



# LORDS - OF THE - WILD

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**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



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# LORDS OF THE WILD

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# LORDS OF THE WILD

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## FOREWORD

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*Lords of the Wild* is my first opportunity to take the lead on a design project with Dreamscarred Press, and I'm very excited to be able to bring it to our fans. Wolves have always been an interest of mine, as has the worldwide mythology of shapeshifting. Nearly every single culture the world over has legends of humans assuming the shape of animals or vice versa, and these tales are always incredibly interesting to me. I'm proud to be able to bring my own little spin on the nature of wolves and shapeshifters to the *Pathfinder RPG* through this book and I hope you enjoy it very much!

Anthony S. Altovilla  
Dreamscarred Press Freelancer

Hello everyone, and thanks for reading this. I've always been a fan of shapeshifters, to the point where one of my most interesting characters is consistently a lycanthrope of some form. And media portrayal of both wolves and werewolves has so much variety, from a focus on savage bloodlust to teamwork and loyalty. Being able to explore these facets all at once sounded like the beginning of a grand adventure to me. So strap in, because we're gonna have some fun here.

Patrick C. Miller  
Dreamscarred Press Freelancer

## INTRODUCTION

*Lords of the Wild* introduces new rules and material that explores the nature of lycanthropy in the Pathfinder RPG, and adds new options for games that wish to include lycanthropes (and other shapeshifters) into their story, whether hunting the beasts or becoming the beast themselves.

In this book, you will find the new werewolf template and the rules around it, details on different ways to contract lycanthropy, new archetypes focused on werewolves, three new prestige classes, several new feats, including the new shifting type of feat, and several new spells.

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## LYCANTHROPY

Lycanthropy has many possible origins, some are the result of terrible curses, others are magic rituals which bind animal spirits to human bodies. What is constant, though, is that lycanthropes are persons capable of assuming animalistic forms, most commonly that of a great wolf. In some cultures these shapeshifters are monstrous villains, the result of dark curses and evil magic that spread terror and evil throughout the world. In others, they are great warriors who fight like wild animals on the battlefield, and while terrible and awe inspiring, they are ultimately heroic figures.

Like the very changeable nature of the Werewolf themselves, they can fulfill multiple roles in a story from hero to villain. The following is a template for werewolves that use the rules presented in *Lords of the Wild*.

### WEREWOLF TEMPLATE (CR +1)

Werewolves are creatures with the ability to assume the form of a wolf as well as a hybrid form sharing the qualities of both a wolf and their normal form.

### CREATING A WEREWOLF

Werewolf is an inherited template (for those born as werewolves) or acquired template (for those who acquire the template later in life) that can be applied to any humanoid or outsider with the native subtype.

**Challenge Rating:** Same as base creature +1.

**Size and Type:** The creature (referred to hereafter as the base creature) gains the shapechanger subtype. A werewolf's hybrid form is Medium size or the base creature's size, whichever is larger. A werewolf's animal form is always Medium size.

**Armor Class:** In hybrid or animal form the werewolf has a +2 bonus to its natural armor.

**Speed:** In its wolf form, a werewolf has a base land speed of 50 feet. Otherwise, it uses its own base speed.

**Abilities:** +2 Wisdom and +2 to one of Strength, Dexterity, or Constitution.

### SPECIAL ATTACKS

A werewolf retains all the special attacks of the base creature, and gains the following abilities:

**Change Shape (Su):** All werewolves have three forms—a humanoid form, a wolf form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form. A werewolf can shift to any of its three alternate forms as a move action. A slain werewolf reverts to its humanoid form, although it remains dead. A werewolf gains a bite attack when it is in its wolf form. This is a primary attack that deal 1d6

points of damage plus the werewolf's Strength modifier (for a Medium-sized werewolf). In addition, when a werewolf is in its wolf form, it also gains the trip special attack with its bite, allowing it to make a trip attempt against a target as a free action without provoking an attack of opportunity if it hits them with its bite attack. If the attempt fails, the werewolf is not tripped in return.

**Weapons of the Beast (Su):** When the werewolf template is first acquired, the werewolf gains one of the following benefits. Once chosen, this choice cannot be changed, even if the character loses and later reacquires the werewolf template.

**Inescapable Claws:** The werewolf gains two claw attacks when it is in its hybrid form. These are primary attacks that deal 1d4 points of damage plus the werewolf's Strength modifier (for a Medium-sized werewolf). It also gains Improved Grapple as a bonus feat, even if it does not meet the prerequisites. At 6th level, its claws gain the grab ability. At 11th level, it gains Greater Grapple as a bonus feat, even if it does not meet the prerequisites. At 16th level, it gains a constrict attack that deals damage equal to its claws.

**Mighty Jaws:** The werewolf gains a bite attack when it is in its hybrid form, in addition to its wolf form. This is a primary attack that deals 1d6 points of damage plus the werewolf's Strength modifier (for a Medium-sized werewolf). At 6th level, its bite attack deals an additional 1d6 points of bleed damage on a successful hit. At 11th level, the werewolf deals an additional 3d6 points of damage with its bite attack when charging. At 16th level, whenever it charges a creature and hit with its bite attack, the target is knocked backwards 10 feet after the werewolf finishes with all of its attacks.

**Savage Claws:** The werewolf gains two claw attacks when it is in its hybrid form. These are primary attacks

### WHY WEREWOLF?

You might be asking yourself, why is Dreamscarred Press introducing a new template when the lycanthrope template already exists? The answer is that the werewolf template is designed with player use in mind. Werewolves, as opposed to lycanthropes, are meant to be a more player friendly template to enable games to play out using werewolf Player Characters. The template is wolf-specific (though adapting it to other types of therianthropes is certainly doable) and called werewolf specifically to make it easier to differentiate between this and the lycanthrope template for both players and GMs.

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that deal 1d4 points of damage plus the werewolf's Strength modifier (for a Medium-sized werewolf). At 6th level, it gains the rend special ability with its claw attacks that deals damage equal to its base claw damage plus 1-1/2 times its Strength bonus (if any). At 11th level, whenever the werewolf charges, it can make a full attack with its natural weapons in place of the normal attack at the end of its charge. At 16th level, it gains a rake attack that deals damage equal to its claw attacks.

**Vicious Bite:** The werewolf gains a bite attack when it is in its hybrid form, in addition to its wolf form. This is a primary attack that deals 1d6 points of damage plus the werewolf's Strength modifier (for a Medium-sized werewolf). It also gains Improved Trip as a bonus feat, even if it does not meet the prerequisites. At 6th level, it gains the trip ability with its bite attack regardless of its form. At 11th level, it gains Greater Trip as a bonus feat, even if it does not meet the prerequisites. At 16th level, it is considered to be one size category larger for the purpose of its combat maneuver bonus when tripping an opponent.

## SPECIAL QUALITIES

A werewolf retains the special qualities of the base creature, and gains the following abilities:

**Damage Reduction (Ex):** Werewolves possess DR 3/silver while in hybrid or wolf form.

**Low-Light Vision (Ex):**

Werewolves can see twice as far as humans in conditions of dim light. If the base creature already had low-light vision, they can see three times as far instead of twice as far.

**Lycanthropic Empathy (Su):**

Werewolves can communicate and empathize with canines, including both dogs and wolves, allowing them to make Diplomacy checks to alter such an animal's attitude. A werewolf gains a +4 racial bonus on these checks. This bonus also applies to Wild Empathy checks made to influence canines.

**Scent (Ex):**

A werewolf can detect creatures within 30 feet by sense of smell. If the creature 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 these ranges. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When the werewolf detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The werewolf can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

In addition, the werewolf can track by sense of 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 Survival skill. While tracking in this manner, the werewolf ignores the effects of surface conditions and poor visibility.



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## THE ORIGIN OF THE WOLF

There are many different reasons and ways that one could acquire lycanthropy. Many times it is the result of a curse, though not all lycanthropes consider their condition to be such an affliction.

### BITTEN BY A WEREWOLF

Possibly the most common origin for most lycanthropes is being bitten and cursed by another werewolf. In such cases, the curse of lycanthropy spreads like a disease and can rapidly infect villages, towns even entire countrysides, before anyone is aware of its horrible effects. While this origin is common, it still begs the question as to how the werewolf that bit the new lycanthrope acquired the curse, and such a line of infected persons could extend all the way back to the beginnings of the very world itself, while still not revealing the original bearer Lycanthropy or explaining how they acquired the curse in the first place. The normal lycanthropy template presented in Lords of the Wild does not include the ability to spread Lycanthropy by bite, though if you choose to include such an option in your game, you can add the following ability to the template to enable it to do so.

**Cursed Bite (Su):** A lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

### BORN WITH THE CURSE

Another common source of lycanthropy is that of someone born with the curse. Sometimes referred to as natural lycanthropy, in such cases the ability to transform is passed down through the family lineage. Whether this is viewed as a curse or a blessing depends on both the family in question and the culture in which they live. Many barbarian tribes view lycanthropes as representatives of the totemic spirits they worship, while established churches in more civilized societies might look upon lycanthropes as monsters and threats to their flock.

### CURSED BY ANOTHER

Sometimes the curse of lycanthropy is inflicted upon a person through the use of magic. Sometimes the new lycanthrope is a willing volunteer to receive this magic, but other times it is the result of being subjected to harmful magic. Typically, removing the curse of lycanthropy in this case requires the use of yet more powerful magic.

## EATING THE HEART OF A WOLF

The heart is the source of the lifeblood of a creature. In many cultures it contains their power or soul. Killing a creature, such as a wolf, and consuming the raw flesh of their heart imparts the strength of that animal to the person who consumes the flesh. While typically this results in nothing of import happening, occasionally, when the stars are right or some dark ritual is completed, consuming the heart of a wolf results in the birth of a new werewolf.

## WEARING THE SKIN OF A WOLF

Many scholars of magic note that the changeable nature of lycanthropy is almost like wearing a second skin. In the case of some lycanthropes, this is literally true. Specially prepared skins steeped in magic and ritual are worn by those who wish to transform into a wolf for a variety of reasons. Over time, the magic of these skins can find its way into the wearer themselves, and allow them to transform fully without relying on the skin as a focus. However, the individual skin often retains the core of the magic, making it a dangerous weakness for those who seek the power of the werewolf.

