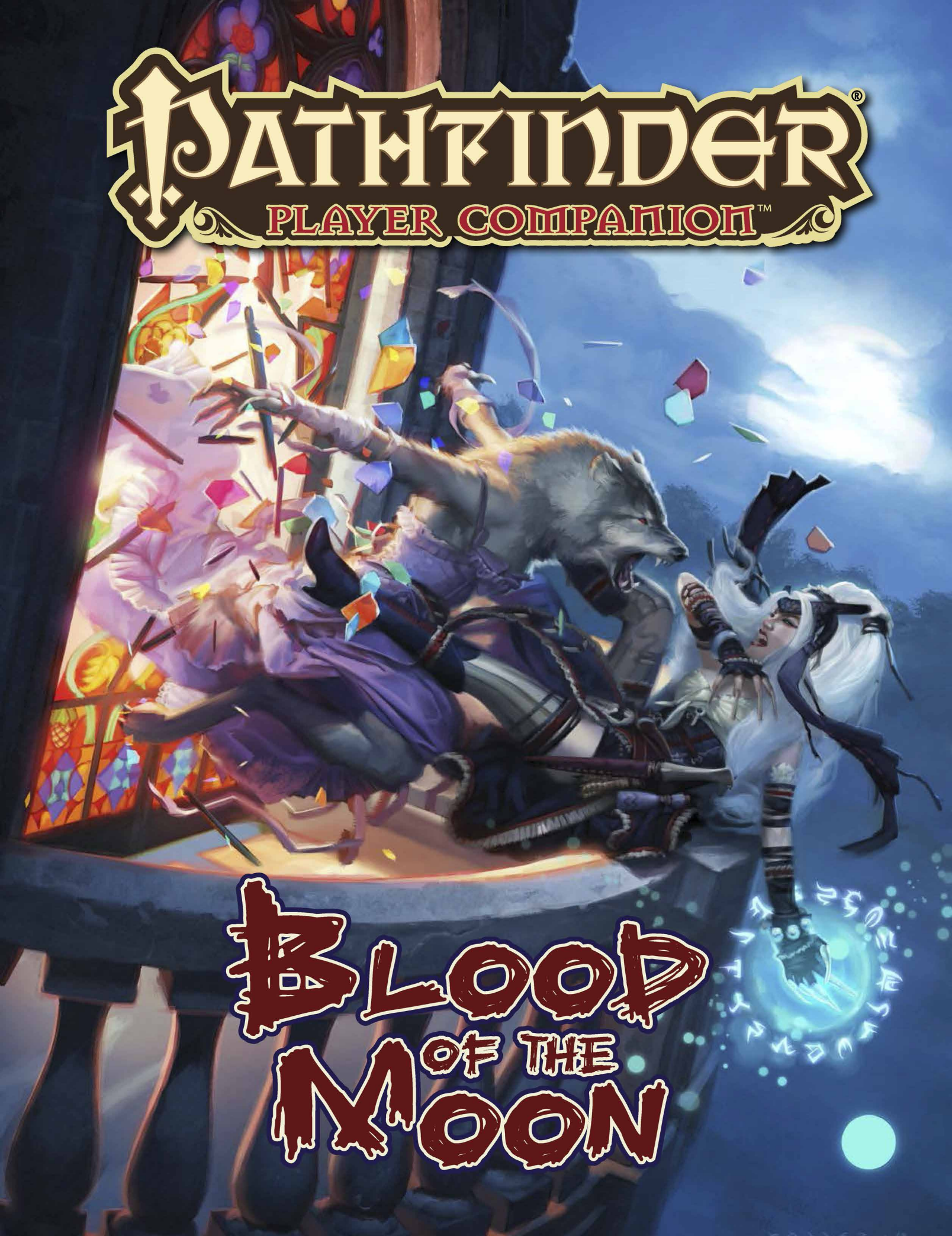


PATHFINDER[®]

PLAYER COMPANION™



BLOOD OF THE MOON



SCIONS OF THE MOON



THE SKINWALKER

The most populous descendants of lycanthropes, skinwalkers have perhaps the most versatile powers of their kind, and are feared and respected in any lands where they are known. Believed to originally hail from the distant continent of Arcadia, skinwalkers now roam the lands of both Avistan and Garund, and can be found in small tribes and solitarily in human societies.

WEREBAT-KIN



Bloodthirsty and heartless, wererat-kin are among the most social of skinwalkers, often gathering in criminal gangs to better prey upon innocent folk and further their dastardly agendas.

WERERAT-KIN



Among the most cunning skinwalkers, wererat-kin often form collectives in rundown or abandoned areas of urban centers, where they can hatch their nefarious plans unnoticed.

WEREBEAR-KIN



Hailed as protectors of forests and wardens of the natural world, werewolf-kin usually make the best of their dire fate by becoming hermits and concentrating their powers toward good.

WERESHARK-KIN



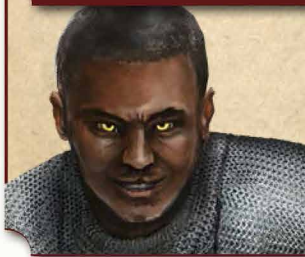
Nearly as rapacious as their lycanthropic forebears, these skinwalkers are common on the western shores of Garund and on pirate ships the world over, and are revered for their brawn.

WEREBOAR-KIN



Wereboar-kin are typically ruthless mercenaries or brutal thugs for criminal organizations. Most struggle constantly to contain the unending rage that dwells within their blood.

WERETIGER-KIN



Swift and cunning, those skinwalkers descended from weretigers are often willing to do whatever it takes to reach the top and eliminate their enemies as swiftly and cleanly as possible.

WERECROCODILE-KIN



Typically residing along rivers in jungle regions such as the Mwangi Expanse, werewolf-kin hunters practice stealthy kills, while their shamans cast foul swamp magic.

WEREWOLF-KIN



Common in lands such as Ustalav or near the Crown of the World, werewolf-kin are known for being skilled hunters and vicious killers, roaming in packs to better pin their quarry.

PATHFINDER

PLAYER COMPANION™

Authors • Tim Akers, Neal Litherland, David N. Ross, and Tork Shaw

Cover Artist • Kieran Yanner

Interior Artists • Lloyd Allan, Sarah Finnigan, Mariana Gomez, Yong Yi Lee, Ian Llanas, Dmitry Prosvirnin, Fernanda Suarez, and Lindsey Wakefield

Creative Director • James Jacobs

Editor-in-Chief • F. Wesley Schneider

Senior Editor • James L. Sutter

Development Lead • Patrick Renie

Development Team • Logan Bonner, John Compton, Adam Daigle, Rob McCreary, Mark Moreland, and Patrick Renie

Editorial Team • Judy Bauer, Christopher Carey, and Ryan Macklin

Editorial Interns • Jay Loomis and Cassidy Werner

Lead Designer • Jason Bulmahn

Design Team • Stephen Radney-MacFarland and Sean K Reynolds

Senior Art Director • Sarah E. Robinson

Art Director • Andrew Vallas

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Paizo CEO • Lisa Stevens

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ON THE COVER



After a diplomatic visit to Wolf's Ear goes horribly awry, Feiya must rely on magic to save her skin as she fends off a foul Varisian-turned-werewolf.



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REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free at paizo.com/prd.

<i>Bestiary</i>	B1	<i>Ultimate Combat</i>	UC
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Magic</i>	UM
<i>Advanced Race Guide</i>	ARG		



Paizo Publishing, LLC
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com

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FOR YOUR CHARACTER

FOCUS CHARACTERS

This Player Companion highlights options specific to characters of the following classes, in addition to elements that can apply to other characters as well.

BARBARIANS

Perhaps no brawler personifies aspects of the beast better than the barbarian herself, who will be well served in this volume thanks to new rage powers that allow her to disembowel enemies (page 13), and new weapons and armor (pages 21 and 23) to make her even more deadly in the heat of battle.

FIGHTERS

Whether they're skilled tacticians seeking an edge against their enemies or skirmishers not opposed to using dirty tricks to win, fighters of all creeds can find something in store here. New combat feats (pages 11 and 23) add to the fighter's deadly arsenal, as do style feats (page 25) for those scrappers inclined toward more close-range, hand-to-hand fighting techniques.

ORACLES

With their ties to the supernatural and the unknown, oracles are a natural fit for both skinwalker and lycanthrope characters. New magic items capable of forcing lycanthropic foes to change their form to expose their curse or to block their bestial powers (page 31) and the lunar oracle mystery (page 28) make such spellcasters a potent option.

WITCHES

Enigmatic spellcasters with a penchant for mystery, deception, and dark powers can find a good home in the realm of the lycanthrope, and new spells (pages 9 and 11) and hexes (page 15) can help witches tap even further into their preternatural powers.

FOR EVERY CHARACTER

Certain game elements transcend the particulars of a character's race or class. The following elements detailed in this book work equally well for any character used in the Pathfinder Roleplaying Game, regardless of focus, type, or background.

THE TRANSFORMATION

All lycanthrope hunters (as well as potential new converts) would do well to know the ins and outs of the transformation process as it pertains to the curse of lycanthropy (pages 16–17).

SKINWALKERS

The all-new skinwalker race (pages 6–7) presents limitless possibilities to pursue for characters with a penchant for the animalistic. Cunning powers and bestial class options combine in the form of the eight optional skinwalker heritages these characters can choose upon creation (pages 8–15 and 18–25). While the class options presented on these pages complement skinwalker characters particularly well, most of them can be taken by characters of any race.

THE MOON

It's well known that this celestial body is responsible for the shifting of the tides, but so too does it pull on the strings of those influenced by its mysterious lunar powers. Speculations on the moon's strange connection to the curse of lycanthropy can be found on page 28 of this volume, while ideas for how to incorporate lycanthropy into worlds with more than one moon are detailed on page 29. In addition, a Golarion-specific lunar calendar

QUESTIONS TO ASK YOUR GM

Asking your GM the following questions can help you get the most out of *Pathfinder Player Companion: Blood of the Moon*.

- 1 Will lycanthropes or the curse of lycanthropy be prevalent elements in our campaign?
- 2 How much control will I have over my character if she contracts the curse of lycanthropy?
- 3 Can I play a skinwalker in our campaign? What sorts of skinwalker heritages would make sense for the region?

on the inside back cover of this book can prove a great aid to characters whose curses manifest during key moments of the moon's cycle or who rely on the moon's phases for their eldritch powers.

GEAR AND MAGIC ITEMS

No creature of the night would be complete without the equipment and magic items necessary to get the job done, whether the job be rescuing innocent townsfolk or tracking down the beast responsible for such mayhem. New gear and magic items for characters of all walks appear on pages 30–31, including tools that can prematurely force a lycanthrope's shift into bestial madness, protection for lycanthropes against those who seek to undo them, and the powerful and versatile *pelt of the beast*, which allows characters of all races to embrace the animal within.

DID YOU KNOW?

One of the oldest stories of lycanthropy in the real world comes from Ancient Greece, where Zeus transformed Lycaon, the king of Arcadia, into a wolf for his heinous and despicable deeds committed against the god.

RULES INDEX

In addition to other new character options, the following rules options can be found within this Player Companion.

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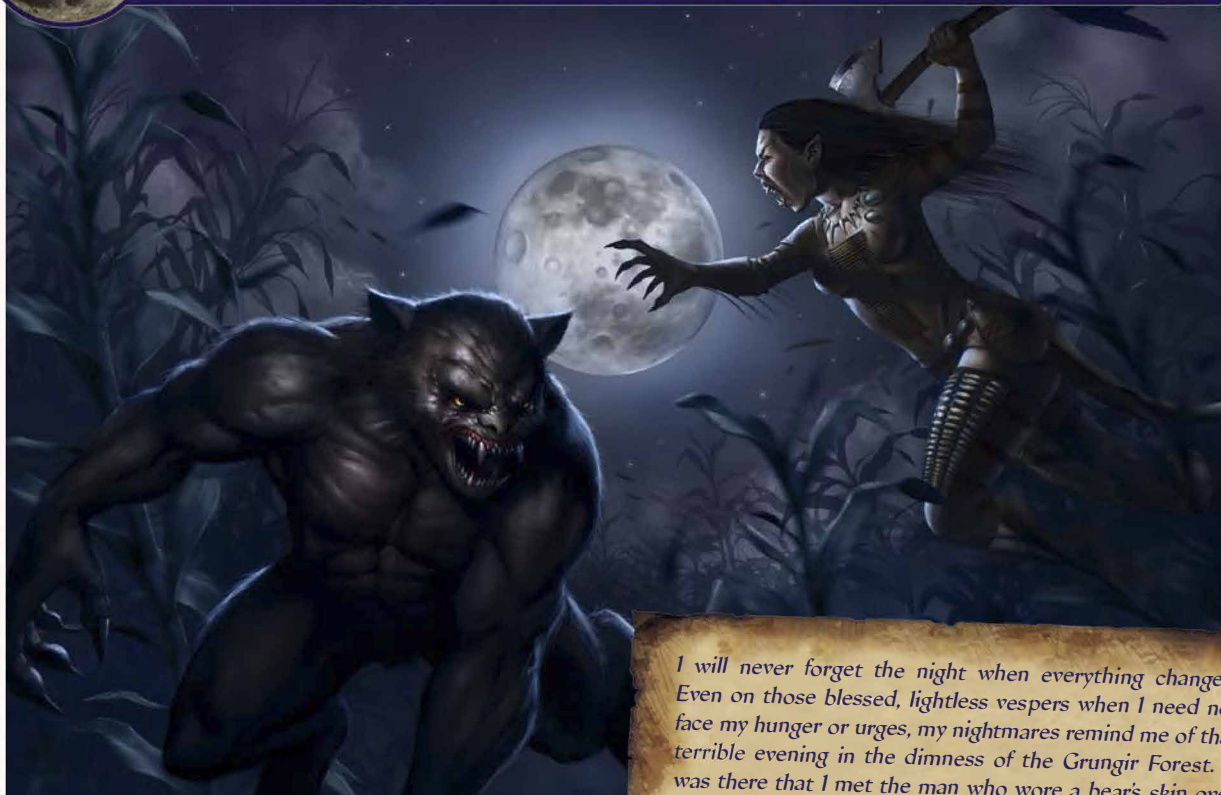
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BENEATH THE FULL MOON



Beasts have stalked the lands of Golarion far longer than any of the civilized races, the Shoanti thundercallers of the Storval Plateau say. When the oracles of the Mwangi Jungle speak of the warrior with fangs and the panther with dreams, it's not only children who stop to listen, for surely such fables must possess a grain of truth. Even runes on the cyclopean monoliths of ancient Ghol-Gan tell of creatures neither wholly humanoid nor animal, half-bestial horrors whose sharklike corpses washed upon the shores after nights when the moon hung high and the creatures of the dark emerged from their solemn places. These legends tell of monsters that can withstand the force of steel, of animals that walk among settlements in human guise, and of men and women cursed with bestial hunger who must kill beneath the shining light of the full moon.

Some may laugh at the idea of shapechangers, though such humor is no doubt tinged with the fear that this notion might hold more truth than appreciated or intended. For indeed, cunning werewolves stalk the dark forests of Ustalav, masquerading as commoners in the light of day and waiting for nightfall to carry out their bloody desires. In the Lands of the Linnorm Kingdoms, Ulfen warriors speak of powerful rangers and nature wardens whose ability to summon the strength and fury of great bears is more than just a metaphor. From the cursed forests of the Shudderwood to the haunted swamps of the Sodden Lands, lycanthropes are myths with teeth.

I will never forget the night when everything changed. Even on those blessed, lightless vespers when I need not face my hunger or urges, my nightmares remind me of that terrible evening in the dimness of the Grungir Forest. It was there that I met the man who wore a bear's skin over his own, and in him I met my martial match. No honor was lost that night as I tended my wounds in the river beneath the moon's full splendor. I dare say, however, that the price of my defeat was even greater than my reputation, for in that battle I fear that I've lost my own humanity.

In the years since, the nature of what I've become has grown clearer, though I still seek answers to a question scarcely understood. This book is an attempt to remedy this quandary and answer the question: What manner of beast is the lycanthrope? And what of the skinwalker, the elusive, cursed descendant of werewolves and worse? I have collected the stories and accounts contained herein from Avistan and beyond, in hopes of solving the enigma of moon and beast.

—Hargen Bulhest, editor's note in *Of Moon and Beast*

Those beings that can take the form of a wolf as well as that of a human are the best known, but many other breeds of lycanthrope exist on Golarion. Weretigers dwell within the jungles of Garund, just as wererats lurk in sewer tunnels beneath metropolises such as Absalom. Even beyond this, these lycanthropes are progenitors of a widespread phenomenon, one tracing its roots to these fell beings. This enigma is the skinwalkers—people born from human parents, but whose ancestry is ever so slightly marked by the touch of lycanthropy. The curse running through a skinwalker's blood gives her the ability to dip into the form of the beast that so long ago took hold of her unfortunate ancestor, but she isn't necessarily fated to succumb to the beast within.

Whether they're lycanthropes or skinwalkers, these shapechangers are universally feared and respected, and their effect on the Inner Sea region and the peoples of Golarion can easily be heard in the muted hum of the night, seen in the reflection of the full moon, and felt in the hot, patient growl of the beast.

