



“Bestiary #30 - Sir Badger” © ArtStation user Ausonia, accessed at his gallery [here](#)

[I knew that I wanted my werebadger to be a dwarf or a gnome, but I settled on gnome after finding this image. Look at his little hat! My flavor text is inspired more by the European badger than the American one—the two species aren’t closely related to each other, and have pretty different behavior.]

### **Werebadger**

#### **CR 2 NG Humanoid (shapechanger)**

*This small humanoid has a striped coat, a pointed muzzle, and sharp claws on their hands and feet. Their limbs are short but sturdy.*

Werebadgers are small and irascible lycanthropes known for their tenacity. They tend towards goodness more frequently than most lycanthropes, and are relatively common in gnome and dwarf communities. The doggedness of a werebadger’s personality extends to their friends and families, to which they are fiercely devoted. Most werebadgers are homebodies, spending vast amounts of time, energy and money into making their homes comfortable and safe. They tend to be gruff and impatient with strangers, but if their loyalty can be won, it will last a lifetime.

Werebadgers tend towards short and stocky builds. In their natural form, they may have a white stripe through their hair, flexible noses, or be willing and able to eat almost anything.

### **Werebadger (gnome form) CR 2**

**XP 600**

Werebadger gnome alchemist 2

**Init** +6; **Senses** low-light vision, Perception +6

Defense

**AC** 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 armor)

**hp** 18 (2d8+6)

**Fort** +4, **Ref** +4, **Will** +0; +2 vs. illusion, poison

**Defensive Abilities** defensive training (giants)

Offense

**Speed** 20 ft.

**Melee** morningstar +2 (1d6)

**Ranged** rock +4 (1d4)

**Special Attacks** bombs (1d6+2 fire or acid, 4/day), hatred (reptilian, goblinoid), mutagen (+4/-2, 20 minutes)

**Extracts** CL 2<sup>nd</sup>

1<sup>st</sup>—*bomber's eye, enlarge person, shield*

Statistics

**Str** 11, **Dex** 14, **Con** 14, **Int** 15, **Wis** 10, **Cha** 8

**Base Atk** +1; **CMB** +0; **CMD** 12

**Feats** Brew Potion (B), Improved Initiative, Throw Anything (B)

**Skills** Appraise +6, Craft (alchemy) +10, Disable Device +6, Heal +4, Knowledge (arcana, nature) +6, Perception +6, Sleight of Hand +6, Spellcraft +6, Stealth +7, Survival +4, Use Magic Device +3;

**Racial Modifiers** +2 Perception, +2 Craft (alchemy)

**Languages** Common, Goblin, Gnome, Orc, Sylvan

**SQ** change shape (gnome, badger or hybrid, *polymorph*), discovery (acid bomb), lycanthropic empathy (badgers and dire badgers), poison use

**Gear** leather armor, morningstar, alchemy lab, masterwork thieves tools, 3 flasks acid, 3 alchemist fire, 1 tanglefoot bag, 2 potions *cure light wounds*, 2 potions *magic fang*, formula book (as prepared, plus *identify, reduce person, touch of the sea*), courtier's outfit, jewelry worth 50 gp, 42 gp

### **Werebadger (hybrid form) CR 2**

**XP 600**

Werebadger gnome alchemist 2

**Init** +6; **Senses** low-light vision, Perception +6, scent

Defense

**AC** 18, touch 13, flat-footed 16 (+1 size, +2 Dex, +2 armor, +3 natural)

**hp** 20 (2d8+8)

**Fort** +5, **Ref** +4, **Will** +0; +2 vs. illusion, poison

**DR** 10/silver

**Defensive Abilities** defensive training (giants)

Offense

**Speed** 20 ft.

**Melee** morningstar +3 (1d6+1), claw -2 (1d2), bite (1d3 plus curse of lycanthropy) or 2 claws +3

(1d2+1), bite +3 (1d3+1 plus curse of lycanthropy)

**Ranged** rock +4 (1d4+1)

**Special Attacks** blood rage, bombs (1d6+2 fire or acid, 4/day), curse of lycanthropy (DC 15, Tiny, Small or Medium), hatred (reptilian, goblinoid), mutagen (+4/-2, 20 minutes)

**Extracts** CL 2<sup>nd</sup>

1<sup>st</sup>—*bomber's eye, enlarge person, shield*

Statistics

**Str** 13, **Dex** 14, **Con** 16, **Int** 15, **Wis** 10, **Cha** 8

**Base Atk** +1; **CMB** +1; **CMD** 13

**Feats** Brew Potion (B), Improved Initiative, Throw Anything (B)

**Skills** Appraise +6, Craft (alchemy) +10, Disable Device +6, Heal +4, Knowledge (arcana, nature) +6, Perception +6, Sleight of Hand +6, Spellcraft +6, Stealth +7, Survival +4, Use Magic Device +3;

**Racial Modifiers** +2 Perception, +2 Craft (alchemy)

**Languages** Common, Goblin, Gnome, Orc, Sylvan

**SQ** change shape (gnome, badger or hybrid, *polymorph*), discovery (acid bomb), lycanthropic empathy (badgers and dire badgers), poison use

**Gear** leather armor, morningstar, alchemy lab, masterwork thieves tools, 3 flasks acid, 3 alchemist fire, 1 tanglefoot bag, 2 potions *cure light wounds*, 2 potions *magic fang*, formula book (as prepared, plus *identify, reduce person, touch of the sea*), courtier's outfit, jewelry worth 50 gp, 42 gp





“Dromeosauroid” © Blair Simpson, accessed at deviantArt [here](#)

[Another one where I thought that finding a good piece of art would be easy, and it turned out to be more of a challenge than I expected. “Raptors” are a popular topic of fursonas (feather-sonas?), but most of them are just full-fledged dinosaurs, as opposed to having many humanoid traits. And most of the more anthropomorphic ones are scaly *Jurassic Park* style rather than feathered. That being said, the flavor text of my lycanthrope here is very clearly indebted to the *Jurassic Park* version of the “velociraptor” rather than actual paleontology.]