## REMOVING THE CURSE

Whether one wishes to be a lycanthrope or not, there are many who believe that such beings should not exist and seek to remove them from the world. Often times this involves fire, silvered blades and copious amounts of bloodshed, but they may also seek to "cure" lycanthropes of their condition. Most such cures are completely useless, if not actively harmful to the lycanthrope in question. Knowledge of effective cures requires study and understanding of werewolves. Presented below are several known cures for lycanthropy.

### WOLFSBANE

Useful against those cursed by random happenstance or the bite of another werewolf, consuming a dose of wolfsbane allows the eater to make a second saving throw against the curse, success indicating the removal of the curse. Unfortunately, wolfsbane itself is poisonous if ingested, and requires its own DC 16 Fortitude Save to resist the effects of the poison.

### SILVER BULLET

Silver is often noted to be effective against lycanthropes and other shapeshifters. Firing a silver bullet at the heart of a person afflicted with lycanthropy can cure them, if they survive. However, plain silver is often not enough to ensure success. Thus many werewolf hunters turn to blessed silver stolen from churches or other holy sites of good aligned deities to ensure that their weapons

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are effective, often damning themselves in the process. If a helpless werewolf is hit by a silver bullet made from such silver, their lycanthropy is removed. However, the act of acquiring such silver is often a blasphemous one, and as such could cause characters to fall out of grace with their deity.

## POWERFUL MAGIC

Powerful magic, of the kind that exceeds even the power of magic which originally created the curse, can be used to restore a lycanthrope to their natural state. Powerful spellcasters capable of using spells like *Break Enchantment* or *Remove Curse* can free a werewolf from their bestial state.

## WEREWOLVES IN SOCIETY

Most werewolves find themselves struggling to remain in true society. While nothing forces them to change, the exhilaration of a beast's power is addictive, and werewolves are widely feared, for good reason. It is easy to begin viewing the unafflicted as lesser beings, as prey. And when a werewolf goes feral, it can destroy entire communities in a matter of days.

## WASTED POTENTIAL

Even when they are able to restrain their predatory nature, many werewolves find themselves forced to hold back in life. They are more powerful physically than those around them, and they know they are holding back their true strength. They could do more for their community, since they are faster, stronger, and more durable than any normal person. But they can't.

Usually, this state of affairs can only last so long. Eventually, either the coping mechanism they come up with to deal with their constant need to restrain themselves backfires, or a crisis strikes the community and they are forced to change to protect the ones they love. Once revealed, they are left with no option but flee, unless they wish to die.

## THE APEX PREDATOR

More often, a werewolf becomes drunk on the exhilaration of the change and begins to view those around him as lesser beings. Such werewolves tend to become thugs or bullies, terrorizing their local communities even without changing form. The stupid among them often do change, and are quickly hunted down. But the clever ones learn to read the flow of the community. When things get too chancey, they run, finding a new community to prey upon.

## THE HUNTER BECOMES THE HUNTED

Werewolves are feared throughout the world, and whenever rumor spreads of one's presence, the hunt is soon to be on. Adventurers and professional monster slayers flock to the source of the rumors, and while they often cannot find the hidden wolf, some bring magic specially for the purpose of such a hunt. When this happens, the apex predator becomes the prey of man.

## SOCIETIES OF WEREWOLVES

To the most isolated of forests, where man has little chance of catching the wolf, many werewolves flee. And there, they thrive, meeting others of their kind and banding together into packs. These packs are as varied as the wolves themselves: from those relieved to be able to hold back no longer, to those who resent the hunters who drove them from their homes, to the savage beasts who view humanity as little more than a particularly exciting prey. In these societies, werewolves will often band together in like minded groups, and usually form strong bonds that tie them together. Modeled after true wolves, these packs work in concert to fulfill the needs of the werewolf for companionship, protection and strength.

## THE PACK

Despite their rarity, werewolves are not solitary creatures. The song of the wolf fills the mind of each and every werewolf, and they are often eager to join with those who hear its music as well. Werewolves who meet others of their kind usually form a pack with one dedicated leader known as the Alpha. The pack is an intrinsic part of the identity of the werewolf, and loyalty to the pack can be stronger than loyalty to friends, family or any other organization the werewolf might belong to. Even with all that, there are some packs that take on a deeper connection, one forged in blood and ritual under the light of the moon. These packs mystically bind themselves to each other, forging bonds of loyalty that are empowered by the primal magic that fuels their curse. A strong pack makes all the werewolves in it stronger in themselves.

## FORMING A PACK

The formation of a pack of werewolves is often something that happens naturally, wolves and humans are both social creatures, and their cursed cousins are no different. Most often, werewolves will begin to congregate of their own accord, so long as there are other werewolves nearby. However, these creatures are all highly aggressive and territorial, and it's only a matter of time before issues of dominance come up.

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## *The Fight for Dominance*

Members of werewolf packs usually settle issues of dominance through combat. Their ferocious nature usually leaves little room for any other option. These combats are usually bloody and short, although they rarely ever end in death. Werewolves will usually submit to a stronger pack member, and werewolf packs quickly develop a solid pecking order. All packs will have an Alpha and some other packs may choose to create further ranks within their pack, depending on the composition of the pack members.

## *The Alpha*

The strongest werewolf in the pack is usually referred to as the alpha. The alpha leads the pack in hunting and travel, and takes on challengers or recruits new members to the pack. The alpha also serves as the focal point for various pack rituals. A pack with a strong alpha is a force to be reckoned with, a pack with a weak alpha is usually on its last legs.

## *The Beta*

The beta serves as a second in command to the werewolf alpha. Often times, betas are spellcasters who support their pack members and perform pack rituals. When the pack divides up, it is the beta who leads the secondary pack.

## *The Omega*

Most of the other pack members do not possess a named rank, but some stand a little apart from the pack and are called Omegas. The Omegas are sometimes considered the "bottom" of the pack, but the truth is slightly more complicated. They are rangers and lone wolves, who separate from their pack mates to scout, flush out prey and set ambushes. Their skills are invaluable to a successful pack but their nature sets them apart from typical pack dynamics.

## PACK RITUALS

The rituals that create packs are secrets known only to werewolves, and often times these packs are reluctant to share this secret knowledge. In order to earn the right to perform a pack ritual, it's often necessary for a werewolf pack to seek out another pack and prove their worth through a series of tests or even direct competition. Once the ritual is known, it can be performed by the pack members, led by the alpha. All pack rituals are different, but they share similarities in that they each provide benefits to every pack member and to the pack's alpha in particular. A pack may choose to learn multiple rituals to further strengthen their pack, for each pack ritual completed, all members of the pack gain a cumulative +1 bonus to saves against charm or compulsion effects that would cause them to attack another pack member.

Members of a pack who have completed a pack ritual can choose to learn a Pack feat, these feats are similar to teamwork feats, except that they do not require that both

characters possess the feat, only that they be members of the same pack.

## PACK OF THE NIGHT WIND

*Silent and swift, we hunt unseen, our fur and claws black as the night above, our senses keen. Let those who fear us shelter where they may, our howls will follow through night and day.*

A Pack of the Night Wind is a werewolf pack characterized by their incredible tracking and stealth abilities. Werewolves of these packs often have black fur and glowing eyes that let them see in the dim light of a moonless night.

Performing the ritual of the Pack of the Night Wind requires a new moon or cloud covered night sky. The pack members engaging in the ritual must successfully stalk a living creature for at least one hour without making their presence known. The pack must keep the target creature in sight for the entire duration of the tracking, and at the end of the hour they must kill the target creature while it is flat-footed or otherwise unaware of their presence. In order for a creature to qualify as a suitable hunt, it must be of an appropriate CR for the pack.

**Ritual Benefits:** All pack members gain *low-light vision* and *Stealth* as a class skill. If a pack member already has *Stealth* as a class skill, they gain a +2 ritual bonus to stealth checks.

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## RITUAL FEAT

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### **Night Wind Hunter** [teamwork]

**Prerequisites:** Must have completed Pack of the Night Wind Ritual

**Benefits:** As long as you are within 60 ft. of another pack member with this feat, you gain *Hide in Plain Sight*.

**Alpha Benefits:** The alpha may spend an immediate action to allow any pack member to use the Alpha's stealth check in place of their own until the beginning of the alpha's next turn.

## PACK OF THE BLOOD MOON

*Fangs pierce flesh, Claws shred bone, our call is fury and noise. The hunger, the hunt, our thirst will not slake. The souls of our foes consumed in our bloody wake.*

The Pack of the Blood Moon ritual imbues pack members with powerful fangs and claws and the instinct to hunt the fiercest prey. Relying on their inner strength as much as their strength in numbers, members of the Pack of the Blood Moon boldly seek their prey and hunt them to the ends of the earth.

The ritual for the pack of the blood moon must be undertaken shortly after sunset on the night of a full moon. The pack must hunt a dangerous beast, one at least 1 CR higher than the pack's effective character level, using only their fangs and claws. The ritual must be completed within one hour of moonrise, before the moon's color fades to white.

**Ritual Benefits:** Pack members treat their natural



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attacks as magic for purposes of overcoming damage reduction. At 5th level, their natural attacks also count as cold iron. At 11th level, pack members treat their natural attacks as adamantite for purposes of overcoming damage reduction.

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## RITUAL FEAT

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**Wrath of the Blood Moon** [teamwork, combat]

**Prerequisites:** Must have completed Pack of the Blood Moon Ritual, Power Attack

**Benefits:** When you use Power Attack with a natural attack, increase the damage bonus from Power Attack by 50%, as if the natural attack were a two handed weapon.

**Alpha Benefits:** The Alpha may spend a swift action to allow all pack members to reroll 1's on their damage rolls for any natural attacks they make for the round.

## PACK OF THE SHARED SOUL

*Our hearts are one. Our minds' secrets undone. Laid bare before us all, the enemy of ours shall fall.*

A pack of wolves acts together in concert, performing coordinated attacks with preternatural insight into their allies' movements. The Pack of the Shared Soul takes this one step further, binding the hearts and minds of pack members into a collective consciousness that can act far more efficiently than any other.