HOW TO USE THIS BOOK

This book is designed to be a guide for any character who has one foot in the world of civilization and the other in the world of the beast. Magic items, spells, feats, and other rules elements for a wide variety of character concepts can be found in the sidebars throughout this volume as well as in various sections near the end of the book, all of which circle back to the theme of characters that are part humanoid and part animal. Whether this means a character simply fights with brutal, beastly martial techniques or is actually a shapechanger with the ability to transform into forms either humanoid or animal, bestial characters of all walks are bound to find new options to suit them.

A large portion of this book features rules for the new skinwalker race—humanoids with lycanthropic blood somewhere in their ancestry that grants them bestial powers. Players looking to play a skinwalker should first look at the Skinwalkers section (pages 6–7) for information on this race, and then browse the skinwalker heritages presented throughout the rest of this book (see Skinwalker Heritages, below). Other sections of this book include suggestions for playing lycanthropic characters (pages 16–17 and 26–27) and characters whose powers are derived from the moon (inside back cover and pages 28–29), as well as equipment and magic items that can be of use to characters of any mien (pages 30–31).

SKINWALKER HERITAGES

The base skinwalker presented in this book is merely the most common of its kind. In addition, there are those who've inherited a larger share of their ancestors' animalistic beings, and in whom can be seen the traits of very specific types of lycanthropes. Whether the scions of wereboars, the grandchildren of werecrocodiles, or the distant progeny of wererats, these individuals possess stronger ties to their ancestors than other skinwalkers. This book presents eight alternative heritages for skinwalkers (pages 8–15 and 18–25), which can be selected during character creation. Once chosen, a skinwalker's heritage cannot be changed.

What skinwalkers of specific lycanthropic heritages lack in versatility, they make up in the honed and specialized powers of their forebears. A skinwalker of a specific heritage has the following racial traits (represented at the top of each skinwalker heritage section), which replace or alter the appropriate default racial traits of the skinwalker:

- A skinwalker gains bonuses and penalties to particular ability scores, but cannot select a different ability score to bolster each time she changes shape.
- A skinwalker gains access to a different spell-like ability based on her heritage.

- A skinwalker replaces bonuses on Handle Animal and wild empathy checks with bonuses on other checks.
- A skinwalker gains access to a different, larger set of features when in bestial form.

In addition to a short stat block detailing these key features of the skinwalker heritage, each section also delves into a description of heritage, as well as what it might mean to play a skinwalker character of that heritage. The last part of each section details two new race traits for skinwalkers of that heritage and relevant new rules options. A sidebar in each section provides suggestions and details for players that are playing full-blooded lycanthropes of the type to which the heritage is tied, as well as new rules options relevant to that lycanthrope. Though the options presented in these sections are thematically related to skinwalkers and lycanthropes, a character of any race may select any of these options unless otherwise specified.





SKINWALKERS

Most people believe skinwalkers are half-breeds of lycanthropes, or that they share some slight version of the curse of those creatures. Skinwalker shamans say they are chosen by nature or the gods to be a bridge between the world of humanity and the animal world. The truth may lie somewhere between these two ideas. For indeed, skinwalkers are those with a lycanthrope crouching somewhere in the branches of their family tree. These distant progeny of monstrous werewolves and other creatures of the night have special talents unlike those of most civilized peoples, and they arise randomly among remote humanoid populations as well as within their own secretive sects. A pair of humans may give birth to a skinwalker—the dormant lycanthropic ancestry making itself known in a child neither beast nor human—or a pair of skinwalker parents may produce a skinwalker child, though these couplings can sometimes produce human children as well.



Through sheer happenstance I came upon a child. I found her near the riverbed, not far off the Dry Way. She was scraped and bruised, and her shoulder and leg were broken. When I had calmed her and asked to whom she belonged, she only shook her head feebly. She opened her eyes, and they were like those of some fennec or wildcat I had never seen before. I asked her name, but she could not remember it. Her only memory seemed a dream—a fanciful dream of running through the forest, climbing along craggy cliffs, and nearly catching a deer.

—Journal entry of Sarsinia, wandering Varisian healer

Skinwalkers resemble humans much of the time, but they possess the uncanny ability to transform into bestial humanoids who combine the most fearsome aspects of flesh and fur. It's largely believed that skinwalkers originated far from the Inner Sea region, on the distant continent of Arcadia to the west, though their prevalence in Avistan and Garund leads many to question this theory.

Physical Description: Outwardly human, skinwalkers are virtually indistinguishable from others of the ethnic group into which they are born. Those rare skinwalkers who have bred true for generations tend to have dark eyes, straight dark hair, and richly colored skin. Skinwalkers' features vary greatly when they shapechange. They gain a bestial visage evoking the creatures they emulate; the snout elongates, teeth become more prominent, claws emerge from fingertips, and skin toughens into hide. Despite their shapechanging abilities, they are not immune to infection from full lycanthropes.

Society: Skinwalkers sometimes weave themselves into other societies, hoping their peculiar talents go unnoticed. They may also be nomads found in lands with wide-open spaces. Groups of skinwalkers hidden among a larger community of non-skinwalkers may regularly gather for lunar rituals or nocturnal pack hunting.

Relations: Skinwalkers mostly populate human settlements and communities. They tend to get along with catfolk, tengus, and members of other animal-like races (including lycanthropes), and are comfortable taking their animalistic forms in the company of these fellows. However, many natural lycanthropes see skinwalkers as weaker, inferior versions of their own kind, and some lycanthropes even take to infecting or even hunting their distant kin.

Alignment and Religion: Skinwalkers tend toward neutral alignments, but may be of any. Many follow the Green Faith or venerate deities with close ties to nature and the animal world, as well as those connected with hunting, transformation, travel, and trickery.

Adventurers: Often on the move, skinwalkers make for excellent adventurers. Once they become comfortable in a

group, most skinwalkers come to see their adventuring allies as their pack or herd.

Names: Skinwalkers born in human and humanoid societies share the naming conventions of the surrounding culture. Skinwalkers born in their own packs typically have names similar to their overarching ethnicities appended with flavorful, animal-inspired appellations such as Bearmaw, Wolfamer, Fangblood, or Owlmarked.

SKINWALKER RACIAL TRAITS (10 RP)

All skinwalkers are humanoids with the skinwalker and shapechanger subtypes. They have the same random starting age, aging effects, and random height and weight as a human. Skinwalkers have the following racial traits.

+2 Wisdom, -2 Intelligence, +2 to one physical ability score while shapechanged (1 RP): Skinwalkers are well attuned to the natural order of things and value passion above reason. While in their bestial form, they gain a +2 racial bonus to either Strength, Dexterity, or Constitution (see Change Shape).

Medium: Skinwalkers are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Skinwalkers have a base speed of 30 feet.

Low-Light Vision (Ex): In dim light, skinwalkers can see twice as far as humans.

Animal-Minded (2 RP): Skinwalkers have a +2 racial bonus on Handle Animal and wild empathy checks.

Change Shape (Su, 5 RP): A skinwalker can change shape into a bestial form as a standard action. In bestial form, a skinwalker gains a +2 racial bonus to either Strength, Dexterity, or Constitution. While in this form, a skinwalker also takes on an animalistic feature that provides a special effect. Each time a skinwalker assumes bestial form, she can choose to gain one of the following features:

- 2 claw attacks that each deal 1d4 points of damage
- Darkvision to a range of 60 feet
- +1 racial bonus to natural armor

The racial ability score bonus and additional feature last as long as the skinwalker remains in that form, and a skinwalker can remain in bestial form for as long as she wants. While in bestial form, a skinwalker takes a -4 penalty on Charisma and Charisma-based checks when interacting with humanoids that lack the shapechanger subtype.

A skinwalker can return to her humanoid form as a swift action. To change forms and gain a different benefit, a skinwalker must first return to her humanoid form then use her shapechange ability again. A skinwalker can shapechange into bestial form a number of times per day equal to $3 + \frac{1}{2}$ her character level. Different skinwalker heritages (see Skinwalker Heritages on page 5) allow skinwalker characters to select from different sets of bestial features.

Spell-Like Ability: Skinwalkers with a Wisdom score of 11 or higher can use *speak with animals* once per day as a spell-like ability. The caster level for this ability is equal to the skinwalker's character level.

NON-HUMAN SKINWALKERS

Skinwalkers are found mostly in human populations. However, because of the nature of lycanthropy, skinwalkers can feasibly be of any intelligent humanoid race. So while uncommon, a lycanthropic bloodline can descend through non-humans like halflings, dwarves, orcs, or elves. Non-human skinwalkers perhaps more closely resemble their non-lycanthropic parent race, but possess the same statistics as human-descended skinwalkers with the exception of size and effects dependent on size, such as the damage die of natural attacks. For example, a gnome skinwalker is Small, but otherwise is statistically identical to the base skinwalker race presented in this book (unless, of course, the character is descended from an alternate skinwalker heritage, in which case she has the statistics of that heritage). Regardless, skinwalkers of non-human descent are typically raised in the same culture as their parent race, and thus usually have the same cultural understanding and education that anyone in their community possesses. So while a half-orc skinwalker raised in an orc tribe might not gain automatic proficiency with the orc double-ax, that doesn't necessarily preclude him from honing his aggressive battle tactics and learning how to fight like an orc.

SKINWALKER TRAITS

The following race traits are available to skinwalkers.

Mastery of Form: You've never had trouble changing shape between beast and humanoid, and your ability to control your form is unparalleled. You gain a +2 trait bonus on saving throws against polymorph effects.

Traumatic Shift: Your first transformation was in a public place, observed by loved ones who later shunned you or townsfolk who chased you away. You have become good at hiding your nature. You gain a +1 trait bonus on Bluff checks, and Bluff becomes a class skill for you.

SKINWALKER FEATS

The following feats are available to skinwalkers, including skinwalkers of specific heritages.

EXTRA FEATURE

You are an exceptional shapechanger.

Prerequisites: Con 13, skinwalker.

Benefit: When you change shape to your bestial form, you may choose one additional feature from those listed in your shapechange ability and gain that benefit while in bestial form.

Special: You can gain this feat multiple times. Its effects stack.

FAST CHANGE

You can change forms faster than most skinwalkers.

Prerequisites: Dex 13, base attack bonus +6, skinwalker.

Benefit: You can assume your bestial form as a move action instead of a standard action.



WEREBAT-KIN

WEREBAT-KIN (BLOODMARKED)

Those skinwalkers known as bloodmarked are a hungry lot—their predilection for blood is matched only by their flock mentality and adherence to strict hierarchy.

BLOODMARKED

Ancestry werebat

Typical Alignment NE

Ability Modifiers +2 Int, -2 Wis (+2 Dex while shapechanged)

Alternate Skill Modifiers Fly, Perception at night

Alternate Spell-Like Ability *obscuring mist* 1/day

Bestial Features

- Bite attack that deals 1d6 points of damage
- +4 racial bonus on Perception checks
- Scent to a range of 30 feet
- Treat falling damage as 20 feet less than it actually is



Commanding the flock from above was the obvious werebat master; a beast-woman who shrieked her orders with rapid precision between volleys of fiery rays from her claws. I began to realize, however, that not all of her minions were ordinary lycanthropes. Running beneath the swooping werebats were men and women who had only solitary bat features—a vicious maw, grabbing claws, or the like. It slowly dawned upon me that the monsters I faced were no mere brutes—they were the very townsfolk who had led me to the werebat master, and they had shed their treacherous human guises in favor of their true, half-bestial forms. Thankfully, their blood proved just as red as their twisted master's.

—Journal of Rogeif Yharloc,
renowned lycanthrope hunter of Ustalav

Bloodmarked, like werebats, are generally communal and often defer readily to their superiors within their flocks or even other leaders or employers. They tend to be gregarious yet savage, and enjoy using their unassuming natural forms to trick others before revealing their true bestial powers. Bloodmarked reveal their human ancestry in their ability to break from the group, make their own choices, and associate with humans without trying to force their way of life upon them, although troublemakers are strongly frowned upon and find it hard to get any other werebat-kin to take their side if in opposition to the group. Like werebats, bloodmarked are fond of elaborate social ceremonies that strengthen group cohesion and loyalty. Werebat-kin ceremonies often involve wearing bat skins, sacrificing animals or humanoids, and drinking blood.

Werebat-kin are most commonly found near dense forests and jungles, especially in Ustalav and the Mwangi Expanse. With little trust for outsiders, werebat-kin often form insular communities at the fringes of civilized societies, with each bloodmarked being loyal to every member of the community and whichever leader has bested all challengers. Like other skinwalkers, however, bloodmarked are typically born into societies that don't include others of their kind, and these individuals are inclined to seek out surrogate flocks, generally in the form of violent gangs, tight-knit adventuring parties, or even insular academic circles, according to the individual's disposition. Bloodmarked are generally tall and slight, with dark hair and severe features. Poor eyesight is relatively common among werebat-kin, though they often hear and smell well enough to make up for it.

Werebat-Kin Characters: A werebat-kin's true nature generally manifests shortly before or during puberty, first in the form of a sudden sharpness of hearing that makes even normal conversation painful until the werebat-kin grows accustomed to it. Because of their superficial similarities to vampires and werewolves, bloodmarked are often subjects of fear and derision by

ordinary humans even if those people are unfamiliar with werebats or wererat-kin. Those who do know of them treat bloodmarked little better, since few people are comfortable with the domineering culture and unsavory heritage of these skinwalkers.

Bloodmarked have a strong instinct to associate with others of their kind, often joining criminal gangs and almost always forming lasting affiliations of some sort. They also have a natural hunger for blood and a cruelly hedonistic undercurrent to their society, luring many into a lifestyle that is self-indulgent at the expense of others. Bloodmarked who fail to keep in touch with the decadent culture of their kin often become adventurers because they enjoy the close bonds that form within a party over time as its members save each other's lives and work as a team. They excel at roguish pursuits, if only for the bloodshed such activities promise, though most wererat-kin adventurers take to the arts of tactical fighting and wizardry.

WEREBAT-KIN TRAITS

The following race traits are available to wererat-kin and werebats.

Fight with the Flock: You have always been most comfortable in a group. Since awakening to your wererat powers, this feeling has only grown. As long as you are within 10 feet of at least two allies, you gain a +1 trait bonus on Intimidate checks and attack rolls to make attack of opportunity.

Precision Hearing: You have long relied on your enhanced hearing to warn you of those who would persecute you for your nature. Whenever you succeed at a Perception check to hear a creature you can't see and your check exceeds the DC by 10 or more, you can pinpoint the exact square where the sound originated.

NEW FEATS

The following feats are available to wererat-kin.

BAT SHAPE

Your powers of transformation have been honed to the point where you can wholly become a bat.

Prerequisites: Cha 13, wererat-kin.

Benefits: You can take the form of a bat whose appearance is static and cannot be changed each time you assume this form. You gain a +10 racial bonus on Disguise checks to appear as a bat. Changing from wererat-kin to bat shape is a standard action. This ability otherwise functions as *beast shape II*, and your ability scores change accordingly.

If you wear a *bat pelt* (see page 31), you may choose to adopt a form resembling the bat whose skin you wear instead of your normal bat form.

BLOODMARKED FLIGHT

Your attunement to your wererat ancestry has allowed you to master a crude form of flight.

WEREBATS

Although not as wantonly destructive as werewolves, werebats are seen as among the most sinister of lycanthropes because they often make a concerted effort to convert entire human communities into more of their own flock. Werebats adhere instinctively to the dominant member of their group, generally known as a wererat master. They protect her interests and root out opposition to her within the group whenever they notice it. Werebats sometimes allow wererat-kin to join their flock as lackeys who can more easily move among human prey undetected.

Wererat adventurers are usually survivors of a disaster or persecution that befell their flocks or else rare eccentrics cast out of their flocks for their inability to follow the orders of a wererat master. A few serve as field agents for a particularly far-reaching wererat master.

NEW SPELL

The following spell is common among werebats, bloodmarked, and those who associate with them.

ACCURSED GLARE

School necromancy [curse]; **Level** antipaladin 3, sorcerer/wizard 3, witch 3

Casting Time 1 round

Components V, S

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

Target one creature

Duration 1 day/level

Saving Throw Will negates; **Spell Resistance** yes

You channel a fell curse through your glare. If the target fails its saving throw, it begins to obsessively second-guess its actions and attract bad luck. Whenever the target attempts an attack roll or saving throw while the curse lasts, it must roll twice and take the lower result. While you cast this spell, an ally within range of the subject can attempt an Intimidate check as a move action (DC = save DC of this spell); on a success, the ally adds its own glare to yours, granting you a +2 bonus on your caster level check to overcome spell resistance (if any). Multiple allies can attempt Intimidate checks; this bonus stacks.

Prerequisites: Base attack bonus +5, wererat-kin.

Benefits: As an additional bestial feature, you can use your change shape ability to gain a fly speed of 30 feet with poor maneuverability if carrying a light load and wearing no armor or light armor, or a fly speed of 20 feet with clumsy maneuverability if carrying a medium or heavy load or wearing medium or heavy armor.

DIRE BAT SHAPE

You can become a dire bat.

Prerequisites: Cha 13, Bat Shape, base attack bonus +3, wererat-kin.

Benefits: When you use Bat Shape to become a bat, you can choose to become a bat or a dire bat.



WEREBEAR-KIN

WEREBEAR-KIN (COLDBORN)

Coldborn are remarkable among skinwalkers for their awareness and their potential for discipline, as well as for their hidden rage.

