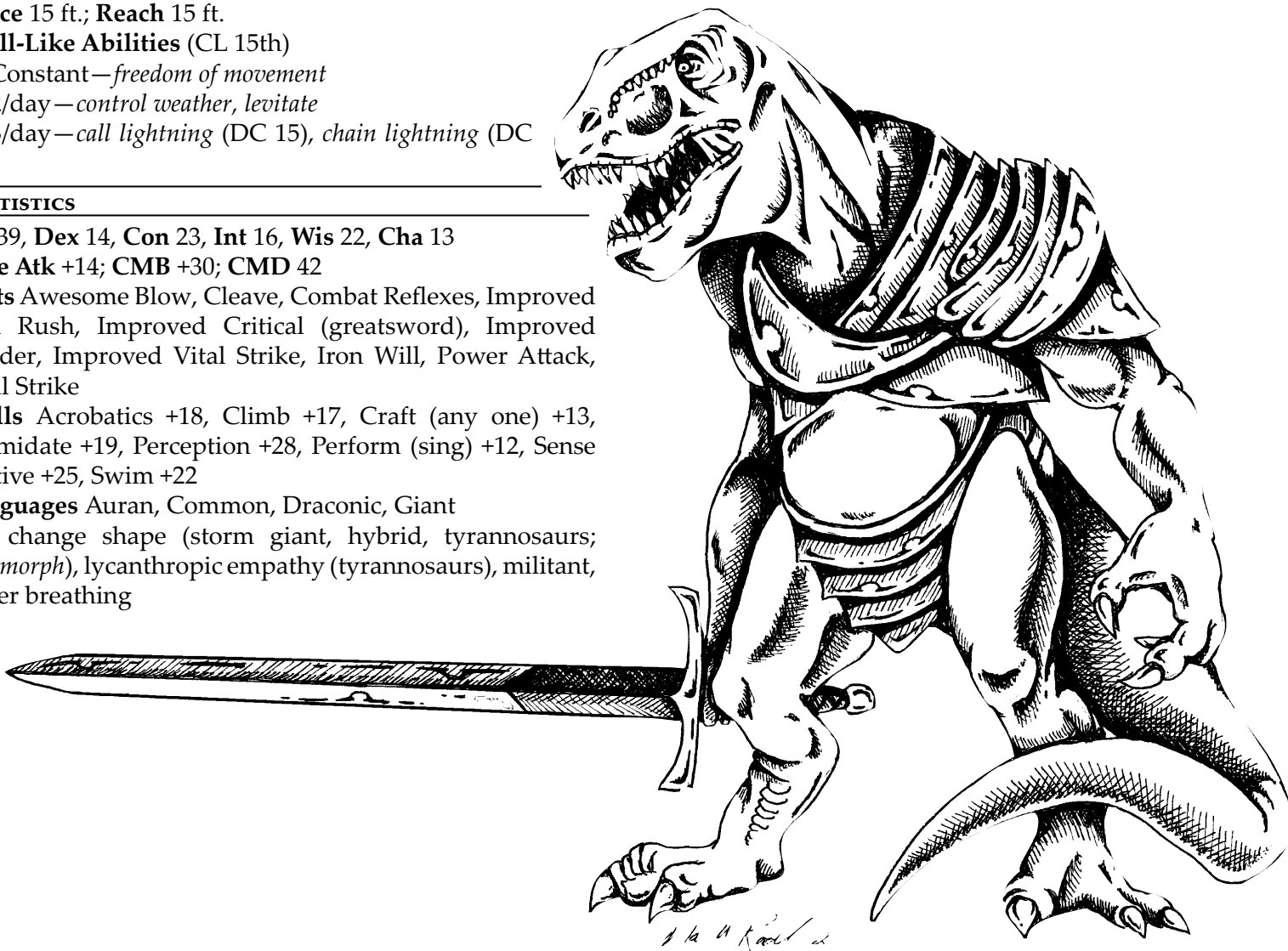
DEFENSE

AC 28, touch 10, flat-footed 26 (+6 armor, +2 Dex, +14 natural, -4 size)

hp 218 (19d8+133)

Fort +18, **Ref** +8, **Will** +14

Defensive Abilities rock catching; **Immune** electricity; **DR** 10/silver and magic



OFFENSE

Speed 50 ft., swim 40 ft. (35 ft., swim 30 ft. in armor)

Melee Bite +25 (2d6+30 plus grab plus curse of lycanthropy), mwk greatsword +23/+18/+13 (4d6+22/17–20) or 2 slams +22 (2d6+15)

Ranged mwk composite long bow +15/+10/+5 (3d6+14/3)

Space 20 ft.; **Reach** 20 ft.