The Pack of the Shared Soul ritual requires the pack members to communicate between each other with their hearts and minds, not their voices. The pack members gather together and share stories of past triumphs and failures, reveal long kept secrets and lay grudges bare before the rest of the pack. During this time no words can be spoken, only the animal growls of the pack and the body language of the wolf may be used. Pack members can try to communicate through Bluff, Diplomacy, Sleight of Hand, Knowledge (Nature), Handle Animal or Wild Empathy checks, using the rules for passing secret messages to allies, but using one of the listed skills in place of the normal bluff check. These communications are considered complicated messages (DC 20). Once each pack member has successfully conveyed at least one message to the group, the ritual is completed.

**Ritual Benefits:** Pack members are joined in a collective, allowing them to share thoughts across vast distances and communicate telepathically so long as they are within 100 miles of each other. Pack members are not subject to will saves if one of these collective members are killed or knocked unconscious. The alpha of the pack is considered to be the leader of the collective.

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## RITUAL FEAT

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**Secret of the Shared Soul** [teamwork, combat, psionic]

**Prerequisites:** Must have completed the Pack of the Shared Soul Ritual

**Benefits:** When manifesting a power on a member of your Pack of the Shared Soul collective, reduce the power point cost of manifesting that power by 1, to a minimum

of 1 power point.

**Alpha Benefits:** The Alpha may spend a swift action to manifest a power that one of his collective members knows. The alpha pays the power point cost of manifesting the power and the action cost, as though it were one of his own powers known.

## PACK OF THE WYRD HOWL

*Our song is the first magic. The hunt is our ritual to cast. The blood of our prey is the catalyst. Our life is the spell fulfilled.*

The Pack of the Wyrd Howl Ritual recognizes the inherent magic of the werewolf and empowers it, granting those werewolves with spellcasting ability further power to strengthen their allies and terrify their prey.

The Pack of the Wyrd Howl ritual must be performed during a storm, the more severe, the better. All the pack members gather together and build a fire that they must keep lit against the weather. Any pack members capable of casting spells must cast one spell of each level up to the highest level spell they can cast into the fire. Once this is complete, the pack members run through the fire, burning the runes of the ritual into their fur.

**Ritual Benefits:** Pack members treat spells cast on them by other pack members as being cast at a caster level 2 higher than normal.

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## RITUAL FEAT

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**Song of the Wyrd Howl** [teamwork, combat]

**Prerequisites:** Must have completed the Pack of the Wyrd Howl Ritual

**Benefits:** When under the effects of a spell cast on you by a pack member, you gain Spell Resistance equal to 11+ your character level against spells cast by creatures who are not members of your pack.

**Alpha Benefits:** The Alpha may spend a move action to extend the effects of a single spell, spell like ability, power or psi like ability affecting her pack members by one round. Spells extended this way must have the same source. For example, if two different pack members cast *haste* on themselves, only one *haste* could be extended this way.

## ARCHETYPES

Presented below are four new werewolf-themed archetypes for use in your game.

### Moonlight Meditant

#### (Soulknife Archetype)

Some infected by lycanthropy become monsters, stalking the night to slake their newfound thirst for the hunt. Others resist the affliction and remain as they are, continuing their normal lives with a slightly more beastly bent. Moonlight meditants look inwards, seeking to purge the curse from themselves with precise, destructive psionics. By permanently imbuing themselves with the essence of their mind, they warp their bodies and devour their curse, warding themselves from the transformation and becoming something new entirely.

**Transcendent Werewolf (Ex):** A moonlight meditant possesses a unique strain of lycanthropy, having altered his curse and returned himself to an approximation of his original being. A moonlight meditant cannot become a werewolf or lycanthrope, and loses such templates if he possesses them when he takes his first moonlight meditant level (see the “Ex-Werewolves” sidebar for more details). In addition, at 1st level, he gains the shapechanger subtype and a shifting feat he qualifies for as a bonus feat. He can change this bonus feat to another shifting feat he qualifies for whenever he rests for at least 8 hours. This ability replaces the bonus feat gained at 1st level.

**Moonsilver Blade (Su):** A moonlight meditant’s name comes from the unique appearance of his abilities. Part of the transformation a moonlight meditant underwent involved using his power to shield himself from the light of the moon, passively cutting apart moonbeams and weaving them into his body with his psionic power. Rather than a normal mind blade, a moonlight meditant gains the ability to wrap himself in a silvery projection of energy, forming phantom claws, fangs, and musculature to take a form much like a werewolf. Any shifting feats he possesses take on a similar appearance when used, rather than truly transforming him (if a shifting feat would remove part of his body or reduce his size, he seems to compress as he surrounds himself with silvery light).

At 1st level, a moonlight meditant’s mind blade takes the form of a primary bite or 2 primary claw attacks, chosen when he forms his mind blade. These attacks deal damage as appropriate for the moonlight meditant’s size, and may shift their location freely, allowing the moonlight meditant to make attacks with any part of his body (though they still count as being on his hands

and head for the purposes of using other natural or manufactured weapons). The moonlight meditant may hold or otherwise use objects (such as shields) in his hands while attacking, but may not use a hand to attack with a manufactured weapon in the same round he used that hand to attack with a claw.

The moonlight meditant’s mind blades are treated as silver for the purposes of vulnerabilities and overcoming damage reduction, in addition to any other material types they might be. The moonlight meditant may use any of his supernatural moonlight meditant class features that rely on the use of his mind blade in *antimagic fields* and *null-psionics fields*, so long as he succeeded on the Will save to maintain his mind blade. The moonlight meditant’s claws and bite do not benefit from *amulets of mighty fists* and similar effects; their own enhancement bonus and abilities from the enhanced mind blade class feature apply instead.

Starting at 6th level, a moonlight meditant gains both his bite attack and his claw attacks when he forms his mind blade, rather than one or the other. He cannot form any other mind blades.

This ability alters form mind blade, and otherwise functions as the soulknife’s form mind blade class feature.

**Savage Pursuit (Ex):** During his turn, a moonlight meditant can move up to 5 feet as a free action without provoking attacks of opportunity before each attack he makes with his mind blade; after this movement he may make his attack against any target within reach from his new position. The moonlight meditant cannot make an attack in this fashion against opponents he cannot reach from his new position. At 4th level, he can move up to 10 feet before each attack with his mind blade, rather than 5 feet; at 8th level, he can move up to 15 feet, and at 16th level, he can move up to 20 feet before each attack. A moonlight meditant may use this ability in the same turn he takes a 5-foot step, and vice-versa. This ability replaces throw mind blade.

#### EX-WEREWOLVES

If a werewolf or lycanthrope takes a level of moonlight meditant, they lose their template. At the GM’s option, they may immediately exchange the template for its equivalent in moonlight meditant levels. For example, of a werewolf using the template presented in this book entered the moonlight meditant class and had previously been one level behind the rest of the party as a result of their template, they should be allowed to gain an extra moonlight meditant level to make up for it.

# LORDS OF THE WILD

**Blade Skills:** A moonlight meditant cannot choose the Alter Blade, Discipline Blade Shapes, Empowered Fist, Emulate Melee Weapon, Emulate Ranged Weapon, Mind Daggers, Telekinetic Blade, or Telekinetic Bolt blade skills. Blade skills that change the form of his mind blade instead apply their effects to his mind blade without changing how the weapon functions. For example, a moonlight meditant with the Mindflayer blade skill would still gain the ability to expend his psionic focus for an added effect on an attack, but would not transform his mind blade into a whip. This ability alters blade skills, but does not cause the moonlight meditant archetype to be incompatible with other archetypes that alter the blade skills class feature.

**Enhanced Mind Blade (Su):** Starting at 3rd level, all of a moonlight meditant's natural attacks (including those from his mind blade) gain an enhancement bonus on attack and damage rolls equal to his mind blade's maximum enhancement bonus (so +1 at 3rd level, +2 at 6th level, +3 at 9th level, and so on). In addition, he treats his natural weapons as both magic and silver for the purposes of vulnerabilities and overcoming damage reduction.

The moonlight meditant's bite and claw mind blades gain their normal progression of abilities, and do not need the normal +1 minimum enhancement bonus before gaining weapon special abilities. In effect, they automatically gain their maximum enhancement bonus (as listed above), then can have their normal total bonus spent entirely on special abilities. When a moonlight meditant chooses how he enhances his mind blade, his bite and each of his claws can be given their own combinations of weapon special abilities. These abilities must be able to be applied to the mind blade in question, and this ability otherwise functions as the normal soulknife's enhanced mind blade class feature, including the list of special abilities the moonlight meditant can draw from and the total bonus of abilities he can assign to his mind blades. Unlike most weapons, a moonlight meditant's mind blades can have a total bonus greater than +10 (up to a maximum of +14 at 19th level, between their enhancement bonus and abilities), and each of his mind blades gains the full bonus from enhanced mind blade, rather than being reduced like a normal soulknife with multiple mind blades.

This ability alters enhanced mind blade.

**Moonsilver Body (Su):** At 3rd level, a moonlight meditant gains damage reduction 1/silver. At 7th level and again at every four moonlight meditant levels thereafter, this damage reduction increases by 1. This ability replaces psychic strike.

**In Wolves' Clothing (Su):** At 4th level, a moonlight meditant's mind blade extends beyond the mere projection of weaponry; he can call into being a bestial form as well. While his mind blade is drawn, he surrounds himself with an armorlike "shell" of energy that acts as a buffer against blows and enhances his physical abilities. This shell does not interfere with his existing armor or

## HIGH-PSIONICS SOULKNIVES

As noted in *Psionics Augmented: Soulknives*, some GMs running higher-magic and psionics campaigns may find it reasonable to add the manifesting and power progression of the gifted blade archetype to all soulknives by default, to create a more a more "psionic" soulknife. This gives the soulknife more of a competitive edge in a world where manifesting and/or magic is highly dominant, without compromising the combat focus of the class. The gifted blade archetype adds some additional flexibility both in and out of combat, and lets the soulknife stand as both a combative and psionic equal to classes like the psychic warrior and marksman.

In games with higher levels of expertise, powerful classes and abilities, or just generally better toys available to characters, we at Dreamscarred Press recommend adding the gifted blade archetype's manifesting abilities to the soulknife as well.