COLDBORN

Ancestry werebear

Typical Alignment LG

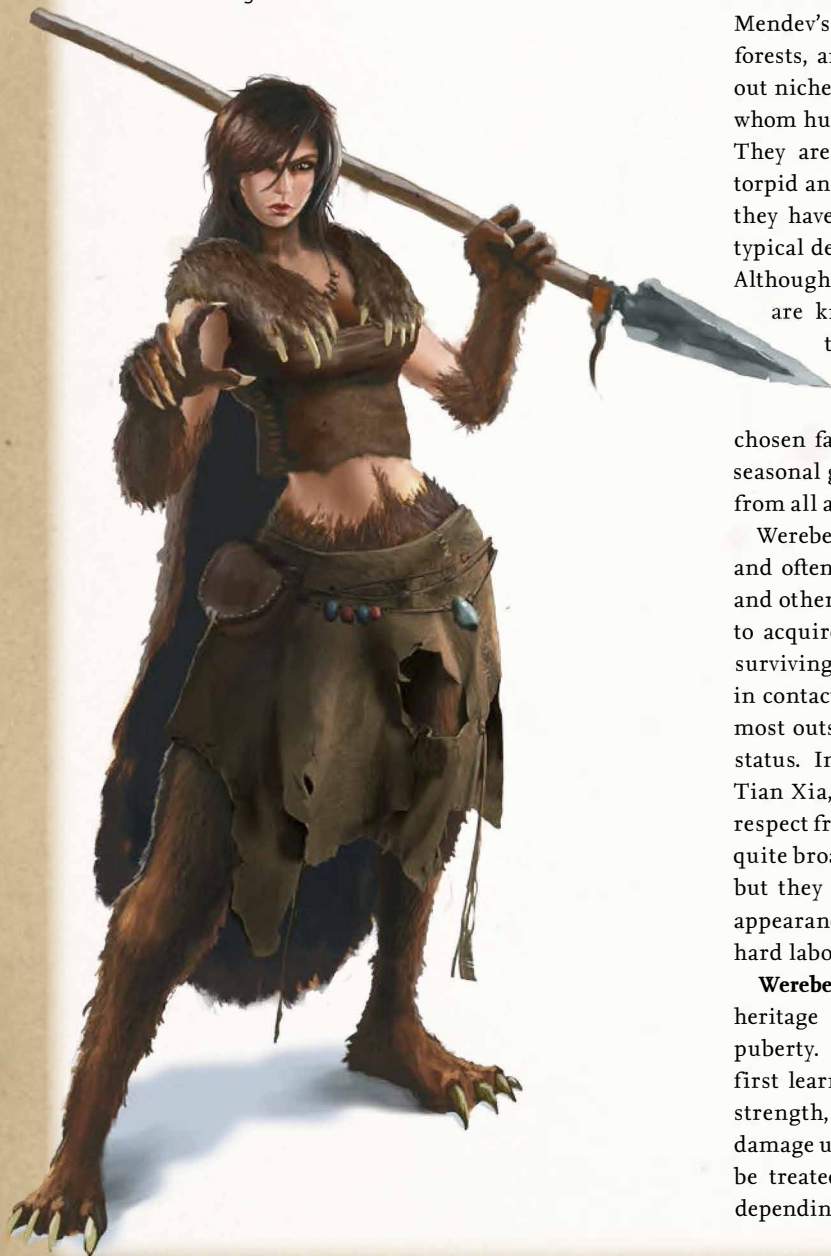
Ability Modifiers +2 Con, -2 Cha (+2 Wis while shapechanged)

Alternate Skill Modifiers Climb, wild empathy

Alternate Spell-Like Ability *calm animals* 1/day

Bestial Features

- Bite attack that deals 1d6 points of damage
- 2 claw attacks that each deal 1d4 points of damage
- Climb speed of 20 feet
- Scent to a range of 30 feet



Carrying with her a light to offer hope and guidance in the darkness that lasted for an age, Bear taught the skinwalkers how to fast and call forth animal spirits to share their bodies. From the spirits, they learned new ways to hunt and survive even the most terrible darkness and cold, though they also had to grapple with the spirits' terrible tempers, which mingled with the madness of starvation to drive a few to terrible crimes against a neighboring skinwalker tribe. This was the first war among the skinwalkers, which led them to be wary of all strangers, even others of their kind. Bear believed this tragedy to be her own fault, and that is why she hides and slumbers during the wintertime.

—Arcadian skinwalker legend

Werebear-kin are known and respected as defenders of the wilds in many parts of the Lands of the Linnorm Kings, Mendev's Estrovian Forest, northern Arcadia's imposing forests, and northern Tian Xia, and they tend to carve out niches as woodland guides, rangers, and recluses to whom humans can turn for guidance in the wilderness. They are called coldborn because they often become torpid and withdrawn during the winter months unless they have matters to attend to, and they resume their typical demeanors with renewed energy at winter's end. Although they often avoid large settlements, coldborn

are known to defy their ursine urges in favor of their humanlike desire for community, either forming small, intimate communities of their own (consisting of a few families or a chosen family of good friends) or arranging annual or seasonal gatherings to keep in touch with their fellows from all across the area.

Werebear-kin are renowned for their industriousness, and often make a good living trading in skins, leather, and other products of the forest. This trade allows them to acquire useful tools for defending their homes and surviving lean times. It also means that they are often in contact with a few non-coldborn, though they regard most outsiders as greedy and obsessed with wealth and status. In the northern and mountainous regions of Tian Xia, this attitude has earned them a great deal of respect from monks. Like werebears, coldborn tend to be quite broad-shouldered, muscular, and strong-featured, but they generally do not share werebears' work-worn appearance unless they have actually known a life of hard labor.

Werebear-Kin Characters: A werebear-kin's lycanthropic heritage usually reveals itself during or shortly after puberty. It's not uncommon for a werebear-kin to first learn of her powers during an accidental burst of strength, and she may cause a great deal of inadvertent damage until she learns to control herself. Coldborn may be treated as dangerous beasts or exemplary teachers depending on the surrounding cultural attitudes.

Arcadians, elves, Ulfen, and northern Tians tend to view werebear-kin as wise and valuable allies, while Kellids and most other peoples tend to view them as dangerous because of their transformative powers.

Werebear-kin are drawn to seek solitude much of the time, although they are commonly good-hearted. Not all werebear-kin avoid settlements, but all avoid frequently dealing with people outside their chosen family. Coldborn usually make effective leaders and organizers for tight-knit adventuring parties and similar groups because of their naturally strong sense of empathy and desire to protect their chosen families. However, in keeping with their werebear heritage, coldborn sometimes demonstrate a more violent side, either out of frustration at mistreatment by others or due to a naturally foul temperament. Werebear-kin adventurers are most often druids, rangers, or witches, as they readily cast aside the foibles of human societies for the simplicity of nature. Tian coldborn and werebears, especially those who live near or among humans, often become monks. Some monasteries even claim to have been founded or guided during their founding by those who wear the bear's skin, whose seclusion away from worldly concerns allows them to more easily find the path to true wisdom.

WEREBEAR-KIN TRAITS

The following race traits are available to werebear-kin.

Durable Change: When you use your change shape ability, you can choose to gain the benefits of the Endurance feat rather than gaining a special ability.

Reviving Rest: When you first demonstrated your werebear ancestry, you slept for a week and awoke feeling more refreshed than ever before. Whenever you undergo complete bed rest for 24 hours, you recover an amount of hit points equal to three times your character level.

NEW FEATS

The following feats are available to werebear-kin, werebears, and those who associate with these creatures.

BEAR HUG (COMBAT)

You can crush your foes with your powerful arms.

Prerequisites: Str 17, Beartrap Bite, Weapon Focus (bite), base attack bonus +8.

Benefit: You can attempt to initiate a grapple against a foe trapped by your Beartrap Bite feat without provoking attacks of opportunity. You gain a +2 bonus on damage rolls against foes you are grappling.

BEARTRAP BITE (COMBAT)

You can hold your foes even if you do not manage to grapple them.

Prerequisites: Weapon Focus (bite), base attack bonus +6.

Benefit: Whenever you confirm a critical hit against a foe with your bite attack, if your confirmation roll matches or exceeds your foe's CMD, you can clamp down on your foe to prevent it from moving away as a free action.

WEREBEARS

Even more so than werebear-kin, werebears are natural protectors of the wilderness, and they often associate closely with druids and clerics of nature deities. Although they prefer solitude even more than werebear-kin do, they feel compelled to ensure others benefit from their guidance and magic. Werebears are loners much of the time, but often form small, temporary family units when rearing children. Werebears generally think of all their kin as family, including werebear-kin, and most keep in touch with all family members for security and to share their experiences.

Werebears normally avoid adventure, so adventurers of this species tend to break the mold in more than one way. Most often, they are restless wanderers who think of the world as their home or failed guardians who survived the destruction of their homes and seek a new purpose or atonement for failure. Others seek out rival lycanthropes in an attempt to reform and support them or, failing that, end the threat they pose to humanity and nature alike.

NEW SPELLS

The following spells are common among werebears, coldborn, and those who associate with them.

SHARE SKIN

School necromancy; **Level** druid 6, witch 6

Components V, S

Range touch

Target one animal touched

Duration 1 minute/level or until you return to your body
You can possess an animal's body in a manner that functions like *magic jar*, except as noted here. Your body vanishes while the effect lasts and you don't require a receptacle.

SHARE SKIN, GREATER

Level witch 8

Target one creature touched

This spell functions like *share skin*, except as noted here.

The foe cannot move outside the area threatened by your bite attack unless it breaks free of your bite. It can attempt to free itself with a combat maneuver check or Escape Artist check as if you were grappling it, but neither of you gains the grappled condition. You cannot use your bite attack while you maintain your grip on your foe, but you can release the bite as a swift action to end the effect.

FEROCIOUS LOYALTY (TEAMWORK)

You have a powerful sense of responsibility for your allies.

Benefit: You gain a +1 morale bonus on attack rolls against any foe that currently threatens an ally who also has this feat. Whenever an ally with this feat is rendered helpless or killed within 30 feet of you, you gain a +2 morale bonus on attack rolls for 1 minute or until the foe responsible is rendered helpless or killed, whichever comes first.



WEREBOAR-KIN

WEREBOAR-KIN (RAGEBRED)

Ragebred, even more so than other skinwalkers, find both their greatest strength and direst weakness in their choleric emotions—from unstoppable rage to tempestuous affection to reckless spite.

RAGEBRED

Ancestry wereboar

Typical Alignment CN

Ability Modifiers +2 Wis, -2 Cha (+2 Con while shapechanged)

Alternate Skill Modifiers Handle Animal, Perception

Alternate Spell-Like Ability *speak with animals* (pigs and boars only) 3/day



All these years, they've mocked me for being different. They called me secretive and erratic, daring to insinuate that I schemed against the Revolutionary Council. But they don't know how different I truly am. I have been ashamed of the animalistic urges and the deforming power they give me, but now that I see my life is indeed at risk, I feel only an insatiable thirst for vengeance, and contentment that this power is all I need to bring them to harsh justice.

—Journal of Darter of Woodsedge,
Galtan wereboar-kin academic

Bestial Features

- +10 foot racial bonus to base speed
- Gore attack that deals 1d6 points of damage
- 2 hoof attacks that each deal 1d4 points of damage
- Scent to a range of 30 feet

In Galt, Taldor, and the River Kingdoms, wereboar-kin are known for their fiery tempers, wide stubborn streaks, and strong familial bonds. The ragebred's tenacity and irrepressible expressiveness has also earned this race respect and a reputation as freedom fighters in remote corners of Garund, Cheliax, and Varisia. Wereboar-kin are often ashamed of where their abilities come from and have no shortage of ill feelings for true wereboars, even if this hatred is mingled with martial respect. Wereboar-kin generally avoid large groups of people unless they feel confident of their own ability to buy, charm, or bully their way into power and respect. The ragebred who do live in busy social circles are those able to channel their strong emotions into far-reaching schemes, creative expression, or their professional crafts. Others choose the more common route of carving out a place where they hold power at the edge of civilization. More than one upstart liege of a River Kingdom has been a wereboar-kin who successfully created a place where he need not fear anyone's judgment.

Wereboar-kin sometimes struggle to maintain healthy relationships of any sort because of their mercurial natures and natural defensiveness, but some find camaraderie and strength by focusing on the strong emotions they share with their fellow wereboar-kin or humans who have known hardship. They have acquired the name "ragebred" for their habit of tempestuous romances that seem to be most successful when the couple engages in frequent bouts of dramatic conflict and affectionate reconciliation.

Wereboar-Kin Characters: Wereboar-kin and wereboars alike suffer the mood swings of adolescence far more severely than their human fellows. A ragebred's first transformation is commonly triggered by suffering an injury while fighting or doing something else reckless enough to spur a burst of adrenaline. When discovering their powers, many wereboar-kin are first struck by a powerful and protective attachment to a friend or romantic interest, or by a constantly rumbling appetite for a wide

variety of strange things. Some struggle to keep in check the emotions that trigger their shapechanging, and thus may have difficulty keeping their powers a secret.

Because of their powerful tempers and unpredictable moods, ragebred are often considered dangerous even when their lycanthropic heritage is unknown. Since wereboars are notorious for being obnoxious and thuggish, wereboar-kin are typically scorned or bullied when their true heritage is revealed. Those who try to integrate with humans struggle to find acceptance, especially if they look with shame upon their heritage and acquiesce to damning labels from human culture. Others, however, take pride in their physical power and expressive emotions. Wereboar-kin adventurers are most often barbarians, although fighters and clerics are also well known. Ragebred clerics typically find themselves drawn to the deities of war and might, eschewing the powers of channeled energy in favor of strength-bolstering abilities and magic.

WEREBOAR-KIN TRAITS

The following race traits are available to wereboar-kin.

Boar Resilience: You were victimized by bullies or even abusive adults. Although the harassment got worse when your wereboar features became more obvious, those features also gave you fortitude that helped you resist it. You are unimpaired by being at exactly 0 hit points. In addition, you can ignore the Endurance prerequisite for the Diehard feat.

Strength of Body: You took longer than most to learn control over your transforming abilities, but in that time you learned a trick to make the most of your strength. Once per day, you can use your Strength modifier in place of your Constitution modifier on a single Fortitude saving throw. You must announce that you are using this ability before you roll the saving throw.

NEW BARBARIAN RAGE POWERS

The following barbarian rage powers are available to wereboar-kin and those who associate with them.

Armor Ripper: While raging, you gain a +2 bonus on combat maneuver checks made to sunder with any of your natural attacks.

Boar's Charge: While raging, when you hit with a gore attack as part of a charge, you automatically score a critical threat. You must still confirm the critical hit as normal. You must be at least 12th level to select this rage power.

Deathless Frenzy: While raging, you ignore the effects of being at 0 or fewer hit points until you have been at 0 or fewer hit points for 1 round, at which point the appropriate consequences for your current hit point total take effect. Even death can be postponed this way, potentially allowing you to survive if you receive sufficient healing before the round is up. You must be at least 12th level to select this rage power.

Disemboweling Tusks: While raging, when you confirm a critical hit with your gore attack, you deal 1d4 points of Constitution damage in addition to the normal damage for the gore attack. You must be at least 10th level to select this rage power.

WEREBOARS

Wereboars in human form can be distinguished from wereboar-kin by their spiteful demeanor and need to control others. They frequently live as bandits or violently dominate villages or small fiefdoms. Like ragebred, they have strong family loyalty and a driving desire to procreate. They may choose to infect the targets of their romantic feelings in the hope that it binds them together, often with predictably troubling results. Even more ashamed of their condition than wereboar-kin, wereboars resent ragebred for avoiding the indignity of becoming wholly a pig.

Wereboars are among the lycanthropes most likely to embrace a life of adventure, thinking of it as a way to prove their worth and intimidate those they wish to control. They are most often barbarians, but wereboar fighters and rogues are also common and the rare lycanthrope oracles are most often wereboars.

NEW WONDROUS ITEM

The following wondrous item is common among wereboars, ragebred, and those who associate with them.

NOSE RING OF UNEARTHLY SCENT		PRICE
		11,475 GP
SLOT head	CL 3rd	WEIGHT —
AURA faint divination		

This item allows its wearer to smell curses as an unearthly odor with traces of brimstone and iron. As a standard action, the wearer can bring its nose near an object or creature and sniff the target to glean information as if using *detect magic*, except this effect only detects curses and cursed items. The wearer must concentrate as normal to learn all possible information about the object or creature in question.

Once per day as a standard action, the wearer can sniff the air for signs of danger while considering a specific course of action to gain an effect similar to *augury*. The perceived smell of a favorite food indicates "weal" and the smell of death indicates "woe."

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, <i>augury</i> , <i>detect magic</i>	6,675 GP

Fueled by Vengeance: While raging, whenever you deal weapon damage to a creature that dealt damage to you since the end of your last turn, add 1 round to your remaining number of rounds of rage for the current day. You can gain no more than 1 extra round of rage each round. You must be at least 6th level to select this rage power.

Savage Intuition: Your bestial senses allow you to sense danger and become enraged before you even have time to consciously react to danger. When combat begins, if you have rounds of rage remaining, you may automatically enter a rage without using an action at the start of the first round of combat (or at the start of the surprise round, if there is one), even if you are not otherwise aware that combat has begun.



WERECROCODILE-KIN

WERECROCODILE-KIN (SCALEHEART)

Scalehearts are of an exceptionally cold aspect—few others can so easily toss aside inhibitions in the name of their ultimate goals.