### **Lycanthrope, Weredeinonychus**

#### **CR 4 LE Humanoid (shapechanger)**

*This lithe humanoid has a thin tail, feathered skin and oversized claws on her feet.*

Weredeinonychus are cruel lycanthropes obsessed with the hunt and with proving their prowess. They often hunt in mixed packs with true deinonychus, and are masters of ambush. They know their hunting grounds well, and make use of terrain features to separate and confuse prey before striking. If outnumbered or injured, they fade back into the landscape, but may track enemies over some distance to take revenge when they are sleeping or distracted.

Weredeinonychus believe that the strong should dominate the weak. They are temperamental and combative, but know the benefits of biding their time and taking revenge at the right moment. Although they are most comfortable in tropical forests or warm plains, a weredeinonychus can also make itself right at home in the urban jungle, preying on those that won't be missed or making a living as an elite bounty hunter or assassin. They are matriarchal among themselves. In their humanoid forms, weredeinonychus are typically lean and lightweight. They may tilt their heads from side to side when assessing a situation, jump more frequently than most people, or hold their hands folded along the length of their arms.

### **Weredeinonychus (half-elf form) CR 4**

**XP 1,200**

Half-elf natural were-deinonychus ranger 4

**Init** +3; **Senses** low-light vision, Perception +12

**Defense**

**AC** 18, touch 14, flat-footed 14 (+3 Dex, +4 armor, +1 dodge)

**hp** 30 (4d10+4)

**Fort** +5, **Ref** +7, **Will** +4; +2 vs. enchantment

**Immune** sleep effects

**Offense**

**Speed** 30 ft.

**Melee** masterwork scimitar +7 (1d6+2/18-20)

**Ranged** masterwork composite longbow +8 (1d8+2/x3)

**Special Attacks** favored enemy +2 (humans), hunter's bond (companions)

**Spells** CL 1<sup>st</sup>, concentration +4

1<sup>st</sup>—*resist energy*

**Statistics**

**Str** 15, **Dex** 16, **Con** 12, **Int** 8, **Wis** 16, **Cha** 8

**Base Atk** +4; **CMB** +6; **CMD** 20

**Feats** Dodge, Endurance (B), Point Blank Shot, Precise Shot (B), Skill Focus (Acrobatics)

**Skills** Acrobatics +10, Climb +9, Handle Animal +6, Perception +12, Stealth +10, Survival +10 (+12 following tracks); **Racial Modifiers** +2 Perception

**Languages** Common, Elven

**SQ** change shape (half-elf, deinonychus or hybrid, *polymorph*), combat style (ranged), favored terrain (jungle +2), lycanthropic empathy (deinonychus, velociraptor and other dromeosaurids), track +2, wild empathy +3

**Gear** +1 *studded leather armor*, masterwork composite longbow (+2 pull), masterwork scimitar, 40 arrows, 2 potions *CLW*, 2 potions *magic fang*, 2 bear traps, wooden holy symbol, 1 antitoxin, 53 gp

### **Weredeinonychus (hybrid form) CR 4**

**XP 1,200**

Half-elf natural were-deinonychus ranger 4

**Init** +3; **Senses** low-light vision, Perception +12

**Defense**

**AC** 21, touch 14, flat-footed 17 (+3 Dex, +4 armor, +3 natural, +1 dodge)

**hp** 30 (4d10+4)

**Fort** +9, **Ref** +7, **Will** +4; +2 vs. enchantment

**DR** 10/silver; **Immune** sleep effects

Offense

**Speed** 60 ft.

**Melee** masterwork scimitar +8 (1d6+3/18-20), 2 talons +2 (1d8+1), bite +2 (1d6+1 plus curse of lycanthropy), foreclaw +2 (1d4+1) or 2 foreclaws +7 (1d8+3), bite +7 (1d6+3 plus curse of lycanthropy), foreclaws +2 (1d4+1)

**Ranged** masterwork composite longbow +8 (1d8+2/x3)

**Special Attacks** curse of lycanthropy (Small, Medium or Large, DC 15), favored enemy +2 (humans), hunter's bond (companions), pounce

**Spells** CL 1<sup>st</sup>, concentration +4

1<sup>st</sup>—*feather step*

Statistics

**Str** 17, **Dex** 16, **Con** 21, **Int** 8, **Wis** 16, **Cha** 12

**Base Atk** +4; **CMB** +7; **CMD** 21

**Feats** Dodge, Endurance (B), Point Blank Shot, Precise Shot (B), Skill Focus (Acrobatics)

**Skills** Acrobatics +18 (+30 when jumping), Climb +9, Handle Animal +8, Perception +20, Stealth +18, Survival +10 (+12 following tracks); **Racial Modifiers** +8 Acrobatics, +10 Perception, +8 Stealth

**Languages** Common, Elven

**SQ** change shape (half-elf, deinonychus or hybrid, *polymorph*), combat style (ranged), favored terrain (jungle +2), lycanthropic empathy (deinonychus, velociraptor and other dromeosaurids), track +2, wild empathy +5

**Gear** +1 *studded leather armor*, masterwork composite longbow (+2 pull), masterwork scimitar, 40 arrows, 2 potions *CLW*, 2 potions *magic fang*, 2 bear traps, wooden holy symbol, 1 antitoxin, 53 gp





“Swamp Elder” © Harry Osborn, accessed at his deviantArt gallery [here](#)

[It’s time for more weird lycanthropes! I’m also going to include some entomothropes in here, because there’s some art I’ve found that definitely fits for people who turn into bugs.]

### **Lycanthrope, Werehippo**

#### **CR 6 NE Humanoid (shapechanger)**

*This massive humanoid has the thick skin, stumpy legs and oversized jaws of a hippopotamus. Multiple sets of tusks protrude from its jaws, and its beady eyes are rheumy with anger.*

The werehippo is a violent and territorial creature, embodying the worst impulses of their animal model. Among members of their own community, werehippos are fierce and devoted, although fights for position are common among males especially. These usually are resolved by intimidation and

display rather than bloody violence, but the latter certainly can erupt. Since werehippos tend to fight to the death and are incredibly belligerent, the few creatures that survive long enough to be infected with lycanthropy are often creatures with healing powers. Trolls are among the more common werehippos.