When using this variant, levels in prestige classes that advance a soulknife's gifted blade manifesting also advance their enhanced mind blade ability as if they had gained a level in soulknife. The inverse is also true; levels that advance a soulknife's mind blade advance the soulknife's gifted blade manifesting at an equal rate (if the character possesses manifesting from another source, it is not advanced by such prestige classes). If a class advances both the soulknife's manifesting and their mind blade (such as the dark tempest in Ultimate Psionics), then the soulknife's manifesting and mind blade are advanced independently. If the soulknife possesses levels in another manifesting class, they may still choose to advance that class' manifesting, and also progress their mind blade abilities (but not their gifted blade manifesting) as normal.

For example, a soulknife/psychic warrior who took levels in dark tempest would add their dark tempest level to their soulknife level for the purposes of determining the effectiveness of their mind blade. Then, at each level of the prestige class, they would have to choose whether that level added its manifesting progression to their gifted blade manifesting or psychic warrior manifesting.

any items he wields, and he can still act freely. This shell gives him a pool of temporary hit points and a +10-foot bonus to each of his speeds. This pool of temporary hit points has a maximum total equal to twice the moonlight meditant's class level, and refreshes to its full amount whenever the moonlight meditant rests for at least one minute. He only gains these temporary hit points while his mind blade is drawn, and the pool retains the same total when he dismisses and reshapes his mind blade. As long as the moonlight meditant is wielding his mind

# LORDS OF THE WILD

blade and has at least one temporary hit point from it, he also gains a deflection bonus to his AC equal to his Constitution bonus (if any).

The moonlight meditant does not lose this shell when his pool of temporary hit points runs out; each time the moonlight meditant hits a creature with his mind blade, he regains a number of temporary hit points equal to his Constitution bonus (minimum 1), adding them to the pool up to its normal maximum.

In addition, the moonlight meditant has the ability to expand the projection of his mind blade. While he wields his mind blade, he can increase his size by up to one size category as a free action. He can return to his normal size (or later change to a different size) as a free action. At 8th level, he can increase his size by up to two size categories, and at 16th level, he can increase his size by up to three size categories. These size increases do not stack with other effects that would increase the moonlight meditant's size, and his ability scores do not change when he grows or shrinks. Instead, the moonlight meditant gains a +2 size bonus to his Strength and Dexterity scores while he wields his mind blade, regardless of his size. These bonuses increase to +4 at 8th level and +6 at 16th level.

The moonlight meditant does not take size penalties from growing using this ability; for example, a moonlight meditant that grew from Medium to Large size would gain his +1 special size bonus on CMB checks, but would not take the normal -1 penalty to his AC and attack rolls for being Large. If his normal size is smaller than Medium, he retains his normal size bonus to AC and attack rolls.

This ability replaces the blade skill gained at 4th, 8th, and 16th levels.

**Quick Draw (Su):** At 5th level, a moonlight meditant can manifest his mind blade (or blades) as a free action, including the shell from his in wolves' clothing class feature. He may still only do this once per round. At 15th level, he may do so even if it isn't his turn, and may change size with his in wolves' clothing ability as part of the same action. This ability alters quick draw.

**Controlled Composition (Su):** At 12th level, a moonlight meditant gains more control over the shape of his abilities, allowing his form to change fluidly to suit the situations. When he wields his mind blade, he gains a +2 bonus to either his Strength or Dexterity score. This stacks with the bonuses from his in wolves' clothing class feature, and he can change which ability score this bonus is added to when he assigns his mind blades' weapon special abilities.

In addition, he can alter the composition of his shell and how it interacts with the world, allowing him to lift off the ground, move freely through liquids, and stick to sheer surfaces. He gains a fly speed with good maneuverability, a swim speed, and a climb speed, each equal to his base land speed (plus the bonus from his in wolves' clothing class feature). He gains the aquatic subtype while he is underwater. The moonlight meditant

may also squeeze through areas of at least half his size without penalty. This ability replaces the blade skill gained at 12th level.

## Silverblade Hunter (Fighter Archetype)

Some warriors are known for their skill in battle, others for their mastery of their weapons. Silverblade hunters are those who have trained in the use of true silver, refining their skills beyond those of normal warriors by taking advantage of the weightlessness native to their preferred metal.

**Instinctive (Ex):** Silverblade hunters gain 2 additional skill ranks each level. These ranks must be spent on Wisdom-based skills. All Wisdom-based skills are class skills for silverblade hunters. This ability replaces the silverblade hunter's proficiency with heavy armor and tower shields.

**Mithral Armament:** When a silverblade hunter begins play or takes his first silverblade hunter level, one of their weapons can be upgraded using a specialized forging process. The resulting weapon is treated as mithral in all ways (even if it was previously of a different special material, or even a weapon not made of metal), except that the secrets of its use are unique to the silverblade hunter. All other creatures treat this weapon as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This does not add any value to the weapon; the weapon can still be sold for its normal value.

**Mithral Armor Training:** Beginning at 3rd level, a silverblade hunter's armor training applies only while wearing mithral armor.

In addition, while wearing mithral armor, the armor is treated as one size category lighter for all purposes, including proficiency. This is a modification to the normal rules for mithral armor.

The ability alters armor training

**Mithral Weapon Training:** Beginning at 5th level, a silverblade hunter's weapon training applies to all mithral weapons, rather than weapons of a specific weapon group.

Every four levels thereafter (9th, 13th, and 17th), the silverblade hunter may choose an additional weapon group. For the purposes of the fighter's versatile training class feature and similar abilities, the mithral weapon group's associated skills are Acrobatics and Sleight of Hand.

Additionally, a silverblade hunter treats mithral weapons as one weapon category lighter when it would be beneficial to him. For example, he may use Weapon Finesse with a mithral longsword because he may treat it as a light weapon instead of one handed.

This ability alters Weapon Training

# LORDS OF THE WILD

## Unshackled Rager

### (Bloodrager Archetype)

The unshackled rager draws power from their kinship with the primal wolf. Descended in part from the chained beast, Fenris, these savage bloodragers inherit both his might and his imprisonment, and yearn to unleash the caged beast within.

**Unshackled Might:** The strength of Fenris' blood burns out other bloodlines. All unshackled ragers are of his bloodline, and his alone. He does not gain a bloodline like a normal bloodrager does.

At 6th level and again at every three levels after, an unshackled rager gains a bonus feat drawn from the following list: Dirty Fighting, Eldritch Claws, Improved Trip, Iron Will, Seize the Opportunity, Skill Focus (Survival), and Vital Strike.

In addition, at 7th, 10th, 13th, and 16th levels, an unshackled rager adds a spell to his spells known and spell list:

7th: *Lunar vitality*

10th: *Enemy's heart* Pathfinder Roleplaying Game: Advanced Race Guide

13th: *Greater magic fang*

16th: *Moonstruck* Pathfinder Roleplaying Game: Advanced Player's Guide

The ability replaces bloodline, but counts as a bloodline for purposes of meeting prerequisites and requirements.

**Maw of the Wolf (Ex):** At first level, the unshackled rager grows a powerful set of jaws. These jaws are treated as natural weapons, allowing him to make a bite attack his your full base attack bonus. This is a primary natural attack that deals 1d6 points of damage for a Medium unshackled rager.

If the unshackled rager already possess a bite attack, then he may treat himself as one size category larger for the purposes of his bite's damage. This stacks with other size increases, including other virtual ones, such as the increase from his lupine frenzy.

This ability replaces the bloodline power gained at 1st level.

**Lupine Frenzy (Su):** The unshackled rager is a beast in human form. At 1st level, an unshackled rager can enter a lupine frenzy for a number of rounds per day equal to 4 + his Constitution modifier. For each level after 1st, the unshackled rager can frenzy for 2 additional rounds per day. Temporary increases to Constitution, such as that gained from *bear's endurance*, don't increase the total number of rounds that an unshackled rager can frenzy per day. An unshackled rager can enter a lupine frenzy as a free action. The total number of rounds of lupine frenzy per day is renewed after resting for 8 hours, although these hours need not be consecutive.

While in a lupine frenzy, an unshackled rager gains a +2 bonus on melee attack rolls and Will saving throws, and is treated as two size categories larger when determining the damage of his bite

attack. In addition, he takes a -2 penalty to his AC. He also gains 2 temporary hit points per Hit Die. These temporary hit points are lost first when a character takes damage, disappear when the lupine frenzy ends, and are not replenished if the unshackled rager enters a lupine frenzy again within 1 minute of his previous lupine frenzy. While in a lupine frenzy, an unshackled rager cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration (such as spellcasting).

An unshackled rager can end his lupine frenzy as a free action. When the lupine frenzy ends, he's fatigued for a number of rounds equal to twice the number of rounds spent in the lupine frenzy. A unshackled rager cannot enter a new lupine frenzy while fatigued or exhausted, but can otherwise enter lupine frenzy multiple times during a single encounter or combat.

This ability replaces bloodrage, but counts as that class feature for the purposes of prerequisites and



# LORDS OF THE WILD

requirements as well as for the purposes of effects such as class features, feats, magic item abilities, and spells.

**Patient Hunter (Ex):** At 4th level, an unshackled rager gains the feral patience of the legendary wolf, fortifying his body. Whenever the unshackled rager takes damage, a portion of this damage is delayed until the end of his next turn. Delaying damage does not require an action, and happens automatically. The unshackled rager may delay up to 1/4 his maximum hit points in this way at any given time.

When the unshackled rager delays damage, he deducts that damage from the amount he would have taken after applying any damage reduction, resistances, or other defenses he may have, then is dealt to him at the end of his next turn. The delayed damage cannot be reduced or resisted in any way, as it is already considered to have been "dealt."

For example, an unshackled rager with a maximum hit point total of 40 could delay up to 10 points of damage each round. If he took 8 points of damage from a single attack, all 8 points of damage would be added to his delayed damage pool, and he would be unharmed for the time being. If he then took an additional 11 points of damage, only 2 points of damage would be deducted and added to the pool, and he would take the remaining 9 points of damage. Then, at the end of his next turn, he would take the 10 points of delayed damage, and his pool's total would return to 0.

Healing in excess of the unshackled rager's maximum hit points can be applied to his delayed damage pool, effectively allowing him to heal away damage before it occurs.

This ability replaces the bloodline power gained at 4th level.

**Wolf's Cunning (Ex):** At 8th level, an unshackled rager gains the trip special attack with his bite, allowing him to make a trip attempt against a target as a free action without provoking an attack of opportunity if he hits them with his bite attack. If the attempt fails, the unshackled rager is not tripped in return. This ability replaces the bloodline power gained at 8th level.