SCALEHEART

Ancestry werecrocodile

Typical Alignment NE

Ability Modifiers +2 Int, -2 Wis (+2 Str while shapechanged)

Alternate Skill Modifiers Stealth, wild empathy

Alternate Spell-Like Ability *scare* 1/day

Bestial Features

- Bite attack that deals 1d6 points of damage
- Darkvision to a range of 60 feet
- Swim speed of 30 feet
- Ferocity (*Pathfinder RPG Bestiary* 300)



I've said time and again I fear no werecrocodile. They're rare, thank Sarenrae, and keep to well-marked territories. No, what keeps me up nights is the scalehearts—the werecrocodile-kin. They prowl among the river folk and are as willing to gut your livelihood just as them werecrocodiles are to gut you. And damned if I don't think one swindled me out of a beautiful boat just the other day in the dock house. So cold-blooded, never gave an ounce of remorse or any tell for me to spot.

—Journal of Harrutep Abasu,
former Osirian riverboat captain

Werecrocodile-kin are the most common skinwalkers in the Shackles, Osirion, and Thuvia, although they are also known in Sargava and the Mwangi Expanse. Physically, they are thick-skinned and usually sluggish unless engaged in combat. They tend to be ruthless but patient. All are natural swimmers. In a pattern stretching all the way back to scalehearts' counterparts in Arcadia, scaleheart culture respects nothing so much as the ability to demonstrate power over others, most often physically but also through cunning and magic. Werecrocodile-kin are renowned for their surprising and violent displays of dominance, especially in northern Garund, but in Sargava and the Mwangi Expanse they have an equally strong reputation for proving their superiority by manipulating and seducing prominent humans. Not as powerful or as solitary as true werecrocodiles, scalehearts prefer to form their own small waterside communities when they do collaborate.

Werecrocodile-Kin Characters: Scalehearts are often brutish and mean. Their first transformation is commonly triggered by the first serious injury they witness or a sudden strong hunger. A werecrocodile-kin whose abilities have begun to appear is often struck by a craving to hurt, scare, and perhaps even kill peers who seem weaker or inferior to her in some way. Even heroic scalehearts can't help feeling that selfish and evil creatures deserve pain and panic for being less moral than them. Werecrocodile-kin frequently boast about their conquests to potential victims and allies alike, hoping to inspire respect, fear, and anxiety however they can. Many have a hard time reading the emotions of others and expressing their own emotions in a way others can understand—those who learn to exploit this feature may become brilliant liars or ruthlessly efficient officials or mercenaries, while others may simply toil hopelessly to find a way to meaningfully connect with their neighbors.

Because of their unpredictable temperaments, great strength, and domineering attitudes, werecrocodile-kin are generally considered cold-blooded killers by other races. They don't bother to cultivate or maintain

personal relationships, although they also recognize the security of shared space and don't mind the presence of others of their kind. Most dwell in low buildings near the water's edge, either alone or with a few of their kind. Many are patient and wily enough to recognize the value of the swamp plants around them, and herbalism, alchemy, and witchcraft are all respected professions for werecrocodile-kin. Some become shamans or soothsayers and readily sell curses as well as remedies—whatever will make the most money and earn the most respected (or feared) reputation.

WERECROCODILE-KIN TRAITS

The following race traits are available to werecrocodile-kin.

Crocodile Swim: You grew up near crocodiles, learning to move as they do. You gain a +2 trait bonus on Swim and Stealth checks while moving at half speed or less and mostly or completely underwater. One of these skills (your choice) becomes a class skill for you.

Terrifying Lunge: Once badly bitten by a stronger werecrocodile-kin, you learned the importance of showing your strength. Once per day, when you hit a flat-footed foe with a melee attack, you can make an Intimidate check to demoralize that foe as a swift action. Intimidate becomes a class skill for you.

NEW WITCH HEXES

The following witch hexes are available to skinwalkers, and are most commonly used by werecrocodile-kin.

HEXES

The following hexes can be selected by any character capable of using hexes.

Cursed Wound: The witch can curse a living creature, preventing it from healing completely. For a number of days equal to 3 + the witch's Intelligence modifier (minimum 1), whenever the victim is the target of a conjuration (healing) spell or magical healing effect, the caster of the healing effect must succeed at a caster level check (DC = 11 + the witch's level) to end the hex. If the check fails, the healing effect functions as normal, except it cannot remove the last 10 points of damage the victim suffered. Similarly, natural healing, fast healing, and regeneration fail to cure the victim's last 10 points of damage. Thus, the victim's effective maximum number of hit points is 10 fewer than normal. A successful Will save reduces the duration of this hex to 1 round. At 5th level, the victim of this hex also takes a -2 penalty on Fortitude saving throws to avoid contracting a disease or poison from an injury. This is a curse effect and can be removed by *remove curse*.

Swamp's Grasp: The witch can cause an area to become an entangling quagmire. One 10-foot square per witch level within 90 feet becomes difficult terrain for a number of rounds equal to 3 + the witch's Intelligence modifier. If the witch uses this hex again before the duration of the previous use has expired, the effects of the previous use of this hex end immediately.

WERECROCODILES

Mwangi and Sargavan werecrocodiles are known to be calculating and lecherous; they, as well as those of the Shackles, Osirion, and Thuvia, are notorious for an obsession with violence and with terrorizing anyone who dares enter their territory. They decorate their territories with skulls and other warnings that they enjoy showing to human interlopers to inspire dread. Indeed, many werecrocodiles assume human form to lure unsuspecting humans into following them far beyond any hope of help before terrorizing them and slowly hunting them down and tearing them to pieces. In general, werecrocodiles regard werecrocodile-kin as pale shadows of a werecrocodile's true might. As such, werecrocodiles think little of imposing their will on scalehearts unless the latter have demonstrated exceptional strength and brutality.

Werecrocodiles usually prefer to stick to their own territory, but those who manage to keep in touch with human curiosity sometimes take easily to a life of adventure, at least temporarily. These psychopathic but patient travelers often range many miles from their territory in pursuit of new and more challenging prey to make their reputation more intimidating.

NEW ALCHEMIST DISCOVERY

The following alchemist discovery is common among werecrocodiles, scalehearts, and those who associate with either. Discoveries marked with an asterisk (*) do not stack. Only one such discovery can be applied to an individual bomb.

Psychoactive Bomb*: Psychoactive bombs are mixed with neurotoxic extracts that heighten certain sensations. A creature struck by a psychoactive bomb takes a -1 penalty on saving throws against charm, emotion, fear, and pain effects, and the DC for Intimidate checks against the victim decreases by 2. This effect lasts for 1 hour per alchemist level. These penalties do not stack, and a creature can only be affected by a single psychoactive bomb at a time. A psychoactive bomb deals 1d6 fewer hit points of damage than normal. An alchemist must be at least 6th level before selecting this discovery.

MAJOR HEXES

The following major hexes can be selected by any character capable of using major hexes.

Animal Skin: The witch can become any animal of a size from Tiny to Large whose skin she wears. This ability is similar to *beast shape II*, except she takes on the appearance of the specific individual from which the skin came.

Delicious Fright: The witch can feed on the fear of her victim. The target of this hex becomes shaken for a number of rounds equal to 3 + the witch's Intelligence modifier. As long as the witch remains within 30 feet of her target, she gains a +1 morale bonus on attack rolls and a +1 morale bonus on saving throws as long as this effect persists. A successful Will save reduces the duration of this hex to 1 round. This is a mind-affecting fear effect.

THE TRANS

EYES

If the eyes are the windows to the soul, then the shifting, golden gaze of a werewolf beneath a full moon is a terrible sight indeed. A werewolf's eyes swell in changing sockets, turning the color of wet amber or brightening to light blue, and while they may look like those of a beast, they gleam with an intelligence—and occasionally with a malice—that marks them as thinking beings. Eyelashes and eyebrows grow bushy and mesh with the rest of the beast's fur, and the pupils adjust for the darkness in which the lycanthrope is most at home, often blooming freakishly large and shrinking back to pinhole-sized dots several times during the conversion.

MOUTH

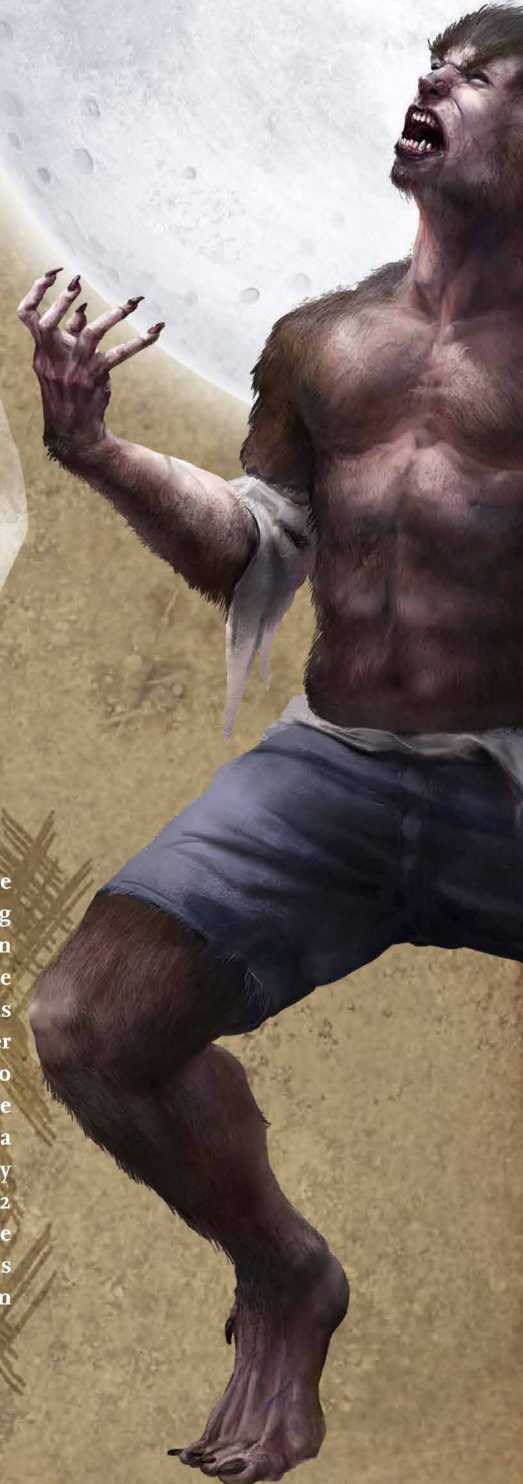
During the transformation, a werewolf's mouth quickly juts out and extends into a hungry, nightmarish maw. The tongue lengthens and flattens, and the lips stretch into dewlaps that pull back to reveal slick gums filled with sharp, canine teeth. Sometimes the werewolf's teeth simply grow and change along with the rest of its body. Other times the original teeth are pushed aside while the new form's fangs force their way in as the body makes way for the emerging beast. Fur ripples and pushes out along the muzzle, sheathing the jaws in a pelt that marks a completed transformation. Regardless, those standing close enough to see a werewolf's maw as it transforms rarely live long enough to see the change's completion.

FEET

Like the hands, the feet of a lycanthrope change drastically during the transformation, swelling and remaking themselves. The toes are drawn inward, and thick, furry pads erupt from the shapechanger's soles. The feet grow hoary nails that let them dig into the earth to push off after those who flee or to make good an escape into the darker parts of the wild. Anyone with the slightest sense of wilderness lore can look at a set of hybrid werewolf tracks and tell that they are not the tracks of a normal wolf (a DC 12 Knowledge [nature] or Survival check). If the werewolf changes into wolf form, however, its tracks become nearly indistinguishable from those of a true canid.

When lycanthropes are exposed to the light of the full moon as surely as it draws the tides. No matter how the full power of the moon succumb to their dark desires, beings ripple and change, and their minds shift a moment of pure agony; for others, the transformation is a day or even border on ecstasy. No matter the sensation, the force of the celestial body that governs so much of their existence is felt.

This section illustrates the various changes that occur during the transformation, focusing on the key body parts that see the most influence. Other lycanthropes undergo the same changes, but they reflect their ties to the specific beasts that dwell in the wild. Some lycanthropes form experience similarly distressing sensations



FORMATION

Under the full moon, it draws them into their beast skins. They try to fight it, most lycanthropes exposed to the desires, inhuman needs, and bestial urges. Their forms change as much as their physical forms. For some, this is a liberation that can be as pleasant as a cool breeze on a warm day, but for others, however, all of these shapechangers bow to the demands of their lives.

Changes that take place during a werewolf's transformation, such as the alteration as a result of the moon's supernatural power, come in many types of transformations, albeit in ways that vary from those within them, and skinwalkers who take bestial forms (see the Skinwalker Changes sidebar, below).



EARS

Lycanthropes tend to have keener senses than their single-skinned brethren, and when they shapeshift, their features alter to provide even more bestial acuity. A werewolf's ears lengthen and widen, allowing sound to more easily flow through the elongated ear canal. The helix draws up to a point, and a fully transformed lycanthrope can shift its ears slightly to pinpoint sounds. Their acute hearing means most lycanthropes are exceptionally accurate trackers, and makes them more aware of how much noise they themselves are making as well. A werewolf's ears make it impossible for all but the stealthiest combatants to sneak up on them, something that many would-be hunters have discovered only too late.



HANDS

A lycanthrope's hands are one of the first body parts to show the change. Hair sprouts in thick tufts, and the fingers flex as muscles and tendons stretch and thicken to suit the lycanthrope's new form. Within seconds the pattern of the pelt is plain to be seen across the werewolf's hands. The palms grow leathery, and pads form beneath the fingers. A lycanthrope's hands are ferociously strong, and more than a few adventurers have fatally underestimated the power of a lycanthrope's grip.

SKINWALKER CHANGES

Though skinwalkers descend from lycanthropes, they don't always follow in their progenitors' footsteps when it comes to their transformations. For many skinwalkers, the changes take place in a miniaturized form. In most cases, the body warps unnaturally and painfully until it has twisted into a perverse mirror of its bestial forebear. For other skinwalkers, transforming is as easy as stepping into water or drawing on an old shirt. The ease with which a skinwalker transforms is largely dependent on the individual's temperament, practice, and the strength of its connection to the song of the moon and its ancestors. Some—especially more violent or carnal skinwalkers with intensely strong ties to their blood—may find being in human form more awkward and painful than occupying bestial form (which many traditionalist skinwalkers refer to as the “true form”). It's thought that such individuals may involuntarily transform during the night of the full moon much like lycanthropes, though skinwalkers heatedly reject such claims as a combination of conjecture and prejudice.



WERERAT-KIN

WERERAT-KIN (NIGHTSKULK)

Nightskulls combine the versatile aspect of the skinwalker with the ambition and necessary ingenuity of the wererat to become some of the most creative and surprising of their kind.

NIGHTSKULK

Ancestry wererat

Typical Alignment LE

Ability Modifiers +2 Int, -2 Str (+2 Dex while shapechanged)

Alternate Skill Modifiers Handle Animal, Stealth in urban environments

Alternate Spell-Like Ability *speak with animals* (rodents only) 3/day

Bestial Features

- Bite attack that deals 1d6 points of damage
- Climb speed of 30 feet
- Distraction (*Pathfinder RPG Bestiary* 299)
- Scent to a range of 30 feet



Good Taldans must watch their purses in the busy streets of Oppara for fear of Unsavory Thieves, but few stop to realize what else a Thief might be—a cursed Wererat, or worse, one of their dreaded Spawn, the Nightskulls! These Nightskulls can hide their Animal Natures all the better for their Human Blood, but do not be deceived, for they inevitably still report to shadowy Wererat Leaders. Nightskulls' plots of Disease and Death and Corruption are far-reaching and deeply rooted, and chances are you saw one of their kind this very day. Heed these words, for only by placing the Boot of the Law firmly on the tail of the Rat can Oppara hope to extinguish this very real Menace!

—Excerpt from a Taldan anti-wererat pamphlet

Wererat-kin are common in urban areas throughout the Inner Sea, and like wererats, they usually rely on their stealth and cunning to get by in those metropolitan centers where they are persecuted. Many rogues and scoundrels think of a trace of rodent blood as a useful advantage, and some even falsely brag of having this trait to earn a quick reputation and intimidate rivals. True nightskulls, however, know that spreading such information only invites despair, for of all the skinwalkers nightskulls are perhaps the most universally despised.

Unlike other skinwalkers, even large nightskulk communities often draw their culture almost completely from the surrounding human society, assimilating at the cost of losing their ancient skinwalker traditions. Most have found that the culture of infected and natural wererats in Inner Sea cities suits them, and can frequently be found consorting with these full-blooded lycanthropes. Lacking the wererat's ability to hide among true rats, nightskulls often specialize in hiding instead among humans. Although they try to maintain ties with other wererat-kin and true wererats for mutual security if possible, wererat-kin have learned that it is safest to remain hidden among the human masses and disappear whenever fear of lycanthropes would threaten to make pariahs out of an isolated community. Nightskulls tend to be short and wiry, with constantly darting eyes. Males often have thin, ragged mustaches, while females have thin, birdlike builds. Both sexes like to wear fine furs and soft, voluminous garments for warmth and to show off whatever wealth they possess.