In their humanoid form, werehippos tend towards broad forms, large teeth and prominent ears. Some may sweat red when anxious or on the days leading up to the full moon.

### **Werehippo (troll form)**

**CR 6**

**XP 2,400**

Troll werehippo

NE Large humanoid (giant, shapechanger)

**Init** +2; **Senses** darkvision 60 ft., low-light vision, Perception +8, scent

Defense

**AC** 16, touch 11, flat-footed 14 (-1 size, +2 Dex, +5 natural)

**hp** 63 (6d8+36); regeneration 5 (acid, fire)

**Fort** +11, **Ref** +4, **Will** +4

Offense

**Speed** 30 ft.

**Melee** bite +8 (1d8+5), 2 claws +8 (1d6+5)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** rend (2 claws, 1d6+7)

Statistics

**Str** 21, **Dex** 14, **Con** 23, **Int** 6, **Wis** 11, **Cha** 4

**Base Atk** +4; **CMB** +10; **CMD** 22

**Feats** Intimidating Prowess, Iron Will, Skill Focus (Perception)

**Skills** Intimidate +7, Perception +8, Swim +7

**Languages** Giant

**SQ** change shape (troll, hippopotamus or hybrid, *polymorph*), lycanthropic empathy (hippopotamus)

Ecology

**Environment** warm marshes and freshwater

**Organization** solitary, pair or bloat (3-20)

**Treasure** standard

### **Werehippo (hybrid form)**

**CR 6**

**XP 2,400**

Troll werehippo

NE Large humanoid (giant, shapechanger)

**Init** +2; **Senses** darkvision 60 ft., low-light vision, Perception +8, scent

Defense

**AC** 21, touch 11, flat-footed 19(-1 size, +2 Dex, +10 natural)

**hp** 69 (6d8+42); regeneration 5 (acid, fire)

**Fort** +12, **Ref** +4, **Will** +4

**DR** 10/silver

Offense

**Speed** 30 ft.

**Melee** bite +9 (2d8+6 plus curse of lycanthropy), 2 claws +9 (1d6+6)

**Space** 10 ft.; **Reach** 10 ft.



**Special Attacks** capsize, curse of lycanthropy (Medium, Large and Huge, Fort DC 15), rend (2 claws, 1d6+9), trample (1d8+9)

Statistics

**Str** 23, **Dex** 14, **Con** 25, **Int** 6, **Wis** 11, **Cha** 4

**Base Atk** +4; **CMB** +11; **CMD** 23

**Feats** Intimidating Prowess, Iron Will, Skill Focus (Perception)

**Skills** Intimidate +7, Perception +8, Swim +8

**Languages** Giant

**SQ** change shape (troll, hippopotamus or hybrid, *polymorph*), hold breath, lycanthropic empathy (hippopotamus)

Ecology

**Environment** warm marshes and freshwater

**Organization** solitary, pair or bloat (3-20)

**Treasure** standard

Special Abilities

**Capsize (Ex)** A werehippo can overturn a boat of its size or smaller by ramming it as a charge attack and making a CMB check. The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher.



“Crossing” © deviantArt user LhuneArt and FurAffinity user Nomax. Accessed at LhuneArt’s gallery [here](#)

[Yes, the statistics in the *Bestiary* are titled mastodon. But the art here, with its high forehead and dramatically arcing tusks, is clearly an anthro mammoth.]

### **Lycanthrope, Weremammoth**

#### **CR 13 CN Humanoid**

*This giant has broad shoulders, a dense pelt and the head of a massive elephant.*

Found in the primeval reaches of the world, weremammoths combine the strength of giants with that of prehistoric elephants. They are most common among taiga giants, but many types of giant can

become a weremammoth. In taiga giant populations, weremammoths are seen as ascetics who channel spirits to the point of physical transformation—they are likely to take levels in druid or oracle to enhance their connection to mysterious powers. A weremammoth is typically patient and wise, slow to anger but fearsome when riled. Weremammoths are intensely devoted to their families and friends, and will kill or die to protect them.

### **Weremammoth (Taiga Giant Form) CR 13**

**XP 25,600**

Taiga giant weremammoth

CN Huge humanoid (giant, shapechanger)

**Init** +2; **Senses** low-light vision; Perception +14, scent

**Defense**

**AC** 26, touch 14, flat-footed 24 (+4 armor, +4 deflection, +2 Dex, +8 natural, –2 size)

**hp** 157 (15d8+90)

**Fort** +15, **Ref** +9, **Will** +11

**Defensive Abilities** rock catching; **Immune** enchantment and illusion spells

**Offense**

**Speed** 30 ft. (40 ft. without armor)

**Melee** spear +19/+14/+9 (3d6+15/×3) or 2 slams +19 (1d8+10)

**Ranged** rock +12 (2d6+15) or spear +11 (3d6+10/×3)

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

**Special Attacks** rock throwing (140 ft.)

**Statistics**

**Str** 31, **Dex** 14, **Con** 22, **Int** 12, **Wis** 19, **Cha** 13

**Base Atk** +11; **CMB** +23; **CMD** 39

**Feats** Alertness, Endurance, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Self-Sufficient, Shot on the Run (B), Vital Strike

**Skills** Climb +15, Heal +6, Knowledge (religion) +11, Perception +14, Sense Motive +6, Stealth +6 (+12 in undergrowth), Survival +21; **Racial Modifiers** +6 Stealth in undergrowth

**Languages** Common, Giant

**SQ** change shape (taiga giant, hybrid or mastodon, *polymorph*), lycanthropic empathy (deinotherium, elephants, mastodons), spirit summoning

**Ecology**

**Environment** cold mountains or forests

**Organization** solitary, warband (2–7), or tribe (2–7 plus 20–50 taiga giants plus 30% noncombatants, 1 druid or oracle of 3rd–5th level, 2–4 barbarian or ranger hunters of 3rd–5th level, 1 chieftain barbarian or fighter of 4th–7th level, 2–6 dire bears, 2–6 dire tigers, and 8–12 stone giants)

**Treasure** standard (hide armor, spear, other treasure) **Special Abilities**

**Spirit Summoning (Su)** Once per day, a taiga giant may perform a 10-minute ritual to tap into the power and insight of his ancestral spirits. These spirits provide a +4 deflection bonus to AC, immunity to enchantment and illusion spells, and one of the following spell effects: *bless*, *endure elements*, *protection from evil*, *protection from good*, or *see invisibility*. The effects of a spirit summoning persist for 24 hours.