**Greater Lupine Frenzy (Su):** At 11th level, an unshackled rager's bonus on melee attack rolls and Will saves while frenzying increases to +3, and he is now treated as three size categories larger for determining the damage die of his bite. In addition, the amount of temporary hit points gained when entering a frenzy increases to 3 per Hit Die, and upon entering a lupine frenzy, the unshackled rager can apply the effects a bloodrager spell he knows of 2nd level or lower to himself. The spell must have a range of touch or personal. If the spell's duration is greater than 1 round, it instead lasts for the duration of the lupine frenzy. This use consumes a bloodrager spell slot, as if he had cast the spell; he must have the spell slot available to take advantage of this effect.

This ability replaces greater bloodrage, but counts as that class feature for the purposes of prerequisites and

requirements as well as for the purposes of effects such as class features, feats, magic item abilities, and spells.

**Unshackled (Su):** At 12th level, while in a lupine frenzy, the unshackled rager functions as if under the effects of the *freedom of movement* spell. This ability replaces the bloodline power gained at 12th level.

**Wolf's Savagery (Su):** At 16th level, while in a lupine frenzy, the unshackled rager may devour the life force of his foes. Whenever he deals damage with his bite attack, he can reduce his current delayed damage pool from the patient hunter class feature by up to half its current total. He does not take this damage. This ability replaces the bloodline power gained at 16th level.

**Unending Frenzy (Su):** At 17th level, an unshackled rager is no longer fatigued at the end of his lupine frenzy. If he enters a lupine frenzy again within 1 minute of ending one, he doesn't gain any temporary hit points from that frenzy. This ability replaces tireless bloodrage.

**Herald of the End Times (Su):** At 20th level, the unshackled rager may spend 2 rounds of lupine frenzy to take an action he otherwise would be denied (such as a standard action while nauseated). This may be done multiple times per round, allowing him to effectively ignore a condition such as paralysis' effects on his actions (but not any other effects it might have). This ability replaces the bloodline power gained at 20th level.

**Mighty Lupine Frenzy (Su):** At 20th level, an unshackled rager's bonus on melee attack rolls and Will saves while frenzying increases to +4, and he is treated as four size categories larger for determining the damage die of his bite. In addition, the amount of temporary hit points gained when entering a frenzy increases to 4 per Hit Die, and the spell he can apply to himself at the beginning of a lupine frenzy due to the greater lupine frenzy class feature is not limited to only spells of 2nd level or lower. This ability replaces mighty bloodrage.

## Wild Huntmaster (Dread Archetype)

The wild huntmasters are the master of the primal fear of the hunt. They call upon packs of spectral beasts to spread terror where they go.

**Class Skills:** A wild huntmaster adds Survival (Wis) to his list of class skills.

**Collective (Su):** A wild huntmaster learns to use psionic power to connect willing minds through an internal network that strengthens their psychic bonds. As a standard action, a wild huntmaster can join a number willing targets into her collective equal to her key ability modifier or half her wild huntmaster level, whichever is higher. The wild huntmaster must have line of sight to each target, each target must have a Wisdom score of at least 1, and all targets must be within Medium range (100 ft. + 10 ft. per class level). The wild huntmaster is always considered a member of her own collective, and does not count against this limit.

The wild huntmaster can choose to remove a member as a free action on her turn, and any member can

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voluntarily leave the collective as a free action on their turn. Any member whose Wisdom drops to zero or who moves out of range of the collective is automatically removed. If a member enters a null psionics field, the connection to the collective is suppressed until that member leaves the field. A member who leaves the collective for any reason immediately loses any and all benefits they may have gained from being a member. A wild huntmaster is aware of the status of her collective and can, roughly, sense the presence of each member, although beyond telling if such a creature is still a member, this has no mechanical benefit until higher levels (see telepathy and become the beast, below).

A wild huntmaster can manifest certain powers through her collective. If a wild huntmaster power specifies one or more willing targets (or is harmless) and has a range greater than personal, she can manifest this power on a member of her collective regardless of the range of the actual power. All other non-range restrictions still apply. She may also manifest any power with the Network descriptor this way, regardless of their actual ranges or targets. If she is capable of manifesting powers or casting spells from a different class (as is the case for a multiclass wild huntmaster), any compatible spell or power with a range greater than touch can also be used through the collective.

If a member of the collective dies, the member is removed from the collective and the wild huntmaster must make a Fortitude save (DC 15) or lose 1 power point for every Hit Die of the fallen member and be sickened for an equal number of rounds.

At 15th level, a wild huntmaster's collective range is limitless on the same plane as the wild huntmaster.

At 19th level, a wild huntmaster's collective reaches even across to other planes and dimensions.

**Hunting Pack (Su):** At 1st level, a wild huntmaster is able to create phantoms of pure terror to fill her pack. As a full-round action, she can fill the remaining slots in her collective with her hunting pack, up to her maximum number of beasts. She can fill up to one slot, plus one additional slot for every 4 class levels (to a maximum of 6 at level 20). The hunting pack arrives immediately, each beast sharing her space, and acts as if she had directed it to take a full turn. On each turn thereafter, it acts on its creator's initiative count. It is always created at its full hit points, based on the amount of collective slots it takes up.

The hunting pack's statistics are based on the wild huntmaster's class level, Charisma modifier, and the size of the hunting pack. The wild huntmaster can direct her hunting pack to take a full turn as a standard action, or can direct a single part of it as a move action (see the Hunting Pack stat block, below). The wild huntmaster can dismiss her hunting pack as a free action.

This ability replaces devastating touch.

## HUNTING PACK

The following stat block is based on a wild huntmaster with a Charisma score of 10. As a rule of thumb when building a wild huntmaster, add the huntmaster's Charisma modifier to her hunting pack's AC and touch AC, attack rolls, damage rolls, and Reflex saves. The hunting pack uses its creator's wild huntmaster level as its base attack bonus.

### HUNTING PACK

**XP 0** (included with creator)

**N** Medium construct (incorporeal)

**Init** same as creator; **Senses** darkvision 60 ft., low-light vision, sense fear, Perception +0

### DEFENSE

**AC** 10, touch 10, flat-footed 10 (+0 Dex, see below)

**hp** 1/4 creator's class level × twice creator's Charisma bonus (if any) × the number of spaces occupied by the hunting pack

**Fort** +0, **Ref** +0 (see below), **Will** +0

**Defensive Abilities** incorporeal; **Immune** construct traits

### OFFENSE

**Speed** 40 ft.

**Melee** incorporeal bites † (1d6+ creator's Charisma modifier). The attack bonus of the hunting pack's bite is equal to its creator's class level + its creator's Charisma modifier. Its bites strike against touch AC, deal full damage to corporeal creatures, and automatically overcome damage reduction.

**Space** special; **Reach** 5 ft.

### STATISTICS

**Str** —, **Dex** creator's Charisma score, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk**, **CMB** creator's class level; **CMD** 10 + creator's class level + creator's Charisma modifier (can't be tripped)

**SQ** beasts of the hunt, fear given form, sense fear

### SPECIAL ABILITIES

**The Art of Terror (Su):** The hunting pack is able to use any combat feats that its master possesses. The pack does not need to meet the prerequisites of the feats in order to use them.

**Beasts of the Hunt (Su):** A hunting pack is a group of terrifying spectral beasts, and takes a unique form rather than having the space and reach of a normal creature. When the wild huntmaster forms her hunting pack, she fills all the remaining spaces in her collective with its beasts. For each space she filled, the hunting pack gains a single 5-foot space, called a beast, to act through (treat each beast as a Medium creature for determining where it can move). It can make attacks

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from any of its beasts, and attacks against any beast affect the whole hunting pack.

The hunting pack does not take actions on its own; it must be directed by the wild huntmaster in order to act. When the hunting pack is directed to take a full turn, it can move each of its beasts up to its speed as a move action and can make up to a single attack with each of its beasts as a standard action. When it is directed as a move action, a single one of its beasts can move and attack, and the rest do not act. The hunting pack can still take swift and free actions without being directed, if it has reason to do so. The hunting pack threatens squares as if it were in the space of each beast, though as it is only one creature, it can normally only a single attack of opportunity each round.

If the hunting pack is hit by an effect that targets an area, it is only affected once, regardless of how many beasts are caught within the effect.

**Fear Given Form (Su):** Hunting packs are formed from their creator's psionic power, and as such, cannot stray beyond it. If one of the hunting pack's beasts strays outside the range of its creator's collective, it winks out and reappears in its creator's space. Hunting packs have a Dexterity score equal to their creator's Charisma score, a base attack bonus equal to their creator's wild huntmaster level, and hit points equal to their creator's wild huntmaster level times their creator's Charisma modifier for each beast in the hunting pack (see above). The hunting pack cannot act on its own, and must be directed to act during the wild huntmaster's turn. A

hunting pack can share its space with other creatures or its own beasts freely.

**Sense Fear (Su):** A hunting pack can sense all creatures within 60 feet that are currently shaken, frightened, panicked, or otherwise affected by a fear effect. This ability functions as blindsight, except that it ignores line of effect and can even sense such creatures through walls or other obstacles.

## WHAT IS A HUNTING PACK?

A hunting pack can be many things, but in the end its beasts are all projections of the wild huntmaster's own psyche. If the huntmaster is a werewolf, they might take the form of a shadowy pack running alongside him, while a man who is done being afraid could call up spectral manifestations that resemble those he has lost to fear. A third example could be something resembling the Wild Hunt of the Sidhe, with the huntmaster bringing forth a pack of wolfhounds against which her foes can only flee.

**Track (Ex):** A wild huntmaster adds half her class level (minimum +1) to Survival skill checks made to follow tracks. This ability replaces fearsome insight.

**Spirit of Many (Su):** A wild huntmaster of 2nd level gains special abilities when manifesting powers with the Network descriptor. She can manifest these powers on any member of her collective, even if they are out of





# LORDS OF THE WILD

the power's range or would normally be immune to the power. Whenever a wild huntmaster manifests a power with the Network descriptor targeting only members of her collective, the power loses the mind-affecting descriptor (if it had it) and bypasses any power resistance, although it still provokes an attack of opportunity to manifest as normal. Network powers manifest only on members of the collective never allow saving throws – their saving throw entry becomes “None,” although if the power specifies a subsequent saving throw, subjects attempt those saves normally. The wild huntmaster also adds the following augment to all powers with the network descriptor:

**Augment:** For every additional power point you spend, you can choose an additional target, so long as the target is a member of your collective.