Special Attacks swallow whole (2d8+11, AC 17, hp 21)

Spell-Like Abilities (CL 15th)

Constant—*freedom of movement*

2/day—*control weather, levitate*

3/day—*call lightning* (DC 15), *chain lightning* (DC 17)

STATISTICS

Str 41, **Dex** 14, **Con** 25, **Int** 16, **Wis** 22, **Cha** 13

Base Atk +14; **CMB** +31 (+35 grapple); **CMD** 43

Feats Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Critical (greatsword), Improved Sunder, Improved Vital Strike, Iron Will, Power Attack, Vital Strike

Skills Acrobatics +18, Climb +18, Craft (any one) +13, Intimidate +19, Perception +28, Perform (sing) +12, Sense Motive +25, Swim +23

Languages Auran, Common, Draconic, Giant

SQ change shape (storm giant, hybrid, tyrannosaurs; *polymorph*), lycanthropic empathy (tyrannosaurs), militant, water breathing

ECOLOGY

Environment any warm

Organization solitary or pair

Treasure NPC gear (mwk breastplate, mwk composite long bow with 20 arrows, mwk greatsword other treasure)

SPECIAL ABILITIES

Militant (Ex): Storm giant-based weretyrannosaurs are proficient in all simple and martial weapons.

Powerful Bite (Ex): Weretyrannosaurs apply twice its Strength modifier to bite damage.

Water Breathing (Ex): Storm giant-based weretyrannosaurs can breathe water as well as air.

Weretyrannosaurs are extremely rare creatures, with only the largest giants being able to support the curse. Within the race of storm giants, weretyrannosaurs tend to be carefully watched outsiders. If they can keep their savage nature in check, they are champions on the battlefield. Much more often they are seen as destructive forces of nature, like the most violent and unpredictable of storms.

LYCAN, WEREWOLVERINE

This bestial humanoid has dark fur, streaked with white. Its claws are massive, and its teeth gleam in the dusk.

WEREWOLVERINE (HUMAN FORM)

CR 3

XP 800

Human natural werewolverine barbarian 2
(augmented humanoid)

CE Medium humanoid (human, shapechanger)

Init +1; **Senses** low-light vision, scent; **Perception** +7

DEFENSE

AC 13, touch 9, flat-footed 12 (+4 armor, +1 Dex)

hp 26 (2d12+10)

Fort +8, **Ref** +1 **Will** +4

Defensive Abilities uncanny dodge

OFFENSE

Speed 40 ft.

Melee greatclub +6 (1d10+6)

Ranged throwing axe +3 (1d6+4)

Special Attacks rage (14 rounds/day), rage power (no escape)

STATISTICS

Str 19, **Dex** 13, **Con** 20, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +2; **CMB** +6 (+8 grapple); **CMD** 15 (17 vs. grapple)