### **Weremammoth (Hybrid Form) CR 13**

**XP 25,600**

CN Huge humanoid (giant, shapechanger)

Taiga giant weremammoth

**Init** +2; **Senses** low-light vision; Perception +14, scent



## Defense

**AC** 32, touch 14, flat-footed 30 (+4 armor, +4 deflection, +2 Dex, +14 natural, -2 size)

**hp** 172 (15d8+105)

**Fort** +16, **Ref** +9, **Will** +11

**DR** 10/silver; **Defensive Abilities** rock catching; **Immune** enchantment and illusion spells

## Offense

**Speed** 30 ft. (40 ft. without armor)

**Melee** spear +22/+17/+22 (3d6+19/×3), gore +20 (2d8+6 plus curse of lycanthropy), slam +20 (2d6+6) or 2 slams +22 (1d8+13), gore +22 (2d8+13 plus curse of lycanthropy), slam +22 (2d6+13)

**Ranged** rock +12 (2d6+15) or spear +11 (3d6+10/×3)

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

**Special Attacks** rock throwing (140 ft.), trample (2d8+19, DC 30)

## Statistics

**Str** 36, **Dex** 14, **Con** 24, **Int** 12, **Wis** 19, **Cha** 13

**Base Atk** +11; **CMB** +26; **CMD** 42

**Feats** Alertness, Endurance, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Self-Sufficient, Shot on the Run (B), Vital Strike

**Skills** Climb +18, Heal +6, Knowledge (religion) +11, Perception +14, Sense Motive +6, Stealth +6 (+12 in undergrowth), Survival +21; **Racial Modifiers** +6 Stealth in undergrowth

**Languages** Common, Giant

**SQ** change shape (taiga giant, hybrid or mastodon, *polymorph*), lycanthropic empathy (deinotherium, elephants, mastodons), spirit summoning

## Ecology

**Environment** cold mountains or forests

**Organization** solitary, warband (2–7), or tribe (2–7 plus 20–50 taiga giants plus 30% noncombatants, 1 druid or oracle of 3rd–5th level, 2–4 barbarian or ranger hunters of 3rd–5th level, 1 chieftain barbarian or fighter of 4th–7th level, 2–6 dire bears, 2–6 dire tigers, and 8–12 stone giants)

**Treasure** standard (hide armor, spear, other treasure)

## Special Abilities

**Spirit Summoning (Su)** Once per day, a taiga giant may perform a 10-minute ritual to tap into the power and insight of his ancestral spirits. These spirits provide a +4 deflection bonus to AC, immunity to enchantment and illusion spells, and one of the following spell effects: *bless*, *endure elements*, *protection from evil*, *protection from good*, or *see invisibility*. The effects of a spirit summoning persist for 24 hours.



“Cephalid Looter” © Wizards of the Coast, by Keith Garletts. Accessed at Spiderweb Art [here](#)

[Much like the wereweasel, I actually used a version of this in game during the 3.5 era. That wereoctopus monk was a kuo-toa, which was technically cheating (kuo-toa were aberrations, making them ineligible for the lycanthrope template), but it was a memorable encounter nonetheless. It did end in the death of a character, and I suspect that this wereoctopus similarly punches a bit above its CR class. Being one of the few monsters in PFRPG to have 9 attacks below CR 10 makes giant octopus very dangerous.]

## **Lycanthrope, Wereoctopus**

### **CR 9 LN Humanoid**

*This rubbery skinned humanoid has a bulbous head with large eyes and a parrot like beak. Its arms are tentacles, and it moves on six additional tentacles as if they were legs.*

Wereoctopuses are rare lycanthropes, most common among aquatic humanoids such as merfolk and locathath. Their physical appearances are often disturbing or strange, especially to land-dwellers, but they are not inherently evil. They are most noted for their curiosity—they tend to devote themselves to solving problems, and physical and mental training. They make excellent scholars or monastic types, but are known to cause problems due to their meddling. In combat, a wereoctopus has many attacks, which they tend to spread out over multiple foes. They favor tactics that disrupt, confuse or impede enemies over outright killing them, but will fight to the death if pressed.

### **Wereoctopus (Locathath Form) CR 9**

#### **XP 6,400**

Locathath wereoctopus monk 8

LN Medium humanoid (aquatic, shapechanger)

**Init** +7; **Senses** low-light vision, Perception +16, scent

**Defense**

**AC** 22, touch 19, flat-footed 19 (+3 Dex, +4 Wis, +2 natural, +1 armor, +2 monk)

**hp** 68 (10d8+20)

**Fort** +11, **Ref** +10, **Will** +11; +2 vs. enchantments

**Immune** disease

## Offense

**Speed** 30 ft., swim 60 ft.

**Melee** +1 *unarmed strike* +11/+6 or +11/+11/+6/+6 (1d10+4)

**Ranged** masterwork light crossbow +11 (1d8/19-20)

**Special Attacks** ki pool (8/day, cold iron, silver and magic), stunning fist (8/day, stunned, fatigued or sickened, DC 19)

## Statistics

**Str** 16, **Dex** 16, **Con** 12, **Int** 12, **Wis** 18, **Cha** 6

**Base Atk** +7; **CMB** +12; **CMD** 31

**Feats** Blind-fight, Combat Reflexes (B), Deflect Arrows (B), Improved Initiative, Improved Trip (B), Improved Unarmed Strike (B), Multiattack, Stealthy, Stunning Fist (B), Toughness