**Terror of the Pack (Su)** At 2nd level, a wild huntmaster, gains the ability to channel her terrors through her hunting pack. When she spends a swift action to activate her terror class feature, any effect that would trigger when she hit with a devastating touch instead applies on the next attack that hits from her hunting pack. This ability alters channel terror.

**Telepathy (Su):** When a wild huntmaster reaches 3rd level, all willing members of her collective (including the wild huntmaster herself) can communicate with each other telepathically, even if they do not share a common language. Psionic creatures who are willing members in a wild huntmaster's collective (including the wild huntmaster herself) may manifest unknown powers from powers known by another willing psionic creature in the collective as if they were making physical contact.

A wild huntmaster may temporarily deactivate, and reactivate, this ability as a swift action.

**Will-Breaking Snap (Su):** Starting at 3rd level, whenever a wild huntmaster's hunting pack hits a creature with its bite attack, that creature loses any immunity it has to fear effects for a number of rounds equal to the wild huntmaster's Charisma modifier. If the creature was not immune to fear effects, they instead take a –4 penalty on saving throws against the wild huntmaster's fear effects for the same duration.

At 14th level, this ability improves; the hunting pack now removes immunity to mind-affecting effects in addition to fear effects when it hits a creature with its bite attack, and the penalty on saving throws if the creature is not immune expands to all of the wild huntmaster's mind-affecting effects.

This ability replaces aura of fear.

**Become the Beast (Su):** At 11th level, the wild huntmaster's power over her pack grows. She can manifest the beasts of her pack around a member of her collective, granting them new power. As a standard action, she can cause a willing ally in her collective to temporarily gain the werewolf template (see Chapter 1) and immediately take hybrid form. The wild huntmaster chooses the new werewolf's weapon of the beast, and the ally remains a werewolf for a number of rounds equal to

the wild huntmaster's class level. The wild huntmaster can use this ability a number of times per day equal to her Charisma bonus (minimum 1).

An ally affected by this ability is treated as part of the wild huntmaster's hunting pack for the purposes of her terror of the pack and will-breaking snap class features. This ability replaces shadow twin and twin fear.

**Join the Pack (Su):** At 20th level, the wild huntmaster has become a true master of fear. When her hunting pack successfully hits a panicked creature within the range of her collective, she can expend a use of her become the beast class feature to forcibly convert that creature. That creature must succeed at a Will save (DC 20 + the wild huntmaster's Charisma modifier) or be affected as if by a *dominate monster* spell with a caster level of 20. They stop being panicked and temporarily become a werewolf for as long as they are dominated, as if the wild huntmaster had used her become the beast class feature on them. This ability replaces fear incarnate.

## PRESTIGE CLASSES

Presented in this section you will find three new prestige classes.

### FORMLESS MASTER

The body is a plaything of the mind. This is a lesson that any shapeshifter is familiar with, but for most it remains only an interesting bit of philosophy. Not so for the formless masters, the peerless masters of their own body. Formless masters forsake their original appearance in exchange for nearly unparalleled skill at modifying their form. They adopt new personas and forms with the ease which most people change clothing. No matter the form they take though, a formless master always remains true to himself.

**Hit Die:** D8

#### REQUIREMENTS

To qualify to become a formless master, a character must fulfill all the following criteria.

**Base attack bonus:** +4.

**Feats:** Three shifting feats.

**Special:** Must be able to change shape in one of the following five ways:

Change shape supernatural ability (aranea, hound archon, barghest, doppelganger, rakshasa, etc.).

Shapechanger subtype.

*Polymorph* as a spell-like ability (astral deva, planetary, solar, couatl, marilith, bronze dragon, gold dragon, silver dragon, efreeti, night hag, ogre mage, pixie, etc.).

Able to cast the *Polymorph* spell.

Wild shape or similar class feature (druid).

#### CLASS SKILLS

The class Skills for the formless master are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Intimidate (Cha), Fly (Dex), Knowledge (Nature) (Int),

Survival (Wis) and Swim (Str).

**Skill Ranks at Each Level:** 4 + Int modifier.

#### CLASS FEATURES

All of the following are the class features of the formless master prestige class.

**Weapon and Armor Proficiencies:** Formless masters gain no additional weapon or armor proficiencies.

**Bonus Shifting Feat (Ex):** At 1st level and every odd level, the Formless Master gains a bonus shifting feat. He must meet the prerequisites for these feats as normal.

**Minor Change Shape (Su):** The formless master takes whatever shape he desires, even that of another person. As a standard action, the formless master can assume the appearance of another person as if using a *disguise self* spell, except that the changes are entirely physical in nature rather than illusory (and thus not subject to will saves to disbelieve the appearance), and he may not alter his clothing or equipment. His ability scores do not change when he uses this ability, although he may lose access to natural attacks (such as claws) if he does not include them in his alternate appearance. The formless master can disguise himself as specific individuals with this ability, and receives the normal bonus for magical alteration when using it to make disguises.

**Sudden Reach (Su):** A formless master of 2nd level or higher can suddenly stretch his limbs, neck, or other appendages outward, increasing his natural reach by 5 feet. Unlike most creatures, formless masters don't appear to have a longer reach until they actually use it.

**Class Features:** At 2nd, 3rd and 4th level, a formless master advances class features just as if he had gained a level in a class he belonged to previously. He does not, however, gain any other benefit that a member of that class might have gained (such as Hit Dice, base attack bonus increases, or skill points). This essentially means that he adds those levels of formless master to his levels of the previous class and determines his class features (such as power points, initiator level, spellcasting, or

**Table: Formless Master**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Class Features
1st	+0	+1	+1	+0	Bonus shifting feat, minor change shape	-
2nd	+1	+1	+1	+1	Sudden reach	+1 level of existing class
3rd	+2	+2	+2	+1	Bonus shifting feat	+1 level of existing class
4th	+3	+2	+2	+1	Unbounded ability	+1 level of existing class
5th	+3	+3	+3	+2	Bonus shifting feat, truth of form	-

# LORDS OF THE WILD

bonus feats) accordingly. If the character had more than one class before he became a formless master, he must choose one of them to augment with this benefit; once made, this choice cannot be changed.

**Unbounded Ability (Ex):** At 4th level, the formless master's unchecked mastery over his personal physique is so great that he can precisely alter his form to better suit his immediate needs. Whenever the Formless Master activates a shift, he gains a +4 bonus to his choice of Strength, Dexterity or Constitution for the duration of the shift. If the formless master activates a new shift while still under the effects of his current shift, he can choose to alter his ability score bonus from unbounded ability. He does not gain additional ability score increases from having multiple shifts active at one time.

**Truth of Form (Su):** The formless master has achieved perfect mastery of self, and thus through his ability to change his appearance at a whim, stumbled across a part of his true nature. At 5th level, the formless master selects one shifting feat he possesses with a 1 hour duration shift. He may increase the duration of that shift's ability to 24 hours, and may maintain it even through alternative shifts.

## GREATER WEREWOLF

Some werewolves view their condition as a curse, something to be shunned or feared for. Some view it as a simple fact of life, a change from what they were before. But some embrace the beast now within them. The transformation wasn't just a change in what they were, but in who. They are a werewolf, and that defines them. They are the fury of the wild, the rage of the accursed man. These are the traits that mark a greater werewolf.

Greater werewolves can come from anywhere, the turn of mind manifesting more with reaction to the condition than prior experience. However, those with a closer bond to the natural world seem more inclined to fully embrace their new forms.

**Hit Die:** d10

### REQUIREMENTS

To qualify to become a greater werewolf, a character must fulfill

all the following criteria.

**Skills:** Survival 3 ranks.

**Feats:** Feral Vitality.

**Special:** You must be a werewolf.

### CLASS SKILLS

The class skills for a greater werewolf are Handle Animal (Cha), Knowledge (Nature) (Int), Perception (Wis), and Survival (Wis)

**Skill Ranks at Each Level:** 4 + Int Modifier.

### CLASS FEATURES

All of the following are class features of the greater werewolf prestige class.

**Weapon and Armor Proficiency:** Greater werewolves gain no proficiency with any weapon or armor.

**Class Features:** At 2nd level, and again at 4th level, the greater werewolf advances class features just as if he had gained a level in a class he belonged to previously. He does not, however, gain any other benefit that a member of that class might have gained (such as Hit Dice, base attack bonus increases, or skill points). This essentially means that he adds those levels of greater werewolf to his levels of the previous class and determines his class



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**Table: Greater Werewolf**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Class Features
1st	+1	+1	+0	+0	Armor of the beast, instinct of the beast	-
2nd	+2	+1	+1	+1	Heart of the beast	+1 level of existing class
3rd	+3	+2	+1	+1	Nature of the beast	-
4th	+4	+2	+1	+1	Armory of the beast	+1 level of existing class
5th	+5	+3	+2	+2	Life of the beast	-

features (such as power points, initiator level, and bonus feats) accordingly. If the greater werewolf had more than one class before he became a greater werewolf, he must choose one of them to augment with this benefit; once made, this choice cannot be changed.

**Armor of the Beast (Ex):** The greater werewolf's hide is truly resistant to all but silvered weapons. He increases the DR/silver gained from the werewolf template by his class level.

**Instinct of the Beast (Ex):** The greater werewolf is more in touch with his primal instincts, fortifying his mind against intrusion. At first level he increases his Wisdom by 2 and gains Iron Will as a bonus feat.

**Heart of the Beast (Ex):** The greater werewolf is often recognized among wolves as more beast than man, and as a creature of power. At second level, he may use *charm animal* at will on creatures that would be affected by his Lycanthropic Empathy.

**Nature of the Beast (Ex):** Starting at third level, the greater werewolf may change between his forms as a free action. Once per round, he may change even when it is not his turn.

**Armory of the Beast (Ex):** At fourth level, the greater werewolf may choose a second weapon of the beast. If he chooses a weapon of the beast that grants a natural weapon he already possesses, he does not gain additional natural weapons, but is able to use his original natural weapon for both weapons of the beast. For example, a greater werewolf who initially chose the savage claws option could choose mighty jaws or vicious bite, gaining the full effects of the weapon of the beast. However, if he chose inescapable claws, he would not gain a new pair of claw attacks. Instead, his existing claws from savage claws would gain the grab ability, and he would gain the associated feats and constrict ability.