Feats Improved Grapple, Toughness

Skills Climb +6, Handle Animal +2, Perception +7, Survival +7, Swim +6

Languages Common

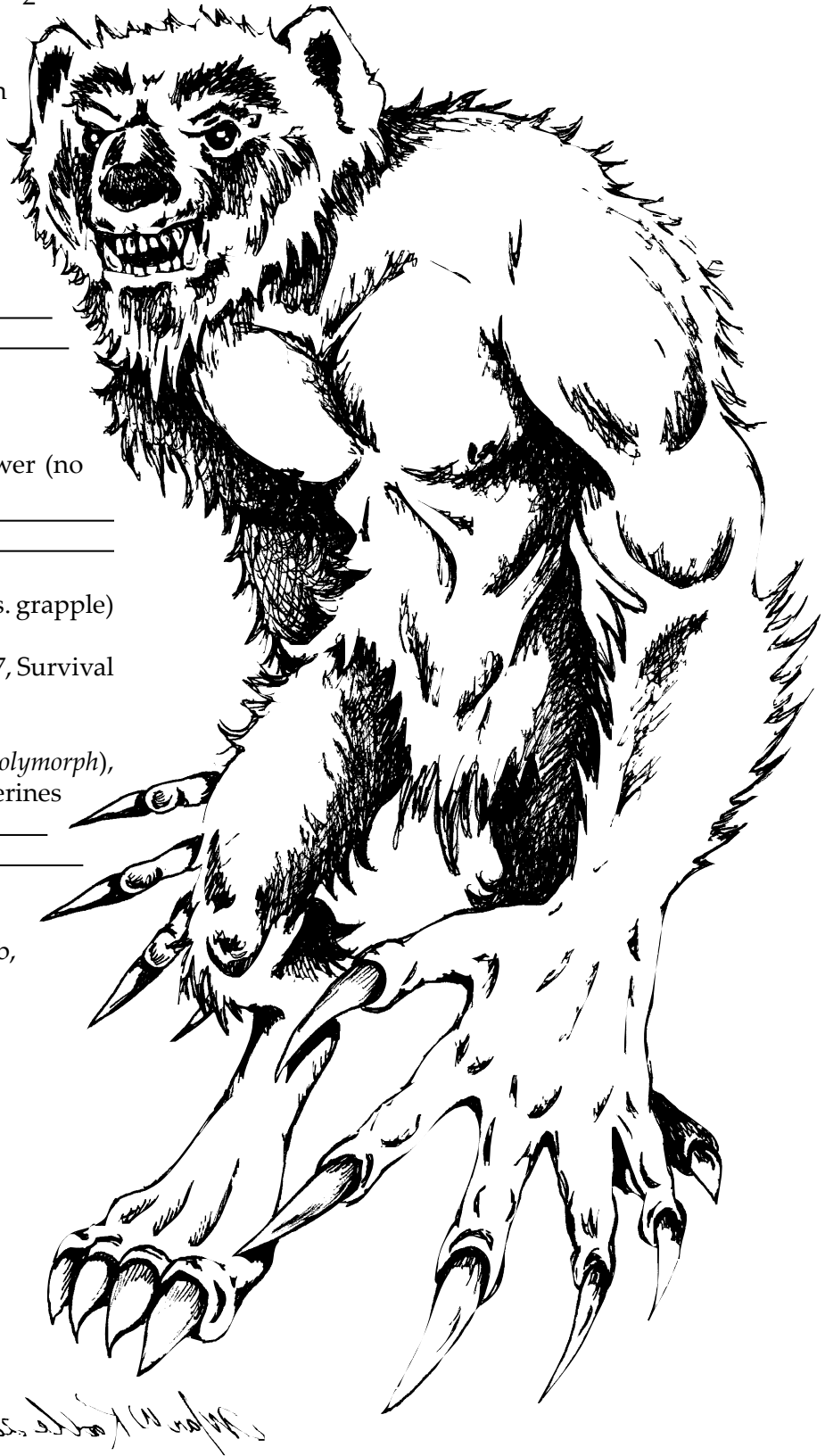
SQ change shape (human, hybrid, wolverine; *polymorph*), fast movement, lycanthropic empathy (wolverines and dire wolverines)

ECOLOGY

Environment cold forests

Organization solitary, pair

Treasure NPC gear (hide armor, greatclub, throwing axes (2), other treasure)



WEREWOLVERINE (HYBRID FORM)**CR 3****XP 800****CE** Medium humanoid (human, shapechanger)**Init** +1; **Senses** low-light vision, scent; **Perception** +7

DEFENSE**AC** 15, touch 9, flat-footed 14 (+4 armor, +1 Dex, +2 natural)**hp** 28 (2d12+12)**Fort** +9, **Ref** +1 **Will** +4**Defensive Abilities** uncanny dodge; **DR** 10/silver

OFFENSE**Speed** 40 ft.**Melee** 2 claws +8 (1d6+6), and bite +3 (1d4+2, plus curse of lycanthropy; DC 15)**Ranged** throwing axe +3 (1d6+4)**Special Attacks** rage (14 rounds/day), rage power (no escape)

STATISTICS**Str** 21, **Dex** 13, **Con** 22, **Int** 10, **Wis** 14, **Cha** 6**Base Atk** +2; **CMB** +7 (+9 grapple); **CMD** 16 (18 vs. grapple)**Feats** Improved Grapple, Toughness**Skills** Climb +7, Handle Animal +2, Perception +7, Survival +7, Swim +7**Languages** Common**SQ** change shape (human, hybrid, wolverine; *polymorph*), fast movement, lycanthropic empathy (wolverines and dire wolverines)

ECOLOGY**Environment** cold forests**Organization** solitary, pair**Treasure** NPC gear (hide armor, greatclub, throwing axes (2), other treasure)

SPECIAL ABILITIES

Rage (Ex): A werewolverine that takes damage in combat flies into a rage on its next turn, madly clawing and biting until either it or its opponent is dead. It gains +4 to its Strength, +4 to its Constitution, and -2 to AC. The creature cannot end its rage voluntarily. If the base creature has level of barbarian, it gains an additional 5 rounds to its rage ability per day, in place of the above rage ability.

Werewolverines haunt the deep forests, feeding on anything that crosses their paths. They think nothing of attacking much larger predators to chase them off a kill. They boldly assault even large groups of humanoids, unless they have obvious silver or magic weapons. If they feel outclassed, they set up well-planned ambushes.

Werewolverines pair up only once a year to breed and raise their young. Even then, they cannot share food and fight violently among themselves.

GO ROGUE!

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