**Skills** Acrobatics +15 (+23 when jumping), Climb +14, Escape Artist +17, Linguistics +2, Perception +16, Sense Motive +16, Stealth +15, Swim +11

**Languages** Aquan, Common

**SQ** amphibious, change shape (locathath, hybrid or giant octopus, *polymorph*), high jump, lycanthropic empathy (octopus and giant octopus), slow fall (40 ft.), wholeness of body (8 hp)

## Ecology

**Environment** any aquatic or coastal

**Organization** solitary or band (2-10)

**Treasure** NPC gear (*amulet of mighty fists* +1, *bracers of armor* +1, *cloak of resistance* +1, masterwork light crossbow, 20 bolts, potion of *bull's strength*, potion of *mage armor* (x2), 63 gp)

## Wereoctopus (Hybrid Form) CR 9

**XP** 6,400

Locathath wereoctopus monk 8

LN Large humanoid (aquatic, shapechanger)

**Init** +7; **Senses** low-light vision, Perception +16, scent

## Defense

**AC** 28, touch 18, flat-footed 25 (-1 size, +3 Dex, +4 Wis, +9 natural, +1 armor, +2 monk)

**hp** 98 (10d8+50)

**Fort** +14, **Ref** +10, **Will** +11; +2 vs. enchantments

**DR** 10/silver; **Immune** disease

**Defensive Abilities** ink cloud

## Offense

**Speed** 30 ft., swim 60 ft., jet 200 ft

**Melee** +1 *unarmed strike* +13/+8 or +13/+13/+8/+8 (2d8+7) or +1 *bite* +13 (1d8+7 plus poison and curse of lycanthropy), 8 +1 *tentacles* +11 (1d4+4 plus grab) or +1 *unarmed strike* +13/+8 (2d8+7), +1 *bite* +11 (1d8+4 plus poison and curse of lycanthropy), 8 +1 *tentacles* +11 (1d4+4 plus grab)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with tentacles)

**Special Attacks** constrict (1d4+7), ki pool (8/day, cold iron, silver and magic), stunning fist (8/day, stunned, fatigued or sickened, DC 19)

## Statistics

**Str** 22, **Dex** 16, **Con** 19, **Int** 12, **Wis** 18, **Cha** 6

**Base Atk** +7; **CMB** +16 (+20 grapple); **CMD** 35

**Feats** Blind-fight, Combat Reflexes (B), Deflect Arrows (B), Improved Initiative, Improved Trip (B), Improved Unarmed Strike (B), Multiattack, Stealthy, Stunning Fist (B), Toughness

**Skills** Acrobatics +15 (+23 when jumping), Climb +17, Escape Artist +17, Linguistics +2, Perception +16, Sense Motive +16, Stealth +11, Swim +14

**Languages** Aquan, Common



**SQ** amphibious, change shape (locathath, hybrid or giant octopus, *polymorph*), high jump, lycanthropic empathy (octopus and giant octopus), slow fall (40 ft.), wholeness of body (8 hp)

Ecology

**Environment** any aquatic or coastal

**Organization** solitary or band (2-10)

**Treasure** NPC gear (*amulet of mighty fists* +1, *bracers of armor* +1, *cloak of resistance* +1, masterwork light crossbow, 20 bolts, potion of *bull's strength*, potion of *mage armor* (x2), 63 gp

Special Abilities

**Ink Cloud (Ex)** A wereoctopus can emit a 30-foot-radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute.

**Jet (Ex)** A wereoctopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.

**Poison (Ex)** Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 saves. The save DC is Constitution based.



“Pterafolk” © Wizards of the Coast, by Richard Sardinha. Accessed at the Monsters of Faerun Art Gallery [here](#)

[Before 3.x and the development of the template, lycanthropes weren’t assumed to be created from any humanoid. Some things that got lumped into the lycanthrope tent, like seawolves and werefoxes, had various magical powers or monstrous forms that the template version doesn’t cover.

Alternatively, some monsters, like the pteramen from Forgotten Realms, could be covered handily with the template, but weren’t when they got updated to 3.0.

Incidentally, a number of the official Pathfinder lycanthropes cheat a bit. Werebats, werecrocs and weresharks from [Bestiary 4](#) all should be Large in their hybrid forms. In addition, if we’re following the RAW, the werebat shouldn’t be able to fly, or the werecroc to swim. But stripping those movement abilities is kind of dumb. I’ve cheated here not with the size, but with giving the hybrid a fly speed, and with keeping the natural armor high in the hybrid form. I figure that, like the ability scores, it should be based on whichever natural armor is higher.]

### **Lycanthrope, Werepteranodon**

#### **CR 4 CN Humanoid**

*This reptilian humanoid has an oversized beaked head, with a crest growing from the back, and great leathery wings.*

Werepteranodons are sometimes referred to as pterafolk. They are most commonly found among lizardfolk communities, where they may be a secret society among the culture. Initiation into these societies, through infection with lycanthropy, is seen as a great honor. Werepteranodons are typically high spirited and quarrelsome, and lizardfolk communities with a large pterafolk population are likely to be aggressive and expansionistic in a way that others may not be. A

werepteranodon prefers to fight with its natural weapons in hybrid form whenever possible, although they do carry javelins for aerial assaults. Lizardfolk werepteranodons have shorter tails than their brethren, and the tails disappear almost completely in hybrid form.