**Life of the Beast (Su):** At fifth level, the greater werewolf unlocks the true vitality of the legendary monster. He gains regeneration 5/silver.

## VARSÄRK

Many barbarian tribes worship legendary beasts as the totems of their clan, drawing strength from the animals' stories and power. Most such tribes worship a multitude of animals, choosing the one whose spiritual fortitude best aligns with the goals of the tribe at the time. But in the harsh tundras far from the warmth of the world, the primal spirits are more powerful, and less forgiving of such disloyalty. In these frozen lands, the never ending winters are home to the great wolf spirits Skoll and Hati, who are destined to consume the Sun and Moon at the end of the world and bring about never ending winter. Their adherents share in their power, taking on the form of lesser wolves and absorbing the power of the frozen wilds as they fall deeper into the bestial wrath that fills their souls.

Most varsärks are Barbarians, although those whose blood sings with both ancient magic and unfettered rage are also accepted by the wolf spirits as champions.

**Hit Die:** d10

### REQUIREMENTS

To qualify to become a varsärk, a character must fulfill all the following criteria.

**Base Attack Bonus:** +6.

**Feats:** Multiattack.

**Class Features:** lesser beast totem rage power, beast totem rage power; bloodrage, rage, or raging song class feature.

### CLASS SKILLS

The class Skills for the varsärk are Acrobatics (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (Nature) (Int), Sense Motive (Wis), and Survival (Wis).

**Skill Ranks at Each Level:** 4 + Int modifier.

### CLASS FEATURES

All of the following are class features of the varsärk prestige class.

**Weapon and Armor Proficiencies:** Varsärks gain no

# LORDS OF THE WILD

**Table: Varsärk**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Class Features
1st	+1	+1	+1	+0	Frozen fangs +1d6, wolf's rage	-
2nd	+2	+1	+1	+1	Endure elements	+1 level of existing class
3rd	+3	+2	+2	+1	Rage power	+1 level of existing class
4th	+4	+2	+2	+1	Coat of winter	+1 level of existing class
5th	+5	+3	+3	+2	Direwolf rage	+1 level of existing class
6th	+6	+3	+3	+2	Rage power	+1 level of existing class
7th	+7	+4	+4	+2	Tireless hunter	+1 level of existing class
8th	+8	+4	+4	+3	Frozen fangs +2d6	+1 level of existing class
9th	+9	+5	+5	+3	Rage power	+1 level of existing class
10th	+10	+5	+5	+3	Winter wolf rage	-

additional weapon or armor proficiencies.

**Frozen Fangs (Su):** Starting at 1st level, whenever the varsärk deals damage with a natural attack, he deals an additional 1d6 points of cold damage. At 8th level, this increases to an additional 2d6 points of cold damage.

**Wolf's Rage (Su):** The varsärk embodies the spirit of the wolf so fully that it manifests in the primal rage he feels in combat. Whenever the varsärk rages he can choose to enter a wolf's rage instead. While in a wolf's rage, the varsärk takes on the form of a wolf as the spell *Beast Shape I*, although his shape is limited to that of a medium wolf. He gains all of the normal benefits of the spell in addition to his rage class feature. This transformation is a free action that does not provoke attacks of opportunity and is taken as part of the normal action for starting a rage, and ends when the varsärk chooses to end his rage.

**Spellcasting (Sp):** At the indicated levels, a varsärk gains new spells per day as if he had also gained a level in the bloodrager or skald class, if he already possesses bloodrager or skald class levels. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known, and an increased effective level of spellcasting. If the varsärk has levels in both bloodrager and skald, he must choose which class gains the benefit of this class feature, once chosen, this cannot be changed.

**Endure Elements (Sp):** At 2nd level, the varsärk has become inured to the extremes of climate and his natural hardiness allows him to survive in the worst environments. He gains *endure elements* as a constant spell like ability, save that it only affects him.

**Rage Power (Ex or Su):** At 3rd, 6th and 9th level, the rage of the great wolves Skoll and Hati empower their champion. The varsärk learns a new rage power. He treats his varsärk levels as barbarian levels for purposes

of determining the highest level rage power he can learn.

**Coat of Winter (Su):** At 4th level, the varsärk becomes a vessel of winter. As long as the varsärk is raging, flurries of snow and biting wind conceal his form, granting him partial concealment against attacks.

**Direwolf Rage (Su):** At 5th level, the varsärk accesses a more primal form of the bestial fury on which he relies. Whenever he uses his wolf's rage class feature, he may instead choose to transform into a direwolf, as the spell *beast shape II*, for the duration of his rage.

**Tireless Hunter (Ex):** At 7th level, the varsärk's endurance is insurmountable and he becomes immune to Fatigue and Exhaustion.

**Winter Wolf Rage (Su):** The ultimate form of the varsärk embodies the wrath of his patron itself. Whenever the varsärk uses his wolf's rage class feature, he can choose to assume the form of a winter wolf, as the spell *beast shape IV*, for the duration of his rage.

## ADDITIONAL OPTIONS

Presented in this section are new traits, feats, and spells for use in your games. Each section is based on providing additional options for werewolf characters or werewolf-themed games.

### TRAITS

**Blood Quickening (Race):** You gain a +1 trait bonus on Survival checks, and Survival is a class skill for you. In addition, at night, you can automatically determine if living creatures that you can smell within 15 feet of you that you are below their maximum hit points. This does not allow you to pinpoint such creatures (though you can identify which is which if you can otherwise perceive them). When under the light of a full moon, you also gain the supernatural ability to automatically determine the state of each creature you can smell within 15 feet of you, as if by the *deathwatch* spell.

### FEATS

#### Dogpile (Combat)

**Prerequisites:** Dirty Fighting.

**Benefit:** Whenever you make a melee attack against a prone target, you can forego the normal +4 on your attack roll. If you do and hit, they become sickened for 1 round. Multiple hits stack, increasing the duration of the sicken.

#### Feral Vitality

**Prerequisite:** Shapechanger subtype, Toughness

**Benefit:** You gain fast healing 2.

#### Pack Howl (Psionic)

Letting loose a blood curdling howl, you and your beasts see their enemies driven in fear before them.

**Prerequisites:** Hunting pack class feature.

**Benefit:** You can expend your psionic focus as a standard action to let loose a psionically-empowered howl. When you do, all creatures within 60 feet of you or one of your beasts must succeed at a Will save (DC 10 + 1/2 your character level + your Charisma modifier) or become frightened for one round, then shaken for one minute after that. This feat cannot be used to increase existing fear effects. This is a mind-affecting fear effect.

**Special:** If you have a collective, you may choose for specific members of your collective to not be affected by this feat.

#### Rabid Bite (Combat)

**Prerequisite:** Bite Attack

**Benefit:** When you hit with your bite attack, the target must make a Fortitude save (DC 10 + 1/2 your HD + Con modifier) or become fatigued after the end of its next turn (if the target is already fatigued this has no effect). This is a disease effect.

#### Superior Rabid Bite (Combat)

**Prerequisite:** Bite Attack, Rabid Bite, BAB +6

**Benefit:** The disease latent in your bite has advanced, causing a violent lashing out in addition to exhausting your foe. Now, when you hit with your bite attack, the target must make a Fortitude save (DC 10 + 1/2 your HD + Con modifier) or spend its next turn attacking the nearest creature. If there are multiple creatures the same distance from it, then the target is chosen at random from among the closest targets. Regardless of if the save is made or not, the target is fatigued after the end of its next turn (if the target is already fatigued this has no effect). This replaces the effects of Rabid Bite.

#### Style Shift

**Prerequisites:** One Style feat, one Shifting feat

**Benefits:** Whenever you adopt a Style, you may activate your Shift in the same action.

**Special:** If you possess the Fuse Styles feat, you may also adopt a martial stance with the same action.

#### Terror of the Hunt (Psionic)

When you howl, the terror seeps into foes far and wide.

**Prerequisites:** Pack Howl, hunting pack class feature.

**Benefit:** When you use your Pack Howl feat, all creatures within one mile of you and your beasts who are not within the range of the Pack Howl itself must succeed at a Will save (DC 10 + 1/2 your character level + your Charisma modifier) or become shaken for one minute. This feat cannot create a stronger fear effect than shaken. A creature gains a +1 bonus on their save for every 500 feet between them and the nearest source of your Pack Howl.

**Special:** If you have a collective, you may choose for specific members of your collective to not be affected by this feat.

### SHIFTING FEATS

Shifting feats are a type of feat is most dominantly found among shapeshifters, though it isn't unheard of for them to crop up randomly. A creature with the Shapechanger Subtype may add Shifting feats to any list of bonus feats offered by their class (such as Fighter bonus feats, Bloodline feats, or Ranger Combat Styles), however they must still meet the prerequisites of the Shifting Feat.

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When you first take a Shifting feat, you gain the ability to shift. When you shift, you gain the benefit of any number of Shifting feats you possess, chosen at the time of shifting. The duration of the shift is based upon the shifts you take, using the lowest duration from among your chosen options. When you take your first Shifting feat, you gain a number of shifts each day equal to half your character level + your Con modifier (minimum 1).

Shifting is a swift action. When you activate a shift, you choose which duration for the feat you will use. When a shift ends, you may spend another shift as a free action to continue the shift. Additionally, whenever you are subject to a polymorph or other shapechanging effect, you may choose to spend a shift as a free action to shift in addition to the effect. You may spend a move action to end your current shift. If a shifting feat would grant you a natural attack or other ability that you already possess (such as flight or a swim speed) these effects do not stack, instead you use the better of the two effects.

## Abomination Shift (Shifting)

**Benefit:** You gain a 5% chance per Shifting feat to ignore sneak attacks and critical hits. This shift lasts for 10 minutes. However, if you reduce the duration to 2 rounds, you also gain a +1 bonus to CMB and CMD for each Shifting feat you possess.

**Special:** At 3 Shifting feats, your chance to ignore sneak attacks and critical hits increases to 10% per Shifting feat. When making a 2 round shift, you gain a bonus equal to the number of Shifting feats you possess on saves against mind-affecting abilities.