Wererat-Kin Characters: A nightskulk's first transformation is commonly triggered by his first exposure to a significant illness or even disease in adolescence, at which point his wererat blood helps fight off the affliction. The first thing wererat-kin generally notice when their wererat-kin abilities manifest is an urge to find an out-of-the-way place to make a comfortable and secure hideout or nest, preferably furnished with precious possessions or weapons for peace of mind. Although fond of secrecy and the safety it brings from potential

foes as well as members of one's own community, many nightskulks find it a great relief to have close friends to confide in about their experiences and abilities, leading them to form long-lasting relationships with a few close childhood friends, siblings, or associates.

As a result of their close association with pests, wererat-kin are often erroneously considered blights on the surrounding community in any number of ways, and are often purported to be crime-lords, thugs, and sources of disease and declining culture. Their abilities give them value to thieves' guilds, but otherwise they feel a great deal of pressure to hide their true nature from the human society surrounding them. They most often become adventurers in an effort to demonstrate their cunning and ensure their long-term safety by securing defenses and resources. Nightskulk adventurers are usually rogues, but there are also famous wererat-kin bards known for using their pipes to sway rodents and people, as well as wererat-kin monks who trained in street fights and converted their sewer homes into secret monasteries.

WERERAT-KIN TRAITS

The following race traits are available to wererat-kin.

Inured to Disease: The first sign of your wererat heritage was your seeming imperviousness to disease. You gain a +2 trait bonus on Fortitude saving throws against diseases.

Rat Squeeze: You first discovered your wererat-related abilities while escaping someone, whether the authorities or a rival, and ever since you have honed your ability to squeeze out of tight situations. Whenever you use your skinwalker ability to change shape into your bestial form, you can squeeze through narrow spaces at least half as wide as your normal space without slowing your movement; each move into or through a narrow space counts as 1 square, though you still take all the normal penalties associated with squeezing.

NEW ROGUE TALENTS

Wererat-kin and wererats have access to the following rogue talents.

Disease Use: A rogue with this talent can apply filth from garbage, a sewer, a city street, a polluted area, or long-unwashed clothing or fur to a weapon as a standard action. Doing so causes the weapon to inflict filth fever (*Pathfinder RPG Core Rulebook 557*) on its next strike. The rogue does not risk exposure to this disease unless she is damaged by the weapon. After a successful attack with the weapon, the filth is dispersed and must be reapplied.

Face in the Crowd: A rogue with this talent can blend into groups easily. Opposed Perception and Sense Motive checks take a -2 penalty when made against the rogue's Bluff, Disguise, Sleight of Hand, or Stealth checks if she's within 30 feet of at least two non-hostile characters of her apparent creature type. This penalty increases to -4 if she's within 30 feet of at least eight such creatures or is currently in a square occupied by a crowd.

WERERATS

Wererats are a little more insular than wererat-kin, and more fond of disappearing among the rats of the sewers than among the commoners of the city. Entire thieves' guilds and gangs of dozens or even hundreds of wererats can be found in the dark parts of urban hubs. Wererats and wererat-kin agree that secrecy is paramount to their survival, but a head wererat who expects to be in charge of all matters concerning lycanthrope secrecy in his area can become hostile toward nightskulks who do not heed him.

Wererats' cowardice and preference for strength in numbers often dissuades them from becoming adventurers, but their natural ambition and ingenuity can be great assets should they ever end up alone. This most often happens when one or a few wererats dare or are forced by circumstance to strike out on their own to seek wealth, powerful magic items, and other advantages over those who threaten them. Occasionally, powerful head wererats send parties of wererats out to secure their interests around the city and beyond, and such endeavors can easily lead to a life of adventure.

NEW TEAMWORK FEATS

The following teamwork feats are common among wererats, wererat-kin, and those who associate with them.

SWARM SCATTER (TEAMWORK)

You have studied the habits of swarming rats for defensive tactics.

Benefit: For each ally who has this feat and is adjacent to you, you gain a +1 circumstance bonus to AC. As long as you have this bonus, you are immune to the swarm attack and distraction ability of rat swarms.

SWARM STRIKE (TEAMWORK)

You and your allies have trained to overwhelm foes like a swarm of rodents.

Benefit: Whenever a foe provokes an attack of opportunity from you, you gain a +1 bonus on your attack roll, plus an additional +1 bonus for each ally who also has this feat and currently threatens that foe.

Quick Scrounge: The rogue can search a creature, object, or area in half as much time as normal. If her Perception check would normally require a full-round action or less, it becomes one step shorter along the following progression: full-round action, standard action, move action, swift action, immediate action. This talent has no effect on Perception checks that are attempted as free actions or Perception checks that don't require an action.

Scavenger: A rogue with this talent can pick up and stow an object as a swift action instead of two separate move actions. She gains a +2 bonus on Sleight of Hand checks to pick the pockets of creatures that are stunned or disabled.



WERESHARK-KIN

WERESHARK-KIN (SEASCARRED)

The seascarred draw on the majesty of the shark and the society of skimwalkers to produce shamans and pirates with the ability to impose their will on anyone or anything that gets in their way.

SEASCARRED

Ancestry wereshark

Typical Alignment N

Ability Modifiers +2 Wis, -2 Int (+2 Con while shapechanged)

Alternate Skill Modifiers Perception, Swim

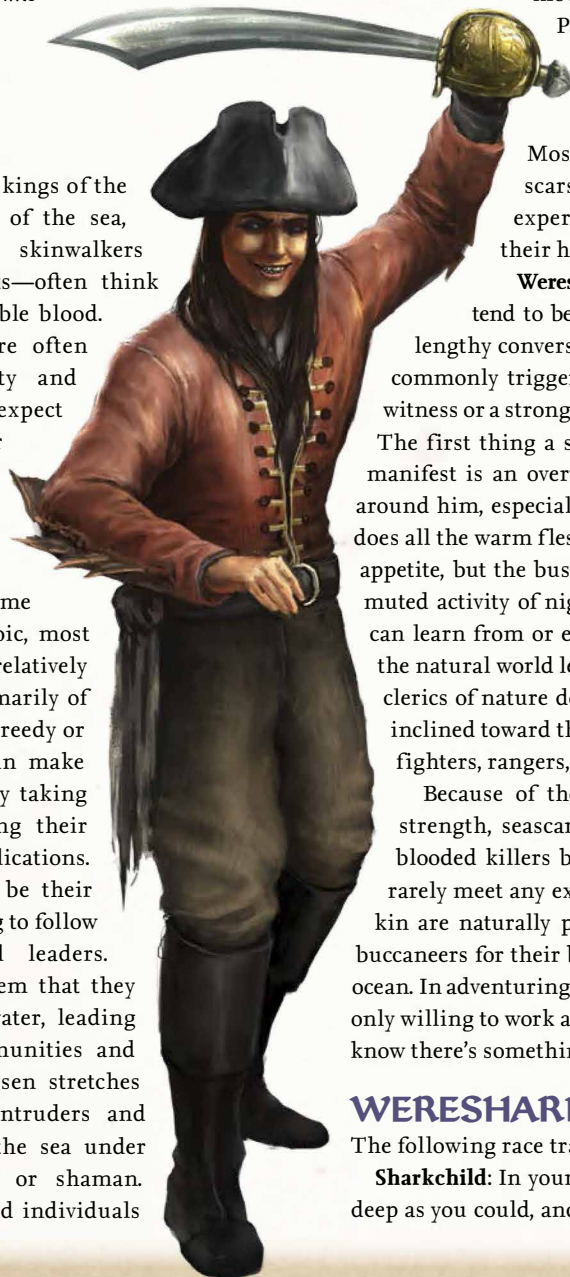
Alternate Spell-Like Ability *charm animal* (aquatic animals only) 3/day

Bestial Features

- Amphibious
- Bite attack that deals 1d6 points of damage
- Ferocity (*Pathfinder RPG Bestiary* 300)
- Swim speed of 30 feet

Much like lions are seen as kings of the savanna, sharks are kings of the sea, and so seascarred—those skinwalkers descended from weresharks—often think of themselves as having noble blood. Fittingly, wereshark-kin are often related to island nobility and shamans, and thus many expect others to defer to their often-blunt methods and habits. Like weresharks, they tend to be single-minded and do not like to be questioned. Although some are selfish and others heroic, most seascarred prefer to live relatively simple lives consisting primarily of hunting and eating. Many greedy or unscrupulous wereshark-kin make their way as pirates, simply taking what they want and letting their cowed peers deal with complications.

Wereshark-kin prefer to be their own masters, but are willing to follow obviously more powerful leaders. Seascarred culture tells them that they are natural lords of the water, leading many wereshark-kin communities and loners alike to defend chosen stretches of coastline against all intruders and to live in harmony with the sea under the guidance of a druid or shaman. However, many self-directed individuals



The local fishers call the shark the king of fish, and speak with pride of having the same royal blood. I took their claims to be self-aggrandizing nonsense until we were attacked by pirates while one of the fishers was acting as our guide through the reefs. She took to the water like a fish, leaped aboard the enemy boat, and grew a mouth full of shark teeth just in time to take a bite out of the pirates' first mate. She scared them into fleeing by the time we were ready to defend ourselves.

—from *Hunters of the Sunless Deep*, the memoirs of Captain Eglen Starseer

gravitate toward lives of piracy and selfish convenience, imposing their will on others when it is convenient and moving on when they lose interest.

Physically, wereshark-kin tend to be broad-shouldered and muscular, with sharp, smooth features and little facial or body hair.

Most seascarred proudly display large scars or tattoos as evidence of their experience and strength, lending them their hereditary name.

Wereshark-Kin Characters: Wereshark-kin tend to be strong-willed and uninterested in lengthy conversation. Their first transformation is commonly triggered by the first serious injury they witness or a strong hunger, generally in or near the sea. The first thing a seascarred notices when his powers manifest is an overwhelming awareness of all the life around him, especially when he is in the water. Not only does all the warm flesh and blood stir his high-insatiable appetite, but the bustling energy of a warm day and the muted activity of night stand out to him as patterns he can learn from or even command. This attunement to the natural world leads many wereshark-kin to become clerics of nature deities, druids, or oracles. Those less inclined toward the spiritual world often find roles as fighters, rangers, or magi.

Because of their gruff temperaments and great strength, seascarred are generally considered cold-blooded killers by the people of the Inner Sea, who rarely meet any except dangerous pirates. Wereshark-kin are naturally prized by crews of more monstrous buccaneers for their brawn and strong connection to the ocean. In adventuring parties, wereshark-kin are generally only willing to work and travel with others as long as they know there's something in it for them.

WERESHARK-KIN TRAITS

The following race traits are available to wereshark-kin.

Sharkchild: In your youth, you swam into the ocean as deep as you could, and had it not been for your wereshark

ancestry you would have surely drowned. You gain a +1 trait bonus on Swim checks. As long as you have a swim speed (such as that granted by your bestial form), you can use the run action to move up to five times your swim speed while swimming straight down from or straight up toward the surface of the water.

Shoreline Skirmisher: You were raised without many toys or possessions, but you made do exploring every detail of the nearby seashore, and know how to spot potential tools or obstacles. You gain a +2 trait bonus on combat maneuver checks as long as you or your opponent is on sand or in water at least 6 inches deep.

NEW MAGUS ARCANA

The following magus arcana are available to weresharks, wereshark-kin, and those who associate with these races.

Aquatic Agility (Su): As an immediate action, the magus can spend 1 point from his arcane pool to gain the benefits of *water breathing* for 1 round per level. During this time, he can ignore the effects of rough water and underwater combat on his attacks and movement. The magus must be at least 6th level before selecting this magus arcana.

Arcane Scent (Ex): The magus can sniff out other spellcasters. By spending 1 point from his arcane pool, the magus gains the scent special quality for 1 hour per magus level. This scent can only detect creatures capable of casting spells or using spell-like abilities. Additionally, while this effect persists, the magus can attempt a Spellcraft check as a move action to determine the highest level spell a detected creature is capable of casting (DC = 10 + the creature's caster level). The magus can only attempt this Spellcraft check once per creature per 24 hours.

Natural Spell Combat (Ex): The magus can use his spell combat class feature with a natural attack of his choice. If he does, he gains a +2 bonus on concentration checks. If the natural attack is made with an appendage that would normally hold a weapon (such as a claw attack), the magus cannot wield a weapon in that appendage while making natural attacks with it. If the natural attack is a bite or other attack that does not require a free appendage to make, the magus can use the natural attack in addition to all of the attacks he could make with his melee weapon, if he has one. A magus can select this arcana more than once. The bonus on concentration checks does not stack. Each time he selects this arcana, he selects another natural weapon. For example, a magus could select this arcana twice, choosing claw attacks and bite attacks. This would allow him to use a full-round action to make all of his claw attacks with his free hand and all of his bite attacks in addition to casting a spell. This arcana otherwise functions exactly like the spell combat class feature.

Spell Trickery (Ex): When the magus successfully performs a dirty trick combat maneuver, he can cast an illusion or enchantment spell he has prepared with a casting time of 1 standard action or less as a swift action. The magus can use this ability once per day. The magus must be at least 12th level before selecting this magus arcana.

WERESHARKS

Weresharks are often idolized by tribal chieftains and shamans of islands off the coasts of Garund and Avistan as well as other continents. These lycanthropes often recruit true sharks to enforce their dominance over a specific span of ocean, and a few are imposing leaders of island settlements. Some are bloody tyrants, reveling in the fear they sow among their human prey and servants, but others are fair, if distant, lords. Weresharks do not come into conflict often, preferring to give each other space, but when they do fight, the fearsome battle for dominance usually leaves each either scarred or dead.

Weresharks covet powerful magic items, especially weapons such as the *trident of fish command*, which they believe they deserve because of the natural right of sharks to rule over other sea creatures.

NEW MAGIC WEAPON

The following magic weapon is commonly used by weresharks, wereshark-kin, and those who associate with them.

TRIDENT OF THE STORM CAPTAIN		PRICE
		109,665 GP
SLOT none	CL 13th	WEIGHT 4 lbs.
AURA strong evocation and transmutation		

This +4 *shock trident* is carved from fish-bone and its points are shark teeth. The wielder gains a +4 competence bonus on Profession (sailor) and Swim checks as long as it is held in hand. Once per day, the wielder can utter a command word to create one of the following effects: *vortex* (*Pathfinder RPG Advanced Player's Guide* 254) or *control weather*.

If the wielder uses a polymorph or supernatural effect to take the shape of a creature with a natural bite attack, the *trident of the storm captain* vanishes and the wielder's bite attack gains a +4 enhancement bonus until the shapechanging effect ends and the trident reappears. The wielder cannot use the trident's other abilities while shapechanged.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>call lightning</i> , <i>control weather</i> , <i>greater magic fang</i> , <i>vortex</i>	54,990 GP

Spell-Scars (Ex): The magus can use special scar-based tattoos called spell-scars on his skin to cast or prepare spells, much like scrolls. He can cast a spell from a spell-scar exactly like casting from a scroll; the ink and scars vanish when the spell is cast. The magus can also prepare spells from his spell-scars without expending them, similar to a wizard using the Spell Mastery feat. The magus does not need to be able to see his spell-scar to use it. A magus has room on his skin for 18 total spell levels of spell-scars, which he can create using the rules for scribing scrolls (although they do not require the Scribe Scroll feat).



WERETIGER-KIN

WERETIGER-KIN (FANGLORD)

Fanglords are skinwalkers of a most regal lineage, well aware that they carry the blood of kings and tyrants—and just as confident and imposing as their forebears.

FANGLORD

Ancestry weretiger

Typical Alignment NE

Ability Modifiers +2 Dex, -2 Wis (+2 Cha while shapechanged)

Alternate Skill Modifiers Acrobatics, Perception

Alternate Spell-Like Ability *jump* 1/day

Bestial Features

- Bite attack that deals 1d6 points of damage
- 2 claw attacks that each deal 1d4 points of damage
- +10-foot racial bonus to base speed
- See in darkness



When calling on any member of the upper crust of the Impossible Kingdom of Jalmeray, remember to keep a sharp eye out for courtiers and courtesans who move with a feline grace, who hold eye contact for a little too long, who never answer questions about themselves except to mention a warrior-queen ancestor or renowned general grandfather. Such a one may well be a so-called "fanglord," a scion of a fearsome weretiger, who prowls high society with only marginally less bloodlust than his ancestor did.

—From *Little-Known Wonders of Jalmeray*,
an Andoren traveler's guide

Weretiger-kin are known in Vudra, Tian Xia, Jalmeray, and the Mwangi Expanse, and in all these places they are notorious for their fickle attitudes and unpredictable behavior. Usually, a fanglord makes his living by intimidation, cutthroat business dealings, political ploys, and military ventures. Very much like weretigers, they rarely congregate with others of their kind except as mated pairs or one or two parents with a few children, although they sometimes agree to form oligarchic arrangements of mutual protection with neighboring fanglords or weretigers when each of them can respect the other's strength. They often have aristocratic connections or the charm to fake it, and are happy to settle in affluent areas, where one fanglord typically claims dominion over anything from a small neighborhood to a large city district.

Weretiger-kin tend to be exceptionally proud of their heritage and confident to the point of hubris regarding their authority over not only humans, but also animals. Although usually quite capable, fanglords are not opposed to waiting for just the right moment to spring a plan or strike against an enemy, making sure they can act with overwhelming effectiveness and completely negate the chance of an opponent fighting back. As a result, they make impeccable assassins and frustrating political enemies. Weretiger-kin often have large eyes, long noses, and sharp cheekbones.