### **Werepteranodon (Lizardfolk Form) CR 4**

**XP 1,200**

Lizardfolk werepteranodon barbarian 2

CN Medium humanoid (reptilian, shapechanger)

**Init** +5; **Senses** low-light vision, Perception +7, scent

Defense

**AC** 19, touch 9, flat-footed 19 (+1 Dex, +5 natural, +5 armor, -2 rage); uncanny dodge

**hp** 47 (2d8+2d12+20)

**Fort** +11, **Ref** +1, **Will** +4

Offense

**Speed** 40 ft., swim 15 ft.

**Melee** masterwork greataxe +10 (1d12+7/x3), bite +4 (1d4+2) or 2 claws +8 (1d4+5), bite +8 (1d4+5)

**Ranged** javelin +4 (1d6+5)

**Special Attacks** rage (11 rounds/day), rage power (quick reflexes)

Tactics

**Base Statistics** When not raging, the werepteranodon's statistics are as follows: **AC** 21, touch 11, flat-footed 21; **hp** 39; **Fort** +9, **Will** +2; **Melee** masterwork greataxe +8 (1d12+4/x3), bite +2 (1d4+1) or 2 claws +6 (1d4+3), bite +6 (1d4+3); **Ranged** javelin +4 (1d6+3); **Str** 17, **Con** 16; **CMB** +6; **CMD** 17; Swim +14

Statistics

**Str** 21, **Dex** 13, **Con** 20, **Int** 8, **Wis** 14, **Cha** 6

**Base Atk** +3; **CMB** +8; **CMD** 19 **Feats** Improved Initiative, Power Attack

**Skills** Acrobatics +9 (+13 jumping), Fly +5, Perception +7, Swim +16; **Racial Modifiers** +4 Acrobatics

**Languages** Draconic

**SQ** change shape (lizardfolk, hybrid or pteranodon, *polymorph*), fast movement, lycanthropic empathy (pterosaurs)

Ecology

**Environment** warm forests and coastal

**Organization** solitary, flight (2-6) or tribe (7-40)

**Treasure** NPC Gear (+1 *chain shirt*, masterwork greataxe, 3 Medium javelins, 3 Large javelins, potion *cure moderate wounds* (x2), potion of *magic fang* (x3), 174 gp)

### **Werepteranodon (Hybrid Form) CR 4**

**XP 1,200**

Lizardfolk werepteranodon barbarian 2

CN Large humanoid (reptilian, shapechanger)

**Init** +5; **Senses** low-light vision, Perception +7, scent

Defense

**AC** 23, touch 11, flat-footed 23 (-1 size, +4 Dex, +7 natural, +5 armor, -2 rage); uncanny dodge

**hp** 51 (2d8+2d12+24)

**Fort** +12, **Ref** +4, **Will** +4

**DR** 10/silver



## Offense

**Speed** 40 ft., swim 15 ft., fly 50 ft. (clumsy)

**Melee** bite +8 (2d6+6 plus curse of lycanthropy), 2 claws +8 (1d6+6)

**Ranged** javelin +6 (1d8+6)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** rage (11 rounds/day), rage power (quick reflexes)

## Tactics

**Base Statistics** When not raging, the werepteranodon's statistics are as follows: **AC** 25, touch 13, flat-footed 25; **hp** 43; **Fort** +10, **Will** +2; **Melee** bite +6 (2d6+4 plus curse of lycanthropy), 2 claws +6 (1d6+3); **Ranged** javelin +6 (1d8+4); **Str** 19, **Con** 18; **CMB** +8; **CMD** 22; Swim +16

## Statistics

**Str** 23, **Dex** 19, **Con** 22, **Int** 8, **Wis** 14, **Cha** 6

**Base Atk** +3; **CMB** +10; **CMD** 24

**Feats** Improved Initiative, Power Attack

**Skills** Acrobatics +12 (+16 jumping), Fly -3, Perception +7, Swim +18; **Racial Modifiers** +4

## Acrobatics

**Languages** Draconic

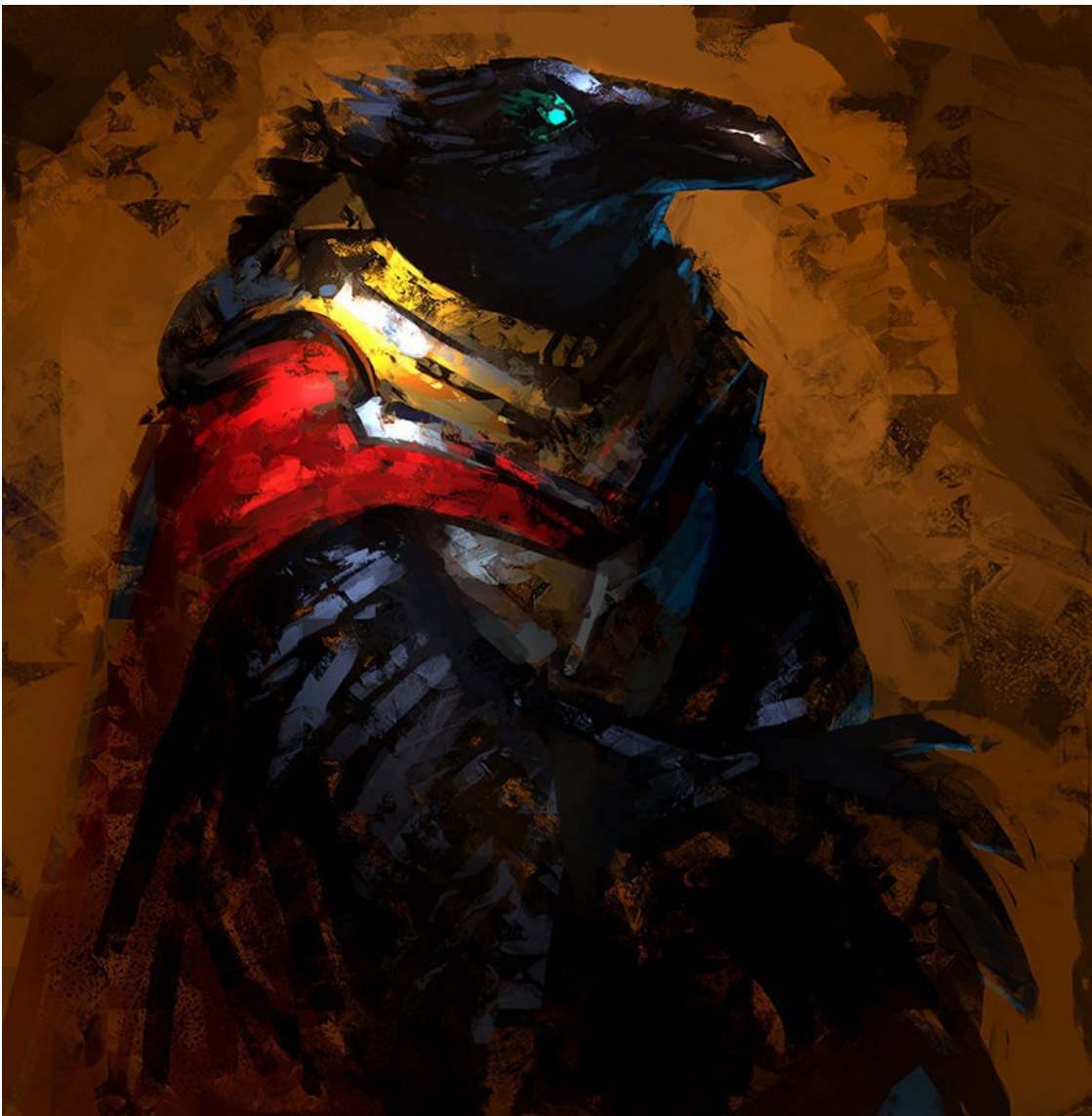
**SQ** change shape (lizardfolk, hybrid or pteranodon, *polymorph*), fast movement, lycanthropic empathy (pterosaurs)