At 5 Shifting feats, you gain All Around Vision. When making a 2-round shift, you gain a bonus equal to the number of Shifting feats you possess on saving throws against disease, poison, and effects that cause either exhaustion or fatigue.

## Beasthide Shift (Shifting)

**Benefit:** You gain a +1 bonus to natural armor for each [Shifting] feat you possess. This shift lasts for 2 rounds.

**Special:** At 3 Shifting feats, half of your Natural Armor bonus applies to your Touch AC (rounded down).

At 5 Shifting feats, you add your full Natural Armor bonus to your Touch AC

## Chameleon Shift (Shifting)

**Benefit:** You gain a +1 bonus on Stealth checks for each Shifting Feat you possess. This shift lasts for 1 hour.

**Special:** At 3 Shifting feats, you no longer take a -5 penalty for attempting to move more than half your normal speed while hiding.

At 5 Shifting feats, you may attempt a Stealth check to hide even when observed.

## Deathsting Shift (Shifting)

**Benefit:** You grow a tail, aiding in your balance. You gain a +2 bonus on Acrobatics checks for each Shifting feat you possess. This shift lasts for 1 hour. However,

if you reduce the duration to 2 rounds you gain a sting attack, which functions as a primary natural attack dealing 1d4 damage for a Medium creature. The stinger contains a poison that deals 1d2 points of Strength damage once per round for 6 rounds. The Fortitude Save DC is  $10 + 1/2$  your character level + your Constitution modifier +1 per Shifting feat you possess. This shift lasts for 2 rounds.

**Special:** At 3 Shifting feats, your tail grows more powerful, functioning as a third arm in many ways. You can use your tail to grab unattended items within 5 feet as a swift action as well as to grab stowed objects carried on your person; you can hold such objects with your tail, though you cannot manipulate or wield them with your tail (other than to put them in your hand). When making a 2 round shift, you may use your sting attack against enemies 5 feet further away. You may still use it to attack adjacent enemies. Additionally, your poison now deals 2d2 Str damage per round.

At 5 Shifting feats, your tail acts as third "hand" that you can use for anything a normal hand could be used for. This does not give you any extra attacks or actions per round, though it can wield weapons and make attacks as part of your attack routines just like a normal hand (you merely cannot attack with a third weapon). The "hand" can manipulate or hold items just as well as your normal hands (for example, allowing you to use one hand to wield a weapon, another hand to hold a potion, and the third hand to hold a shield). When making a 2 round shift, when you hit an opponent with your sting, you may attempt a reposition combat maneuver as a free action without provoking an attack of opportunity, but you must reposition the target closer to you than where they were when you started the reposition maneuver. Additionally, your poison now deals 3d2 Str damage.

## Extra Shifting (Shifting)

**Prerequisite:** 1 or more Shifting feats

**Benefit:** You may shift an additional time per day for each Shifting feat you possess.

**Special:** You do not need to have a Shift active to benefit from this feat

## Identity Shift (Shifting)

**Benefit:** You gain a +2 bonus on Disguise checks for each Shifting feat you possess, and can make a Disguise check as part of your shift. This shift lasts for 1 hour

**Special:** At 3 Shifting feats, you are able to take on muscle memory of the target. When disguising yourself as a specific person, observers do not get an automatic check or a bonus to identify you based on familiarity.

At 5 Shifting feats, you can take on whole new identities, to the point of becoming an entirely different person. When you shift, you may choose to adopt your second identity, which is consistent regardless of the specific form taken. Knowledge checks about the second identity do not reveal information about the original identity. Any attempts to scry or otherwise locate the character

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work only if the character is currently in the identity the creature is attempting to locate. Otherwise, the spell or effect has no effect, revealing nothing but darkness, as if the target were invalid or did not exist.

## Longstride Shift (Shifting)

**Benefit:** You gain a +5ft bonus to your base land speed for each Shifting feat you possess. This shift lasts for 1 hour.

**Special:** At 3 Shifting feats, you may ignore difficult terrain when moving or charging.

At 5 Shifting feats, you may move up to your movement speed once per encounter as a swift action.

## Magnitude Shift (Shifting)

**Prerequisite:** 2 or more Shifting feats.

**Benefit:** You shrink 1 size category, as per *reduce person*, except that it affects you regardless of your creature type and does not affect your ability scores. This shift lasts for 10 minutes. However, if you reduce the shift duration to 1 minute, you may instead grow 1 size category, as per *enlarge person*, except that it affects you regardless of your creature type and does not affect your ability scores. Both size changes do not stack with other size changing effects.

**Special:** At 4 Shifting feats, you may shrink 2 size categories. This shift lasts for 1 hour and does not affect your ability scores.

At 5 Shifting feats, you may grow 2 size categories. This shift lasts for 2 rounds and does not affect your ability scores.

## Rapid Shifting (Shifting)

**Prerequisite:** 1 or more Shifting feats

**Benefit:** You may always shift as a free action on your turn.

**Special:** At 3 Shifting feats, you may shift as an immediate action.

At 5 Shifting feats, you can shift as a free action, even when it isn't your turn. You may still not shift if you are flat-footed.

This feat modifies the actions required to shift, and is active even when you are not shifted.

## Sensory Shift (Shifting)

**Benefit:** You gain a +1 bonus on Perception checks for each Shifting feat you possess. This shift lasts for 1 hour. However, if you reduce the duration to one minute, you also gain the following benefits

In melee, every time you miss because of concealment, you can reroll your miss chance percentile

roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half.

**Special:** At 3 Shifting feats, you gain scent. When making a one minute shift, you gain blindsense out to 5ft per Shifting feat you possess

At 5 Shifting feats, you only take half the normal penalty to Perception checks from distance. When making a one minute shift, you gain uncanny dodge.

## Strongclaw Shift (Shifting)

**Benefit:** You gain a +2 bonus on Climb checks for each Shifting feat you possess. This shift lasts for 1 hour. However, if you reduce the shift duration to 2 rounds, you also gain two claw attacks, which function as primary natural weapons dealing 1d4 damage each for Medium creatures, +1 damage for every 2 Shifting feats you possess.

**Special:** At 3 Shifting feats, you gain a climb speed equal to your base land speed. When making a 2 round





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shift, your claws overcome all magic or material based DR or Regeneration.

At 5 Shifting feats, you gain a burrow speed equal to your base land speed. When making a 2 round shift, You gain the rend special ability with your claws. Once per round, when you hit a creature with two of your claws, you deal additional damage as if you had hit again with one of your claws, plus 1-1/2 your Strength bonus (if any).

## Swiftwing Shift (Shifting)

**Benefit:** You grow a pair of small vestigial wings that grant a +2 bonus on Fly checks for each Shifting feat you possess. This shift lasts for 1 hour.

**Special:** At 3 Shifting feats, your wings become strong enough to carry your weight and you gain a fly speed equal to half of your base land speed (rounded down) with poor maneuverability

At 5 Shifting feats, your wings become even stronger and you gain a fly speed equal to your base land speed with Average maneuverability.

## Wavelord Shift (Shifting)

**Benefit:** You gain a +2 bonus on Swim checks for each Shifting feat you possess. This shift lasts for 1 hour. However, if you reduce the shift duration to 2 rounds, you also gain a bite attack, which functions as a primary natural weapon dealing 1d6 damage for a Medium creature.

**Special:** At 3 Shifting feats, you gain a swim speed equal to your base land speed, and you can hold your breath underwater for 10 times as long as normal. Additionally, your bite overcomes all Magic or material based DR or Regeneration

At 5 Shifting feats, you gain the aquatic and amphibious subtypes while using this shift. When making a 2 round shift, you gain the Trip ability with your bite attack. If you already possessed the Trip ability, you gain an additional +2 bonus to your trip attempts.

## SPELLS

### CURSE OF THE BEAST

**School** Transmutation; **Level** Cleric/oracle 3, druid 3, inquisitor 3, shaman 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one humanoid or outsider with the native subtype

**Duration** 1 round/level

**Saving Throw:** Fortitude negates, Will partial, see text;

**Spell Resistance:** Yes

The target acquires the werewolf template and is forced into hybrid form for the duration of the spell

If the spell succeeds, the subject must also make a Will

save. If the second save fails, the subject attacks nearest creature (for this purpose, a familiar counts as part of the subject's self) for the duration of the spell.

### CURSE OF THE BEAST, GREATER

**School** Transmutation; **Level** Cleric/oracle 7, druid 7, inquisitor 6, shaman 7, witch 7

**Casting Time** 1 hour

**Components** V, S

**Range** touch

**Target** one humanoid or outsider with the native subtype

**Duration** permanent

**Saving Throw** None; **Spell Resistance** no

This spell curses the victim for the rest of their days to become a ravening monster by the light of the full moon. Each night when the full moon rises, the victim of this curse is affected by curse of the beast, except that they automatically fail the fortitude save and take a -5 penalty on the will save to not attack the nearest creature. This effect lasts until dawn.

### DETECT SHAPESHIFTER

**School** Divination; **Level** Cleric/oracle 1, druid 1, inquisitor 1, medium 1, occultist 1, psychic 1, ranger 1, shaman 1, witch 1, wizard/sorcerer 1

**Casting Time** 1 standard action

**Components** V, S

**Range** 60 ft.

**Area** cone-shaped emanation

**Duration** concentration, up to 1 minute/level (D)

**Saving Throw** None; **Spell Resistance** no

You can detect the aura that surrounds shapeshifting creatures. The amount of information revealed depends on how long you study a particular area.

*1st Round:* Presence or absence of shapechanger auras.

*2nd Round:* Number of shapechanger auras in the area and the strength of the strongest shapechanger aura present.

*3rd Round:* The strength and location of each shapechanger aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

*Aura Strength:* The strength of an shapechanger aura is determined by the HD of the shapechanger creature, as given on the table below.

HD	Strength
1 or lower	Faint
2-4	Moderate
5-10	Strong
11 or higher	Overwhelming

# LORDS OF THE WILD

## LUNAR VITALITY

**School** Transmutation ; **Level** Cleric/oracle 1, druid 1, inquisitor 1, ranger 1, shaman 1, witch 1

**Casting Time** 1 round

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1 minute

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

Calling upon the strength of your connection with the moon, you infuse your target with Fast Healing 1.

# LORDS OF THE WILD

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