Weretiger-Kin Characters: Weretiger-kin are often charming and intimidating, features they develop from childhood but which reach their full bloom only in late adolescence, when the maturing fanglord first begins to sense just how much more aware, graceful, and strong he is than those around him. Every movement seems to slow down for a fanglord, and he finds that he can almost divine each little vulnerability in the way humans carry themselves and go about their business—moments when they could be all too easily hurt, or killed in a way that looks like an accident, or outmaneuvered so they look silly in front of someone important. A fanglord's first transformation is commonly triggered by his first sexual encounter. Weretiger-kin blood most often manifests among those descended from queens, kings, generals,

and nobles who may have used their hidden lycanthropic strength to seize power from weaker contenders.

Because of their impressive mien and great strength, weretiger-kin are generally considered worthy of fear and respect. Despite frequenting highly populated areas and enjoying the luxuries of high society, fanglords are commonly loners and generally form personal relationships with other humanoids only when they are driven to mate or if it will help them achieve some long-range goal. Their unfettered attitude helps many acquire a powerful mystique and sometimes even willing followers. Rarely loyal to anyone else, weretiger-kin are often quite successful as mercenaries, assassins, and leaders in their own right.

WERETIGER-KIN TRAITS

The following race traits are available to weretiger-kin and weretigers.

Feline Instinct: When your weretiger heritage first manifested, you spent a period of time living off what you could catch, developing a sharp instinct to act when your foes were most vulnerable. In any combat in which you act during the surprise round, you gain a +3 trait bonus on your initiative check.

Tiger's Claw: Your feline agility helps you inflict a devastating blow at the end of a charge. Whenever you use the charge action, you gain a +1 trait bonus on your weapon damage roll.

NEW FEATS

The following new combat feats are available to weretiger-kin, weretigers, and those who associate with these creatures.

MOTIVATING DISPLAY (COMBAT)

You can empower your allies through their fear of you.

Prerequisites: Cha 13, Dazzling Display, Weapon Focus.

Benefit: Whenever you use Dazzling Display to demoralize foes, you can motivate your allies to better serve you. In addition to possibly demoralizing foes within 30 feet, your Intimidate check while using Dazzling Display also applies to allies within 30 feet who can see you. The DC for this effect is the same as it would be to demoralize your allies. Each ally so affected gains a +1 morale bonus on attack rolls and skill checks for the duration that it would normally be shaken.

SURPRISING COMBATANT (COMBAT)

You can briefly trick your foes into discounting you as a combatant.

Prerequisites: Improved Initiative, Bluff 3 ranks.

Benefit: At the beginning of combat, after initiative is rolled but before the first round of combat begins, you can attempt a Bluff check as a free action. Each opponent who is aware of you must succeed at a Sense Motive check (DC equal to the result of your Bluff check). Failure means that an opponent is treated as if it were not aware

WERETIGERS

Weretigers are egomaniacs with a natural talent for controlling others with fear and awe, a talent they usually use to reign over the humans they think of as slaves and cattle for the slaughter. Their indisputable power and animal magnetism makes it surprisingly easy for human populations to acquiesce to their rule; many a citizen has called a weretiger impossible to overthrow, and dangerous but not insufferable because she primarily hunts dissidents. Indeed, weretigers often only seek other human prey every few months to keep the rabble afraid. Some infect important servants to act as temporary proxies before exiling or killing them when their usefulness ends. Weretigers favor weretiger-kin as lackeys, as the former think of the latter as lesser (and less threatening) versions of themselves.

Although not as disciplined as werebears, weretigers are relatively patient and interested in exploiting every advantage they can to achieve overwhelming power. They sometimes operate as infamously ruthless killers for hire if they cannot establish themselves as rulers immediately.

NEW MAGIC ARMOR

The following magic armor is commonly used by weretigers, weretiger-kin, and characters who associate with them.

TIGER'S HIDE		PRICE
		54,115 GP
SLOT armor	CL 10th	WEIGHT 25 lbs.
AURA moderate abjuration and transmutation		

This +3 *hide armor* is made from tiger skin. It is magically treated to make it easier to move in, reducing its armor check penalty to 0, reducing its arcane spell failure chance to 10%, and increasing its maximum Dexterity bonus to +6. It grants DR 5/— against natural weapon attacks. In addition, the wearer can use the pounce special attack, but only during the first round she can act in any combat.

CONSTRUCTION REQUIREMENTS	COST 29,115 GP
Craft Magic Arms and Armor, <i>beast shape III</i>	

of you when determining whether it is aware combat has begun. If none of your opponents are aware of you, you may act during the surprise round. If an opponent is effectively unaware of any foes, it cannot act during the surprise round.

VIOLENT DISPLAY (COMBAT)

You never miss an opportunity to cow foes.

Prerequisites: Dazzling Display, Weapon Focus, base attack bonus +6.

Benefit: When you land a successful sneak attack or confirm a critical hit against a creature with a weapon with which you have Weapon Focus, you can use Dazzling Display as an immediate action.



WEREWOLF-KIN

WEREWOLF-KIN (WITCHWOLF)

Witchwolves are skinwalkers of the open field and quiet forest, almost human in their ingenuity and free spirits, yet carrying a seed of those most terrible and brutal monsters—the werewolves.

WITCHWOLF

Ancestry werewolf

Typical Alignment CE

Ability Modifiers +2 Con, -2 Int (+2 Wis while shapechanged)

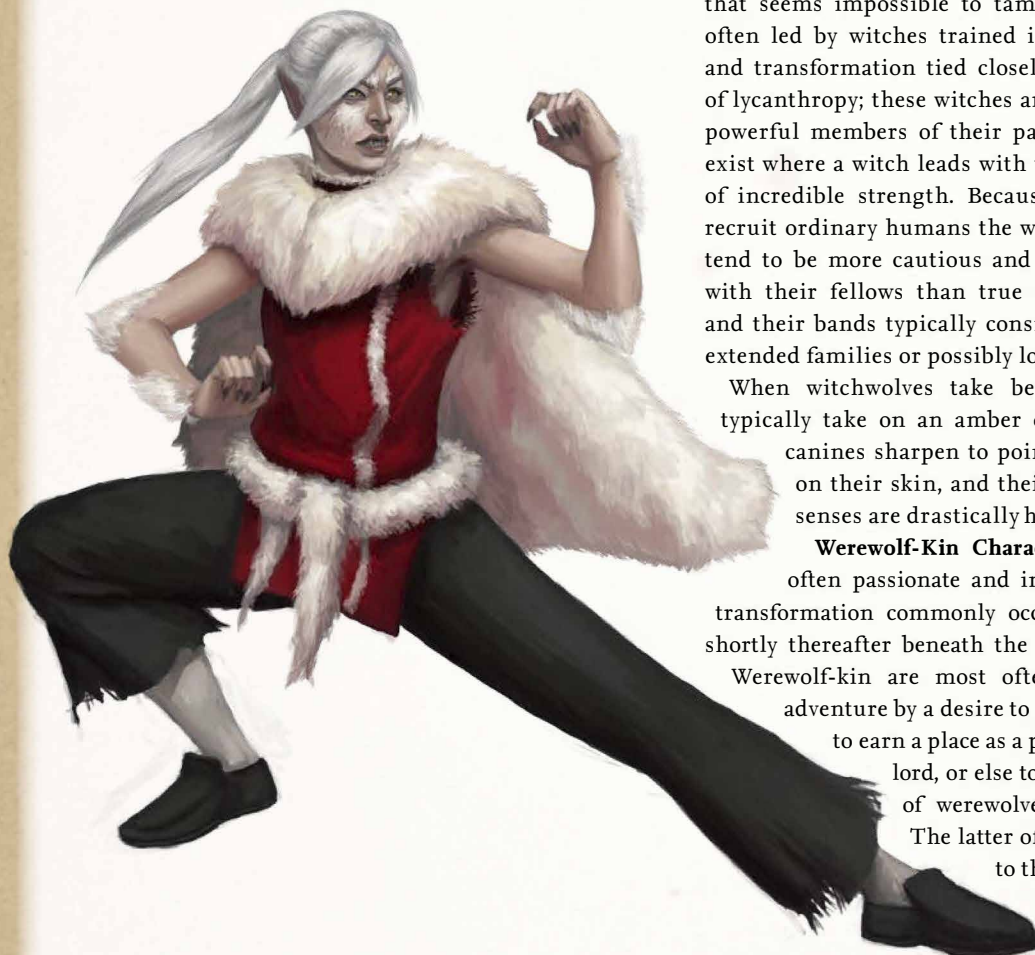
Alternate Skill Modifiers Perception, wild empathy

Alternate Spell-Like Ability *magic fang* 1/day

Bestial Features

- Bite attack that deals 1d6 points of damage
- 2 claw attacks that each deal 1d4 points of damage
- Darkvision 60 feet
- +2 racial bonus on all saving throws

Werewolf-kin are found in many areas, ranging from misty moors to dark alleys of bustling cities, and theirs is perhaps the most common visible skinwalker heritage to be found throughout the Inner Sea region and beyond. They often dwell with werewolves or others of their kind in small, isolated settlements that resound with



Although the Ulfen skalds promised their spell would keep the berserkers invisible to any of the wolf-people who dwelled farther inland, they were not clever enough to know that a witchwolf will hear a twig snap at a thousand yards. By the time they realized they were caught, a witch with a wolf's head and a wolf-skin cloak was howling horrible curses at the Ulfen heroes, turning their hearts to ice. Although they fought bravely, the witch's spell had given the edge to his wolfish allies...

—Record from an Ulfen expedition in Arcadia

howls on the night of the full moon. Many werewolves and witchwolves live in seminomadic bands as traders, mystics, adventurers, or entertainers, allowing them to wreak havoc in remote settlements before slipping off into the darkness to escape the subsequent suspicion and hostility of townsfolk. Most such bands include only werewolves or only werewolf-kin, but occasionally one group adopts a member of the other sort out of circumstance or convenience, particularly if the two share common blood.

Werewolf-kin generally have prominent eyebrows that grow together, long index fingers, or wild hair that seems impossible to tame. Witchwolf packs are often led by witches trained in a tradition of curses and transformation tied closely to the original curse of lycanthropy; these witches are also usually the most powerful members of their packs, though exceptions exist where a witch leads with the aid of a favored ally of incredible strength. Because werewolf-kin cannot recruit ordinary humans the way werewolves can, they tend to be more cautious and maintain closer bonds with their fellows than true werewolves usually do, and their bands typically consist of only one or a few extended families or possibly longtime friends.

When witchwolves take bestial form, their eyes typically take on an amber or pale blue hue, their canines sharpen to points, patches of fur form on their skin, and their ears elongate as their senses are drastically heightened.

Werewolf-Kin Characters: Werewolf-kin are often passionate and intimidating. Their first transformation commonly occurs during puberty or shortly thereafter beneath the light of the full moon.

Werewolf-kin are most often drawn to a life of adventure by a desire to prove themselves, either to earn a place as a pack alpha or even a pack lord, or else to fight against the image of werewolves as violent monsters.

The latter often turn for inspiration to the legends of the Hounds of Good, rare and blessed witchwolves

who retain human dignity and virtue despite their lycanthropic heritage. Such goodly witchwolves form cabals dedicated to defending a particular area from fiends, evil lycanthropes, and other monsters, or start adventuring parties that seek out their sworn enemies wherever they can be found.

Like their werewolf relatives, witchwolves are feared and despised for the savagery that characterizes the majority of their kind, and not without reason. While not all are monsters, certainly many werewolf-kin bands are happy enough to rob and murder fellow travelers who will not be missed or hire themselves out as mercenaries. Since they can be found throughout the world, witchwolves come in as many varieties as there are wolves. In particular, Tian werewolf-kin have made a name for themselves in the Forest of Spirits and other northlands in Tian Xia and Avistan. These witchwolves differ from others in that their culture obsesses over first denying and then carefully channeling their natural rage and cursed heritage toward a focused goal. As a result, a number of Tian witchwolves train as monks.

WEREWOLF-KIN TRAITS

The following race traits are available to werewolf-kin.

Lycanthropic Bloodlust: When your lycanthropic heritage awakened, you thrilled at any excuse for violence. Although you might have learned to focus or suppress this urge, it still gives you energy in a fight. Once per day, when you deal damage to a foe with a natural attack, you may gain 1d6 temporary hit points as an immediate action. These temporary hit points last for 1 minute.

Shared Curse: A portion of your ancestor's fell curse still courses through your blood. Once per day as a standard action, you can share a portion of your accursed heritage with a willing ally by dealing 1 point of damage to that ally with a natural weapon. The ally gains a natural bite attack, as if from your skinwalker ability, for 2 rounds.

NEW FEATS

The following style feats were developed by werewolf-kin monks, but can be used by anyone with an affinity for wolves and their kind. More information on style feats can be found in *Pathfinder RPG Ultimate Combat*.

WOLF SAVAGE (COMBAT, STYLE)

You can savage vulnerable foes so badly they become supernaturally disfigured.

Prerequisites: Wis 17, Improved Unarmed Strike, Wolf Style, Wolf Trip, Knowledge (nature) 9 ranks.

Benefit: Whenever you deal a prone opponent at least 10 points of damage with a natural weapon or unarmed strike, you can savage your foe as a swift action. Your victim becomes disfigured unless it succeeds at a Fortitude save (DC = 10 + 1/2 your character level + your Wisdom modifier). The effects of this disfigurement are identical to those of a *bestow curse* spell (caster level equal to your character level).

WEREWOLVES

Werewolves are hunters and scavengers. They usually live in packs, as loners tend to run wild or slip up without a pack to support and protect them, and thus get themselves killed by authorities or adventurers relatively quickly. When a number of werewolf packs exist in an area, the strongest leader among the packs generally asserts authority as a pack lord, and all werewolves in the area defer to her or risk her wrath, often creating a stable situation—at least until her strength falters.

Most of the few werewolf adventurers constantly fight a losing battle against their own impulses, hoping to find a cure or a method of staving off the beast within over the course of their travels. A rare few werewolves cling more steadily to their humanity, and use their dread powers to advance external goals, rather than merely battling the monster inside themselves.

NEW ARCANE DISCOVERY

The following arcane discovery is common among werewolves, witchwolves, and those who associate with them.

Werewolf Shape: When you cast *beast shape IV* or *shapechange*, you can choose to take the shape of a werewolf in addition to the other shapes available. While in werewolf shape, you gain all the effects of the werewolf template instead of the spell's normal benefits. You act in all respects as a natural lycanthrope for the duration of the spell, including the ability to inflict the curse of lycanthropy using the spell's save DC. You must be at least a 15th-level wizard to select this arcane discovery.

WOLF STYLE (COMBAT, STYLE)

You can channel the curse in your blood to hamper foes that turn their backs on you.

Prerequisites: Wis 13, Improved Unarmed Strike, Knowledge (nature) 3 ranks.

Benefit: While using this style, whenever you deal at least 10 points of damage to a foe with an attack of opportunity, that foe's base speed decreases by 5 feet for 1 round. The foe's base speed decreases by an additional 5 feet for every 5 points of damage your attack deals beyond 10. If this penalty meets or exceeds the remaining number of feet your foe can move during its turn, you may attempt a combat maneuver check to trip your foe as a free action.

WOLF TRIP (COMBAT, STYLE)

You have studied wolves' skill at bringing down prey.

Prerequisites: Wis 15, Improved Unarmed Strike, Wolf Style, Knowledge (nature) 6 ranks.

Benefit: You gain a +2 bonus on all combat maneuver checks to trip as part of an attack of opportunity. While using Wolf Style, whenever you successfully trip a creature, as a free action you may choose an available square adjacent to you for the tripped creature to land prone in.



BECOMING A LYCANTHROPE

Few seek the fate of the lycanthrope. Shunned, hated, and feared throughout most of the world, these misbegotten monsters of the night live hard and often short lives. Shame plagues the best of them for their nocturnal bouts of amnesia and any forgotten misdeeds they may have committed, while the worst lycanthropes revel in the madness of transformation. The following section explores some of the most common ways an unfortunate individual might contract and cure lycanthropy, as well as suggestions for groups seeking to play lycanthropic characters in their campaign.

CONTRACTING LYCANTHROPY

Lycanthropy is a curse, and while some unscrupulous types may seek this “gift of the moon,” voluntary contraction of the disease is rare. Several methods exist by which an individual might contract the curse of lycanthropy.

Curse: There are several recorded instances of lycanthropes acquiring their curse through the fell work of an arcanist or channeler of the divine. Those demon worshipers who commit themselves to Jezelda boast of their patron’s Abyssal gift, the fullest form of

It was an unlucky draw, that’s all. But no matter how often I say it, my old friends in Whistledown don’t listen—or don’t care. I am seen as a monster now, ostracized and treated like one of those untouchable were-beasts of the Shoanti tribes to the north. The harrower tricked me; I had no idea the extent of her magical deck’s wicked powers, and now I am cursed, forced to walk the world in this half-ursine form until the end of my days. My only solace is this lonesome journal, where the ink and paper do not judge my terrible form, and among the brutes of the Sanos, where I eke out my days with my beastly kin.

—Journal entry of Skegean Kelepsia,
werebear and Varisian outcast

which can turn a devotee fully into a lycanthrope. Other spellcasters claim that the secret to channeling the curse of lycanthropy can be found in ancient arcane texts and items, such as The Bear card in the *Harrow Deck of Many Things*, or long-forgotten magic of the spirit world. Oracles dedicated to the mystery of the moon (see page 28) tell that the key to unlocking the truest potential of lycanthropy can be found within strict adherence to the laws of the lunar cycle and the natural world.