## Ecology

**Environment** warm forests and coastal

**Organization** solitary, flight (2-6) or tribe (7-40)

**Treasure** NPC Gear (+1 *chain shirt*, masterwork greataxe, 3 Medium javelins, 3 Large javelins, potion *cure moderate wounds* (x2), potion of *magic fang* (x3), 174 gp)



“Brother Raven” © Brandt Andrist, accessed at his ArtStation [here](#)

[Inspired by Ravenloft’s take on wereravens as being among the good guys. I was very tempted to make this a paladin. But the Charisma hit that lycanthropes take makes paladin a not-great choice for them. Inquisitor was a good secondary option.

And yes, I cheated a little by giving them a fly speed in their hybrid forms. Werebats do the same thing, so I feel justified.]

### **Lycanthrope, Wereraven**

#### **CR 2 NG Humanoid (shapechanger)**

*This feathered humanoid has the broad beak and black feathers of a raven. Their hands are hidden in a sea of thick primary feathers, and they have a short tail of feathers and clawed feet.*

Canny and protective, the lycanthropes known as wereravens are almost always good. They help to defend other people from monsters, especially evil lycanthropes and the undead. In their hybrid forms, they are sometimes mistaken for tengu, and tengu wereravens do exist, further clouding the issue for some people. Wereravens never use their beaks on humanoid targets, as they do not seek to transmit a curse—they will occasionally bite supplicants who seek the powers of the wereraven, after first judging their intentions and deeming them worthy of the honor.

In their humanoid forms, wereravens may have jet black hair or skin, irises that fill the whole of the

eye, or deep croaking voices.

### **Wereraven (elf form) CR 2**

**XP 600**

Elf natural were-giant raven inquisitor 2

NG Medium humanoid (elf, shapechanger)

**Init** +5; **Senses** low-light vision, Perception +12, scent

**Defense**

**AC** 18, touch 12, flat-footed 16 (+2 Dex, +6 armor)

**hp** 16 (2d8+2)

**Fort** +3, **Ref** +2, **Will** +6; +2 vs. enchantments

**Immune** sleep effects

**Offense**

**Speed** 20 ft. (30 ft., unarmored)

**Melee** masterwork longsword +4 (1d8+3/19-20)

**Ranged** longbow +3 (1d8/x3)

**Special Attacks** domain abilities (hand of the acolyte 6/day), judgment (1/day)

**Spell-like Abilities** CL 2<sup>nd</sup>, concentration +1

At will—*detect chaos*, *detect evil*, *detect good*, *detect law*

**Spells** CL 2<sup>nd</sup>, concentration +5

1<sup>st</sup> (3/day)—*command* (DC 14), *cure light wounds*, *divine favor*

0<sup>th</sup>—*detect magic*, *disrupt undead*, *light*, *resistance*, *stabilize*

**Statistics**

**Str** 14, **Dex** 15, **Con** 10, **Int** 10, **Wis** 17, **Cha** 8

**Base Atk** +1; **CMB** +3; **CMD** 15

**Feats** Alertness

**Skills** Fly -2, Intimidate +0, Knowledge (arcana, religion, planes) +5 (+8 against creatures),

Perception +12, Sense Motive +11, Survival +8 (+9 following tracks); **Racial Modifiers** +2

Perception, +2 Spellcraft for magic items

**Languages** Common, Elven

**SQ** change shape (elf, giant raven or hybrid, *polymorph*), cunning initiative, elven magic, lycanthropic empathy (ravens and giant ravens), monster lore, stern gaze, track, weapon familiarity

**Gear** breastplate, masterwork longsword, longbow, 40 arrows, 10 silvered arrows, 10 cold iron arrows, wooden holy symbol, *potion of CLW*, 84 gp

### **Wereraven (hybrid form) CR 2**

**XP 600**

Elf natural were-giant raven inquisitor 2

NG Medium humanoid (elf, shapechanger)

**Init** +5; **Senses** low-light vision, Perception +12, scent

**Defense**

**AC** 21, touch 12, flat-footed 19 (+2 Dex, +3 natural, +6 armor)

**hp** 22 (2d8+8)

**Fort** +6, **Ref** +2, **Will** +6; +2 vs. enchantments, +4 vs. ingested disease

**DR** 10/silver; **Immune** sleep effects

**Offense**

**Speed** 20 ft. , fly 35 ft. (average) (30 ft., fly 50 ft. unarmored)

**Melee** masterwork longsword +5 (1d8+4/19-20), bite -1 (1d6+1) or bite +4 (1d6+4 plus curse of lycanthropy)



**Ranged** longbow +3 (1d8/x3)

**Special Attacks** curse of lycanthropy (Small, Medium or Large, DC 15), domain abilities (hand of the acolyte 6/day), judgment (1/day)

**Spell-like Abilities** CL 2<sup>nd</sup>, concentration +1

At will—*detect chaos*, *detect evil*, *detect good*, *detect law*

**Spells** CL 2<sup>nd</sup>, concentration +5

1<sup>st</sup> (3/day)—*command* (DC 14), *cure light wounds*, *divine favor*

0<sup>th</sup>—*detect magic*, *disrupt undead*, *light*, *resistance*, *stabilize*

Statistics

**Str** 16, **Dex** 15, **Con** 16, **Int** 10, **Wis** 17, **Cha** 8

**Base Atk** +1; **CMB** +4; **CMD** 15

**Feats** Alertness

**Skills** Fly -2, Intimidate +0, Knowledge (arcana, religion, planes) +5 (+8 against creatures), Perception +12, Sense Motive +11, Survival +8 (+9 following tracks); **Racial Modifiers** +2

Perception, +2 Spellcraft for magic items

**Languages** Common, Elven

**SQ** awkward wings, change shape (elf, giant raven or hybrid, *polymorph*), cunning initiative, elven magic, lycanthropic empathy (ravens and giant ravens), monster lore, scavenger, stern gaze, track, weapon familiarity

**Gear** breastplate, masterwork longsword, longbow, 40 arrows, 10 silvered arrows, 10 cold iron arrows, wooden holy symbol, *potion of CLW*, 84 gp

Special Abilities

**Awkward Wings (Ex)** Due to the position of its hands in its wings, a wereraven cannot make weapon attacks the same round it uses its fly speed.



“Ferahgo” © Amanda K., accessed at her deviantArt gallery [here](#)

[When I ran D&D 3.5 games in high school, I used lycanthropes a lot. It was an easy way to make a memorable antagonist, or at least easy in terms of my large amounts of time. I haven’t used them nearly so often in Pathfinder. So some of these, like the were-weasel, are going to be based on lycanthropes I wrote up more than 15 years ago.]

### **Lycanthrope, Wereweasel**

#### **CR 2 NE Humanoid**

*This furred humanoid is long and top heavy, with an extended neck and short limbs. Their angular face features short ears and a maw full of razor-sharp teeth.*

Wereweasels are violent loners, embodying the negative stereotypes of the animals whose form they take. They are aggressively territorial against other lycanthropes, and may enlist adventurers in these conflicts before turning on them. A wereweasel is typically obsessed with proving themselves, hunting and killing those larger and stronger through guile and tenacity. They enjoy the taste of blood, and their depredations are sometimes mistaken for those of vampires. In their humanoid forms, they often have oversized ears, small noses or longer necks than ordinary members of their species.

**Wereweasel (Human Form)**

**CR 2**

**XP 600**

Human wereweasel rogue 2

NE Medium humanoid (human, shapechanger)

**Init** +2; **Senses** low-light vision, Perception +5, scent

Defense

**AC** 15, touch 12, flat-footed 13 (+2 Dex, +3 armor)

**hp** 18 (2d8+6)

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

**Defensive Abilities** evasion

Offense

**Speed** 30 ft.

**Melee** short sword +1/+1 (1d6+2/19-20)

**Ranged** shortbow +3 (1d6/x3) or dagger +3 (1d4+2/19-20)

**Special Attacks** rogue talent (bleeding attack +1), sneak attack +1d6

Statistics

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

**Base Atk** +1; **CMB** +3; **CMD** 16

**Feats** Double Slice, Two-weapon Fighting

**Skills** Acrobatics +7, Bluff +4, Climb +7, Disable Device +6, Escape Artist +7, Perception +5, Sense Motive +5, Sleight of Hand +7, Stealth +7

**Languages** Common, Halfling

**SQ** change shape (human, hybrid or giant weasel, *polymorph*), lycanthropic empathy (weasels, giant weasels and dire weasels), trapfinding

Ecology

**Environment** temperate and cold plains and urban

**Organization** solitary or pair

**Treasure** NPC Gear (masterwork studded leather, 2 short swords, shortbow with 20 arrows, 5 daggers, masterwork thieves' tools, 3 flasks acid, 3 flasks alchemist's fire, potion of *bull's strength*, 50 gp)

## **Wereweasel (Hybrid Form) CR 2**

**XP 600**

Human wereweasel rogue 2

NE Medium humanoid (human, shapechanger)

**Init** +4; **Senses** low-light vision, Perception +5, scent

Defense

**AC** 20, touch 14, flat-footed 16 (+4 Dex, +3 natural, +3 armor)

**hp** 20 (2d8+8)

**Fort** +3, **Ref** +7, **Will** +0

**DR** 10/silver; **Defensive Abilities** evasion

Offense

**Speed** 30 ft.

**Melee** short sword +2/+2 (1d6+3/19-20), bite -1 (1d6+1 plus curse of lycanthropy plus grab) or bite +4 (1d6+3 plus curse of lycanthropy plus grab)

**Ranged** shortbow +5 (1d6/x3) or dagger +5 (1d4+3/19-20)

**Special Attacks** blood drain (1d2 Con), rogue talent (bleeding attack +1), sneak attack +1d6

Statistics

**Str** 16, **Dex** 19, **Con** 17, **Int** 12, **Wis** 10, **Cha** 8

**Base Atk** +1; **CMB** +4; **CMD** 18

**Feats** Double Slice, Two-weapon Fighting

**Skills** Acrobatics +9, Bluff +4, Climb +8, Disable Device +6, Escape Artist +7, Perception +5,

Sense Motive +5, Sleight of Hand +9, Stealth +9

**Languages** Common, Halfling

**SQ** change shape (human, hybrid or giant weasel, *polymorph*), compression, lycanthropic empathy (weasels, giant weasels and dire weasels), trapfinding

Ecology

**Environment** temperate and cold plains and urban

**Organization** solitary or pair

**Treasure** NPC Gear (masterwork studded leather, 2 short swords, shortbow with 20 arrows, 5 daggers, masterwork thieves' tools, 3 flasks acid, 3 flasks alchemist's fire, potion of *bull's strength*, 50 gp)