Infection: The easiest and most common way to contract lycanthropy is by coming too close to a creature afflicted with the curse. Bites, scratches, and (in a tiny percentage of cases) ingesting blood from a lycanthropic foe may all result in the malady spreading from one carrier to a new victim. Once exposed, newly made carriers likely don’t realize the extent of their affliction until the next full moon, and without divinations it is likely that their moment of transformation is the first victims know of their curse.

Inheritance: Those creatures born with the blood of lycanthropy fully within them are known as natural lycanthropes. These individuals are every bit as accursed as their afflicted counterparts, save that they are, for the most part, capable of controlling their bestial urges. While they can transform at will and are not so attuned to the mysterious influence of the phases of the moon, the blood of the beast still burns brightly within them, and many natural lycanthropes turn toward a path of depravity and insatiable hunger. For the most part, natural and afflicted lycanthropes tend to bear children born with the curse. It remains a mystery as to exactly how far down a familial line the curse of lycanthropy runs before it manifests only as skinwalker children or is diluted to the point of non-expression.



CURING LYCANTHROPY

Those cursed with lycanthropy often seek the quickest and surest way to rid themselves of their cruel affliction. Much misinformation is spread about this curse, however, so the search for a cure to lycanthropy can be trying, time-consuming, and agonizing. The following are the most common ways an afflicted lycanthrope might remedy her dreadful ailment. Note that natural lycanthropes and skinwalkers can't use these methods to rid themselves of their accursed ancestry—for these individuals, there is virtually no hope of curing their inherent natures, save perhaps for the power of a *miracle* or *wish* spell.

Herbalism: The most accessible true cure for lycanthropy lies within the potent and poisonous leaves of herbs such as wolfsbane and belladonna. Unfortunately for a were-creature consuming such ingredients, the effects of these remedies are as dangerous and difficult to resist as the curse itself. They are often purchased in mysterious solutions, at a significant markup, from snake-oil salespeople all over the Inner Sea region, especially in regions where lycanthropy is more prevalent.

Magic: Spells like *remove disease* and *heal* are more definitive and safer ways to break the curse, as long as they are cast by a holy person of sufficient skill (typically a cleric of 12th level or higher). However, the window of time in which such mystical treatments function is short—healers have but 3 days after a victim's exposure to the curse to use their restorative magic before it is no longer sufficient. Since many lycanthropes make their homes far from civilization, those who are infected by such reclusive monsters usually have no hope of reaching such a cure in time. After the 3-day window has passed, a victim's only chance of a cure through magic is a *remove curse* spell, cast by a cleric of 12th level or higher, during the time of the victim's transformation. To make matters more troublesome, spellcasters of sufficient power are rare in the Inner Sea region, and even if such a prodigious cleric is found, the price of his services can be cripplingly expensive.

Other Remedies: Many folk remedies for lycanthropy exist to offer false hope—and in some cases to cause real damage—to those desperate enough to seek them. Perhaps because of the brutal nature of the were-creatures, many of these “cures” are tantamount to torture, granted an air of legitimacy by the inclusion of silver tools or a certain amount of ritual. To be sure, beating a subject unconscious on the eve of a full moon may stop her from wreaking havoc when transformed, but this is no cure.

In Iobaria, it's said that an afflicted lycanthrope must hold a silver piece in its mouth for a week around the full moon to maintain control. In the Realm of the Mammoth Lords, breathing smoke from a burning wolf corpse does nothing for the disease but at least grants a sense of agency against an intangible foe. The Tian people supposedly tattoo silver shackles across the wrists and ankles of a suspected lycanthrope to bind the beast inside the skin. Whether or not the subject is cured, the afflicted lives the rest of her life with these shameful marks.

LYCANTHROPIC CHARACTERS

Players hoping to play lycanthropic characters should first discuss this prospect with their GM. The powers of a lycanthrope can be unbalancing for games that assume the standard power level for PCs. In most cases, playing a skinwalker character can allow a player to evoke the flavor of a lycanthrope without throwing off the balance of the campaign. That said, a GM may decide to adjust his campaign to allow for one or more lycanthropic PCs. Such PCs should likely be natural lycanthropes so that the players can remain fully in control of their characters' powers throughout the course of the campaign.

Players of lycanthropic characters would do well to keep the following implications in mind.

Hunted: Although lycanthropes are powerful creatures, they are far from invincible, and a band of lycanthropic PCs might find themselves the target of dangers and threats normal adventurers would rarely encounter. Lycanthrope slayers are prevalent throughout the Inner Sea region, and were-creature PCs who make their powers known to the wrong sorts of people may end up as the targets of witch-hunts, bounty hunters, or zealous monster killers. Thus, hiding their lycanthropy is usually of utmost import to afflicted individuals.

Silver: While the defensive abilities of were-creatures are formidable, silver damage reduction can be relatively easily overcome, as silver weapons are among the cheapest and most readily available in civilized lands. Poisons and alchemical substances derived from silver also pose a constant threat to lycanthropes, as many herbalists and alchemists spend their entire lives finding new ways to capture, torment, or kill were-creatures—and they're always looking for test subjects.

HIDING LYCANTHROPY

Most nights out of the month, an afflicted lycanthrope has little trouble hiding her curse. On those nights when the moon is full and shining, however, it behooves lycanthropes to have a plan for stifling their bestial urges or at the very least concealing their identities while their alter egos rampage. Perhaps the most reliable means of protecting oneself from accidentally running wild is to stay hidden indoors—preferably with the windows boarded and the doors locked using a method beyond the manipulation of animal paws. A trusted friend may provide silver manacles and hold the key till dawn. Getting out of town completely may be in order for some lycanthropes, though to assuage suspicion from nosy neighbors, it wouldn't hurt to join an organization whose meetings are based on the lunar cycle; a worshiper of Ashava or Tsukiyo could do worse than to make lunar “pilgrimages” to a safe-house as a way to disguise affliction in piety. Beyond these methods, powerful magic items may be capable of aiding in the prevention of unwanted transformation (see pages 30–31), though regardless of how many safeguards are in place, few lycanthropes ever feel safe from themselves.



THE MOON

LYCANTHROPES AND THE MOON

What is it about the moon that draws the beast from the blood of the wicked? Even among those non-lycanthropic citizens of Golarion, the light of the full moon is often said to stir up trouble, bringing out vagrants and villains alike to consort beneath its singular celestial eye.

One possible explanation, popular among some natural-born werewolves, is that the moon draws humanoids back to their primal roots—a spiritual ancestry that extends back to the wildest, most violent aspects of the dawn of time—and that both lycanthropy and the lunacy associated with the full moon are natural expressions of that primal nature. Others speculate that the moon's cycle is tied with the dark and chaotic powers of the stars themselves, perhaps in some way linking the curse of lycanthropy with the fell powers of the Dark Tapestry.

While loremasters of the Inner Sea may never know the exact reason that the full moon holds such sway, there can be no doubt that the light of this lunar body is deeply linked to the primal nature of the individual. This is most evident in the moon's influence over the various lycanthropic races that roam the dark wilderness, beyond the walls and watches of civilization. Some lycanthropes worship the moon in all its forms, while others curse the cycle that drives them to bloody madness. Regardless, none of them can escape its terrifying influence.

ORACLE MYSTERY

The following new mystery for oracles is ideal for those individuals whose mysterious powers are intimately linked to the moon, transformation, and nocturnal beasts.

LUNAR

Deities: Ashava, Desna, Groetus, Jezelda, Tsukiyo, Zon-Kuthon.

I am captivated by the glory of the full moon this night, even if it only reminds me of my beloved Lia and the heavenly sparkle in her eyes! The doctors are unsure of her recovery and claim that if she could identify the foul beast that bit her those several nights ago they might be able to undo more of the damage. But my faith in our love has never wavered, and I know for certain that my darling will recover from her affliction in time for the wedding. But oh, just writing of her makes my heart weep! I will visit her shortly to ease my burning sorrow and so that we may both enjoy the splendid view of the moon this eve.

—Last journal entry of Baron Deverin Tasald

Class Skills: An oracle with the lunar mystery adds Acrobatics, Knowledge (Nature), Perception, and Survival to her list of class skills.

Bonus Spells: *fumbletongue*^{UM} (2nd), *dust of twilight*^{APG} (4th), *rage* (6th), *moonstruck*^{APG} (8th), *aspect of the wolf*^{APG} (10th), *litany of madness*^{UC} (12th), *lunar veil*^{UM} (14th), *blood mist*^{UM} (16th), *polar midnight*^{UM} (18th).

Revelations: An oracle with the lunar mystery can choose from any of the following revelations.

Form of the Beast (Su): As a standard action, you can assume the form of a Small or Medium animal, as *beast shape I*. At 9th level, you can assume the form of a Tiny or Large animal, as *beast shape II*. At 11th level, you can assume the form of a Diminutive or Huge animal or a Small or Medium magical beast, as *beast shape III*. At 13th level, you can assume the form of a Tiny or Large magical beast, as *beast shape IV*. You can use this ability once per day, but the duration is 1 hour/level. You must be at least 7th level to select this revelation.

Eye of the Moon (Su): Your connection to the moon makes you supernaturally perceptive. You gain darkvision to a range of 60 feet. At 11th level, as a standard action, you can focus on a specific object or area (the size of which can be no greater than a 10-foot-by-10-foot square) and see it as though with *true seeing* as long as the moon is shining on it. Moonless nights, cloudy skies, and shadows interfere with this ability.

Gift of Claw and Horn (Su): As a swift action, you gain a natural weapon. The natural weapon lasts for a number of rounds equal to half your



oracle level (minimum 1). You must choose a bite, claw, or gore attack. These attacks deal the normal damage for a creature of your size (*Pathfinder RPG Bestiary* 302). At 5th level, your natural weapon gains a +1 enhancement bonus. This bonus increases by +1 at 10th, 15th, and 20th level. At 11th level, you gain two natural weapons at a time. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Mantle of Moonlight (Su): Your innate understanding of the moon renders you immune to the curse of lycanthropy. Additionally, you may disrupt a lycanthrope's connection to the moon with a successful touch attack. This action automatically forces the lycanthrope into its humanoid form, in which it must remain for a number of rounds equal to your oracle level. Upon reaching 5th level, you can use this ability to force others into a *rage*, as the spell. Using this ability is a melee touch attack. You can use this ability once per day at 5th level plus one additional time per day for every 5 levels above 5th.

Moonbeam (Su): You can fire a ray of moonlight as a ranged touch attack at any creature within 30 feet. This ray deals 1d6 points of damage + 1 for every 2 oracle levels you possess. In addition, the target must succeed at a Fortitude save or become blinded for 1 round. You can use this ability a number of times per day equal to your Charisma modifier (minimum 1).

Moonlight Bridge (Su): You summon a bridge of moonlight. The 10-foot-wide span touches the ground at a point adjacent to you. It can extend from this point in any direction for 10 feet per oracle level. The path persists until you have crossed over the bridge or for 24 hours, whichever is shorter. You may summon a moonlight bridge a number of times per day equal to your Charisma bonus. Should the bridge be attacked, treat it as a *wall of force*.

Moonlit Script (Su): Once per night while you sleep, your hands produce mysterious writing that pertains to the future. At 1st level, the prophetic writing manifests as an *augury* spell with 90% effectiveness. At 5th level, the writing takes the form of a *divination* with 90% effectiveness. At 8th level, the writing manifests as a casting of *commune* with no material component required.

Primal Companion (Ex): You gain the service of a faithful animal of the night. You can select from a bear, boar, crocodile, shark, tiger, or wolf. This animal functions as a druid's animal companion, using your oracle level as your effective druid level.

Prophetic Armor (Ex): You are so in tune with your primal nature that your instincts often act to save you from danger that your civilized mind isn't even aware of. You may use your Charisma modifier (instead of your Dexterity modifier) as part of your Armor Class and all Reflex saving throws. Your armor's maximum Dexterity bonus applies to your Charisma, instead.

Touch of the Moon (Su): The exact effects of this revelation depend on whether you cast inflict or cure spells. If you cast inflict spells, these spells carry with them the taint of madness. Subjects who take damage

UNUSUAL MOONS

The rules for lycanthropy presented in this book and the *Pathfinder RPG Bestiary* assume that the campaign is taking place on Golarion—a world with only one moon, whose phases and orbit correspond to those of our real-world moon. However, campaigns that take place in other realms or on planets that have an unusual number of moons (such as Eox, Liavara, or Bretheda; see *Pathfinder Campaign Setting: Distant Worlds*) likely follow a different set of rules in regard to how and when the curse of lycanthropy makes itself known.

Campaigns that take place on a planet with multiple moons would do well to pick one moon to associate with the primal forces that govern lycanthrope activity. Another solution may be to associate different moons with different forms of lycanthropy—for instance, whereas afflicted werewolves and werebears may be forced to take lycanthropic form during the full moon of one celestial body, another moon might govern the cycle of weretigers and wereboars. If one moon is significantly larger than the others or has a much longer lunar cycle, then perhaps its effects on lycanthropes are even stronger than those of the smaller moons.

Alternatively, the simplest way to handle lycanthropy in an area with an unusual moon cycle may be to establish a sort of "werewolf standard time" that governs all lycanthropic activity and is thus largely independent of where one is in relation to the moon. Regardless, if you are playing in a campaign that includes elements of lycanthropy as well as an unusual lunar cycle, make sure to discuss with your GM what she intends to do with the rules for lycanthropes in this setting.

from your inflict spells are also subject to *confusion*, as the spell, except the duration of this effect is a number of rounds equal to the level of the inflict spell. The save DC against this effect is 10 + 1/2 your oracle level + your Charisma modifier. Alternatively, if you cast cure spells, these spells are potentially more effective but entirely in the target's mind. Whenever you cast a cure spell, you can cast it as though it were enhanced with the Empower Spell metamagic feat by expending two spell slots, except these hit points are temporary. This does not increase the level of the spell. Hit points healed this way expire after a number of minutes equal to half your oracle level. You must be at least 7th level to select this revelation.

Final Revelation: Upon reaching 20th level, you become an avatar of the primal world—part humanoid, part beast. Once per day, you can transform into a lycanthrope of your choice for a number of hours equal to your Charisma modifier, gaining all the powers of a natural lycanthrope of that type, including the ability to change shape between human, animal, and hybrid form. In addition, you become immune to mind-affecting and language-dependent effects, as well as effects that specifically target only humanoids.



LYCANTHROPIC GEAR

GEAR AND ALCHEMICAL ITEMS

The following items are of particular use to lycanthropes, shapeshifters, and those who might do battle with these beings. Some of these items can be made by a character with the Craft (alchemy) skill.

Item	Price	Weight	Craft DC
Animal disguise kit	100 gp	8 lbs.	—
Memory incense	50 gp	1 lb.	20
Palm paws	80 gp	2 lbs.	—
Silver drops	180 gp	—	30
Silvercloud oil	60 gp	1/2 lb.	25

ANIMAL DISGUISE KIT

PRICE 100 GP
WEIGHT 8 lbs.

This leather pouch contains dyes, odorous balsams, color-changing eye drops, reversible collars, and a host of other tools to disguise one animal as another. The kit grants a +4 circumstance bonus on Disguise checks to disguise an animal as another specific animal of the same species, and a +2 circumstance bonus on Disguise checks to disguise an animal as an animal of a different species. An animal disguise kit is exhausted after 10 uses.

MEMORY INCENSE

PRICE 50 GP
WEIGHT 1 lb.



This purple incense is a powerful aid to amnesiacs and those prone to nocturnal fits. A creature that sleeps for at least 1 hour within 10 feet of burning memory incense retains any memories accrued within the next 24

hours, even those that would normally be lost to effects such as lycanthropic transformation. In addition, the creature gains a +4 alchemical bonus on saving throws against effects that modify or erase memories for this duration. A single stick of memory incense can burn for 4 hours. Crafting this item requires a successful DC 20 Craft (alchemy) check.

PALM PAWS

PRICE 80 GP
WEIGHT 2 lbs.

These pouchlike boots come in sets of four, and can be placed on an animal's paws and fastened with a drawstring. The soles are sewn with treated leather shaped like human footprints that allow the wearer to leave human tracks. A successful DC 20 Survival or Knowledge (nature) check allows an individual to recognize the tracks as fake but gives no clue as to the identity of the real perpetrator.

SILVER DROPS

PRICE 180 GP
WEIGHT —

A creature with DR/silver can swallow these bitter-tasting capsules of a concentrated alchemical silver to convert their

Aras could not say why she had distrusted the merchant in the first place, but there—among the ragged hills of Vieland and beneath that pale, ominous lunar body—she was glad to have not revealed the true nature of the weapon she had almost sold to the con artist. For that night, when the ravenous merchant descended upon her like a beast from the bush, his already strange features now monstrous and perverse, she was forced to put the silver blade to the test. Such was Aras's first kill, though it was hardly destined to be her last.

—Ailson Kindler, "Hunter's Moon"

damage reduction to DR/— for 2d4 rounds. When this effect ends, the creature is nauseated for 1 round. A creature can only benefit from silver drops once per 24 hours. Crafting this item requires a successful DC 30 Craft (alchemy) check.

SILVERCLOUD OIL

PRICE 60 GP
WEIGHT 1/2 lb.



The viscous turquoise oil in this fine glass vial bursts into a pearlescent, silvery mist when exposed to air. You can throw a vial of silvercloud oil as a splash weapon with a range increment of 10 feet. A direct hit allows the mist to enter the body of a target with DR/silver and eat away at the victim's defenses, reducing its DR/silver by 1 per round for 1d4+1 rounds (to a minimum of 0).

Once the duration of this effect ends, the target fully regains its damage reduction. Each creature with DR/silver within 5 feet of the point where the vial struck takes a -1 penalty to its DR/silver for 1 round. Crafting this item requires a successful DC 25 Craft (alchemy) check.

MAGIC ITEMS

The following magic items are invaluable aids to lycanthropes, shapeshifters, and hunters of the night.

AMULET OF THE TRUE FORM

PRICE 6,500 GP

SLOT neck

CL 7th

WEIGHT —

AURA moderate transmutation



This impeccable sapphire amulet is set with an immaculate pearl. An *amulet of the true form* is enchanted to ward off powers that would result in unwanted transformation. It grants its wearer a +2 resistance bonus on saving throws against polymorph effects and on a +4 resistance bonus on saving throws against unwilling lycanthropic transformation.

CONSTRUCTION REQUIREMENTS

COST 3,250 GP

Craft Wondrous Item, *polymorph*

CORPSE PUPPET		PRICE 250 GP
SLOT none	CL 5th	WEIGHT —
AURA faint necromancy		

This crudely carved wax doll is roughly humanoid in shape. If the bearer of a *corpse puppet* dies while in an alternate form (such as that of a shapechanger using her change shape ability, a caster using a polymorph spell, or one obtained through some other effect), the creature automatically retains the shape it had upon dying instead of reverting to its natural form. Creatures with reason to suspect deception can attempt a DC 12 Will save; if successful, they realize the unnatural state of the corpse. A *corpse puppet* melts into nothingness when activated.

CONSTRUCTION REQUIREMENTS	COST 125 GP
Craft Wondrous Item, <i>sculpt corpse</i> ^{APG}	

GLOBE OF MOONLIGHT		PRICE 700 GP
SLOT none	CL 7th	WEIGHT 1 lb.
AURA moderate enchantment and evocation		

Silvery, pearlescent light seeps out of this skull-sized glass orb. When shattered (a standard action), the globe floods a 30-foot-radius burst in moonlight. Creatures that are affected by the light of the full moon (such as an afflicted lycanthrope) are affected as if exposed to such light, and effects that rely on moonlight function within range of this effect. This moonlight persists for 1 minute, is treated as dim light (replacing any current illumination in the area), and is equivalent to a 4th-level light spell for the purpose of interacting with other light or darkness effects.

CONSTRUCTION REQUIREMENTS	COST 350 GP
Craft Wondrous Item, <i>light, moonstruck</i> ^{APG}	

MOON CLOCK		PRICE 2,650 GP
SLOT none	CL 13th	WEIGHT —
AURA moderate divination and illusion		



This intricate mechanism opens like a pocket watch to reveal a set of dials indicating the current phase of the moon, as well as the previous and upcoming phases. A *moon clock* can be destroyed as a standard action to release a powerful blast of lunar energy in a 30-foot-radius burst.

Lycanthropes in the area of this blast must succeed at a DC 20 Will save or revert to their humanoid forms.

CONSTRUCTION REQUIREMENTS	COST 1,325 GP
Craft Wondrous Item, <i>divination, lunar veil</i>	

PELT OF THE BEAST		PRICE 15,600 GP
SLOT shoulders	CL 5th	WEIGHT 8 lbs.
AURA faint transmutation		

These lustrous animal pelts are particularly treasured among Ulfen barbarians. While any humanoid creature can don and use such pelts, their powers are vastly enhanced for skinwalkers. All *pelts of the beast* grant the following powers:

- A bite attack that deals damage appropriate to the wearer's size. If the wearer already has a bite attack, the critical threat range of this attack doubles. This does not stack with other magical effects that increase the threat range of a natural weapon.
- *Speak with animals* 1/day. If the wearer can already use *speak with animals* as a spell-like ability, she may do so at will.
- The wearer may take the form of the animal from which the pelt came three times per day as if using *beast shape I*. In addition, if the wearer is a skinwalker, her change shape ability is enhanced so that she may gain an additional bestial feature when taking her bestial form, selectable from the skinwalker heritage tied to the animal from which the pelt came. For instance, a werewolf-kin wearing a *bear pelt of the beast* could use her change shape ability to gain a climb speed from the pelt's bestial features (identical to the set listed for werewolf-kin) in addition to darkvision from her set of werewolf-kin bestial features. Feats or abilities that affect how many bestial features the skinwalker may gain at a single time stack with this ability.

Each pelt also grants a competence bonus on a check, based on its type. These bonuses increase by 50% for skinwalkers wearing a pelt that matches their lycanthropic heritage.

- **Bat:** +4 bonus on Perception checks in darkness
- **Bear:** +2 bonus on combat maneuver checks to grapple
- **Boar:** +2 bonus on combat maneuver checks to bull rush
- **Crocodile:** +2 bonus on combat maneuver checks to sunder
- **Rat:** +2 bonus on saving throws against disease
- **Shark:** +2 bonus on Perception and Swim checks attempted while completely underwater
- **Tiger:** +2 bonus on Stealth checks
- **Wolf:** +2 bonus on combat maneuver checks to trip

Other *pelts of the beast* may be available at the GM's discretion.

CONSTRUCTION REQUIREMENTS	COST 7,800 GP
Craft Wondrous Item, <i>beast shape I, speak with animals</i>	

SPELL TOTEM		PRICE 12,000 GP
SLOT none	CL 13th	WEIGHT —
AURA moderate evocation		

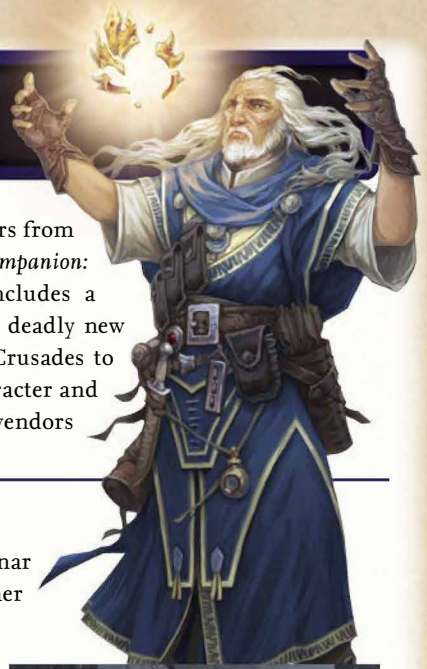
Carved from a piece of bone from the kind of animal it depicts, this primitive charm can hold (but not cast) up to 3 levels of spells as a *minor ring of spell storing*. When the bearer uses a polymorph effect or other ability to transform into an animal that matches the animal the totem depicts (including dire versions), it can use one of the spells stored within on itself as a swift action. This spell must be able to target the bearer in its animal form. The bearer does not need to be able to cast the spell contained within a *spell totem* in order to use this item. When the bearer changes shape again—either by taking the form of a different creature or reverting to its natural form—the spell cast from the totem immediately ends, as though the duration had expired. *Spell totems* can be crafted in the form of animals or magical beasts.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP
Craft Wondrous Item, Quicken Spell, <i>contingency, imbue with spell ability</i>	



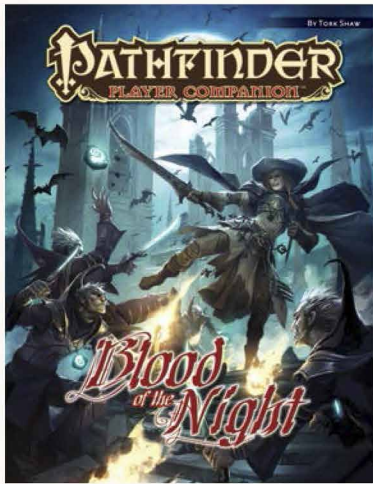
NEXT MONTH!

Get your gold in hand and prepare to detect magic as merchants and magic-makers from across the Pathfinder campaign setting present their wares in *Pathfinder Player Companion: Magical Marketplace!* This indispensable supplement of magical wonders includes a cornucopia of powerful arcane and divine items for all creeds and calls—from deadly new weapons to alchemical items and aids, and from holy relics of the Mendevian Crusades to lethal traps perfect for jungle treks. You're sure to find something for every character and every budget, along with the fantastic techniques, secret stocks, and vital tricks vendors only sell to their favorite repeat customers.

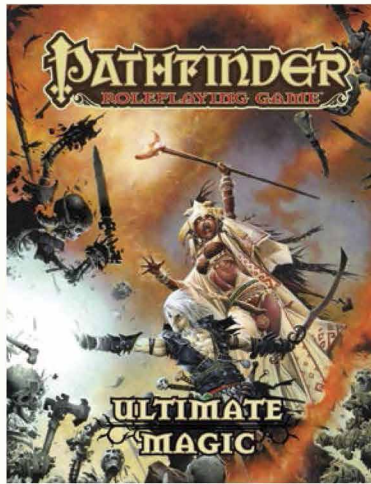


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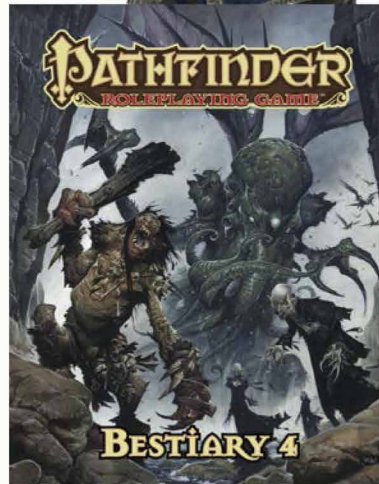
Now that you've tamed the beast within and outfitted your were-character with lunar tactics, techniques, and tools, you're more than ready to take the next step. Further immerse yourself in the world of Golarion with the following Pathfinder products!



Lycanthropes are not the only horrors to stalk the night. Discover the fell powers, deadly skills, and sanguine hunger of vampires and their half-dead kin with *Pathfinder Player Companion: Blood of the Night!*



More magic for spellcasting lycanthropes—whether willing or cursed—awaits in *Pathfinder RPG Ultimate Magic*. Become a master of arcane and divine powers and make every spell count!



From Golarion's vilest subterranean denizens to entities from beyond the stars, fell monsters of horror and chaos beyond mortal reckoning fill the pages of *Pathfinder RPG Bestiary 4!*

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LUNAR CALENDAR 4713

The moon has a powerful influence on creatures all over Golarion, and many individuals—lycanthropes, sailors, and devotees of lunar deities, to name a few—use lunar calendars to follow the phases of the moon. The following Golarion-specific lunar calendar for the current year (4713 AR) can be useful to groups that use Golarion's calendar for their campaigns. More about Golarion's calendar can be found on pages 248–249 of *Pathfinder Campaign Setting: The Inner Sea World Guide*. In addition to the dates for when the moon starts anew, reaches half its size while either waxing or waning (first quarter and last quarter, respectively), and becomes full, this calendar presents the common names for each of the year's full moons.


















































NEW TRAIT: CHILD OF THE MOON

Whether by accident of birth or a calling in the blood, some people have an especially strong connection to the moon. The strange abilities of these individuals are represented by the following new trait.

Child of the Moon (Magic): Your lunar gift becomes much more powerful when the moon is full. Choose either Climb, Stealth, or Swim. You gain a +1 trait bonus on checks made with the chosen skill. On dates during and after the first quarter of a lunar phase but before end of the last quarter (the half of the lunar cycle where the moon is fuller), this bonus increases to +2. During the full moon, this bonus increases to +4.

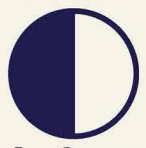
MOON NAMES

The monickers given to Golarion's moons can be traced all the way back to the Age of Darkenss. Though these names cover the entire lunar cycle, most people only think of these names as referring to the full moons.

ABADIUS	4		FIREDAY	11		FIREDAY	18		FIREDAY	26		STAR DAY LONG MOON			
CALISTRIL	3		SUNDAY	9		STAR DAY	17		SUNDAY	25		MOON DAY FATED MOON			
PHARAST	4		MOON DAY	11		MOON DAY	19		TOIL DAY	27		WEAL DAY REBIRTH MOON			
GOZRAN	2		TOIL DAY	10		WEAL DAY	18		OATH DAY	25		OATH DAY FLOWER MOON			
DESNUS	2		OATH DAY	9		OATH DAY	17		FIRE DAY	24		FIRE DAY BLOSSOM MOON	31		FIRE DAY
SARENITH	8		STAR DAY	16		SUNDAY	23		SUNDAY SWEET MOON	29		STAR DAY			
ERASTUS	8		MOON DAY	15		MOON DAY	22		MOON DAY LOVER'S MOON	29		MOON DAY			
ARODUS	6		TOIL DAY	14		WEAL DAY	20		TOIL DAY SWARM MOON	28		WEAL DAY			
ROVA	5		OATH DAY	12		OATH DAY	19		OATH DAY HARVEST MOON	26		OATH DAY			
LAMASHAN	4		FIRE DAY	11		FIRE DAY	18		FIRE DAY HUNTER'S MOON	26		STAR DAY			
NETH	3		SUNDAY	9		STAR DAY	17		SUNDAY BLACK MOON	25		MOON DAY			
KUTHONA	2		MOON DAY	9		MOON DAY	17		TOIL DAY COLD MOON	25		WEAL DAY			



NEW MOON



FIRST QUARTER



FULL MOON



LAST QUARTER

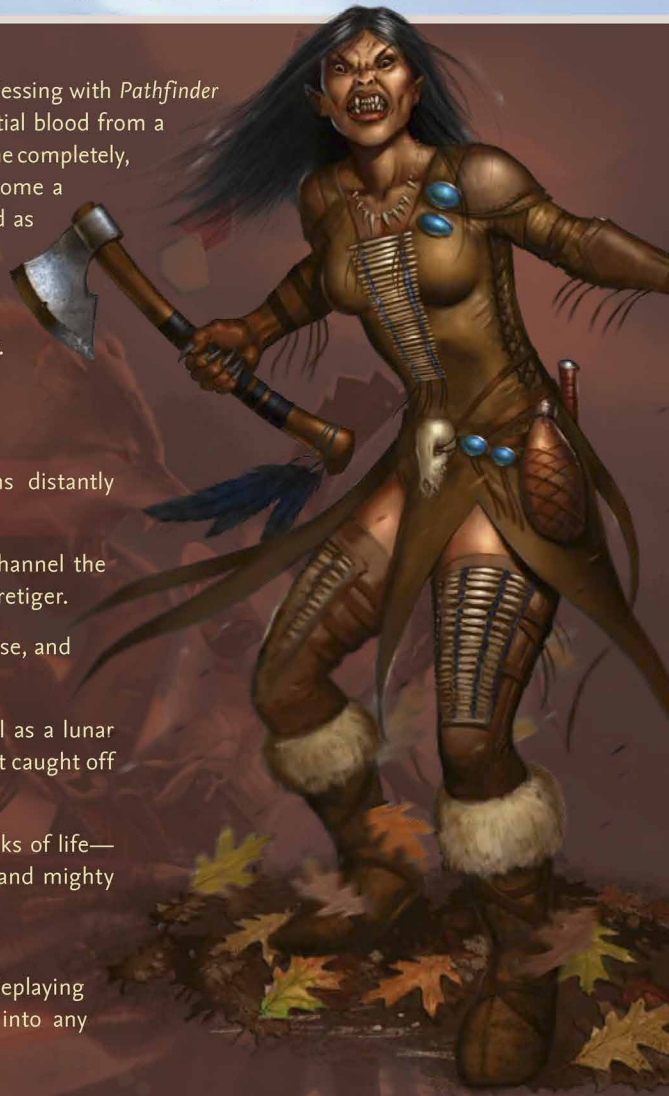
A PERFECT NIGHT FOR A CURSE

Channel the power of the moon and turn the curse of lycanthropy into a potent blessing with *Pathfinder Player Companion: Blood of the Moon*! Whether you were born with traces of bestial blood from a lycanthropic ancestor or you were bitten by a werewolf and have transformed into one completely, this volume contains everything you need to embrace the beast within and become a fearsome weapon against your enemies. Become a protector of the natural world as a scion of a werebear, revel in bloodshed with the wolf fighting style created by your ancestors, or find your calling in the witch practices of your werecrocodile forerunners. Even if you do not take directly after these bestial horrors of the night, there is much to learn from associating with them—as either ally or hunter. The choice is yours with *Pathfinder Player Companion: Blood of the Moon*!

Inside this book, you'll find:

- ▶ Rules and information for the all-new skinwalker race—versatile humans distantly descended from lycanthropes, who have the power to take monstrous forms.
- ▶ Eight unique skinwalker heritages to choose from, allowing characters to channel the power of such creatures as the mighty wereboar, cunning wererat, or brutal weretiger.
- ▶ Tips, suggestions, and new ways to play a lycanthrope, hide your dreaded curse, and even find a cure for your affliction.
- ▶ An in-depth examination of the lycanthropic transformation process, as well as a lunar calendar to track the phases of the moon on Golarion and ensure you don't get caught off guard on the night of the next full moon.
- ▶ New feats, spells, magic items, and rules options for characters from all walks of life—including the new lunar oracle mystery, transformative *globes of moonlight*, and mighty pelts that grant the powers of animals!

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be incorporated into any fantasy world.



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