

## WERELORD

Werelords are a unique sub-class of fighters who specialize in using and controlling the bestial side of human nature. Through intense training and preparation, werelords acclimate their bodies and minds to the disease known as lycanthropy. By contracting this condition in a protracted and controlled manner, werelords develop a somewhat attenuated strain of lycanthropy; they have a limited ability to change shape but over time gain far more control over their bestial transformations and talents. As their control of themselves and their condition increases, werelords learn how to change shape through force of will and without undo influence from their current circumstances; first into werecreatures and then later into other, similar beast-forms. Ultimately, werelords gain powers far superior to the werecreature they emulate, becoming a fusion of the best aspects of man and beast.

Normally, only humans may be werelords since no other race can reliably survive the disease of lycanthropy after the first transformation. Non-human werelords may be possible, but only among other races also capable of reliably surviving this disease (c.f. naamar). While werelords possess lycanthropy, they cannot normally pass the disease along to others. Werelords are themselves immune to lycanthropy and can recognize other lycanthropes and shape changers as a function of their level. Because a werelord willingly chooses and embraces her beastform, developing and nurturing her inner lycanthropic condition over time, a werelord will always possess the alignment typical of her beastform.

The prime requisites for a werelord are strength, constitution, and wisdom, each of which must be at least 13. Lesser individuals lack the physical power, resilience, and willpower to truly master the disease of lycanthropy. Werelords do not gain an experience bonus for particularly high attribute scores. Moreover, various specific lycanthropes have additional ability score requirements, detailed under each weretype's description. Regardless of type, all lycanthropes roll one d8 for hit points at 1<sup>st</sup> level and gain an additional d8 for hit points every level until 12<sup>th</sup>, after which all werelords gain an additional +3 hps per level, like other fighting-classes. Similarly, werelords are members of the fighter-class and therefore gain additional hit points due to high constitution and exceptional strength scores as fighters do.

Werelords are very closely affiliated with nature (like druids and rangers) and gain certain abilities in this regard at higher levels. Werelords are at home in the wilds and as they increase in power they become more at ease in their were- and beast-forms as well.

The various common forms of werelords are given below:

	<b>XP table</b>	<b>Align</b>	<b>AC</b>	<b>MV</b>	<b>Attack</b>	<b>Special</b>
Wereshark	Fighter	NE	0	1"/21"	5-20	
Werebat	Ranger	NE	5	9"/15"d	1-4/1-4	2-8
Wereboar	Ranger	N	4	12"	2-12	
Wererat	Ranger	LE	6	12"	weapon	+6 surprise
Werewolf	Ranger	CE	5	15"	2-8	+3 surprise
Werefox	Paladin	CN	4	18"	2-12	
Werepanther	Paladin	CE	4	18"	1-4/1-4/1-8	1-6/1-6, +4 surprise
Weretiger	Paladin	N	3	12"	1-4/1-4/1-12	2-5/2-5
Werbear	Kensai	CG	2	9"	1-3/1-3/2-8	2-16
Werelion	Kensai	LE	7	15"	1-6/1-6/2-12	2-8/2-8, +4 surprise

Like normal lycanthropes, a werelord can change from man to werebeast. Until higher level, however, the werelord cannot guarantee that the transformation will be a success; the likelihood is dependant upon the phases of the moon, the werelord's level, and other situational factors. The base chance of success and the circumstances allowing the "beast to rise" are shown below:

**Assume Beastform**

50% base chance  
 +25% at night  
 +25% if the moon is visible -or-  
 if the full moon has risen

Roll when:

- \* emotionally upset (enraged, terrified)
- \* wounded (first time damaged)
- \* severely wounded (1/2 hits or less)
- \* the full moon rises **or** is visible

**Resume Humanform**

0% base chance  
 +50% when the moon sets -or-  
 is longer visible (non-full moon)  
 +50% at sunrise -or- during the day  
 +50% if the beast goes to sleep -or-  
 if the beast is rendered unconscious

Roll when:

- \* the sun rises or moon sets/occluded
- \* the lycanthrope loses consciousness
- \* the creature's bloodrage is satiated **and** there is no additional stimulus

A werelord can modify these percentages in either direction based upon both her level and wisdom:

	<b>Level Modifier</b>		<b>Wisdom Modifier</b>
1st	+/- 0%	14 or less wisdom	+/- 0%
2nd	+/- 10%	15 wisdom	+/- 1%
3rd	+/- 25%	16 wisdom	+/- 3%
4th	+/- 50%	17 wisdom	+/- 7%
5th	+/- 100%	18 wisdom	+/- 15%
6th	+/- 150%	19+ wisdom	+/- 31%
7th	always at will		

Once per encounter a werelord may attempt to change shape without any of the above conditions being met (i.e. a happy, undamaged werelord during the day). If that attempt fails, the werelord must wait for one of the events listed before trying a second (or third, or fourth, or fifth, etc) time to "raise the beast". Likewise, werelords may transform involuntarily, although in such cases two of the above conditions must be met simultaneously ("wounded" and "enraged" usually apply). Under such conditions, if the transformation roll is successful, the werelord temporarily loses control of his abilities and gives in to the bloodrage, momentarily behaving as a "natural" lycanthrope of his type would in the same situation (this is usually quite gruesome and bloody). A werelord in a bloodrage is under the DM's control until the PC successfully rolls to regain control -- the check for which is the same as rolling to resume human shape and may only be rolled after at least one of the conditions which drove the werelord to beast form has been dealt with. Moreover, success only restores the human personality; the character remains in beast form. With the human personality dominant, a werelord may attempt to resume human shape once per encounter without any particular conditions being met, requiring one of the listed events to try again if the initial attempt fails.

As the ability to change from human to lycanthrope is a function of level, so too is the trauma, pain, stress, and control associated with it. At first level, the strain of changing shape causes all werereatures to scream in pain during the process. At second level, a saving throw versus wisdom will negate this. At third level, the change becomes virtually painless, while at fourth level, the beast gains the ability to growl in a human-sounding speech. In all cases, the actual act of transformation is a very frightening and terrible sight, sufficient to engender fear and revulsion in most civilized beings. Likewise, both domesticated and wild animals instinctively fear werebeasts and will behave accordingly.

Once they gain their shapshifting abilities, werelords may assume beast or animal form once per two levels per day (round up). Shape changing back into human form is "free". Thus, a fifth level wolf-werelord could begin the day as a man, change to a werewolf (using one "shift"), resume human shape ("free"), change to a normal wolf (a second "shift"), resume human shape (again "free"), and again assume wereform (a third "shift"). At this point, however, the werelord would be unable to initiate any additional shapechanges. He could resume human form at any point, but must otherwise remain a werewolf until the following day.

Normally, it takes one full round to complete the change from man to beast and except as noted is under the control of the individual. Beginning at seventh level werelords can change shape more quickly, requiring only five segments. Eleventh and higher level werelords can transform themselves in but a single segment.

Werelords are not comfortable in and may not use mostly-metal armor, instead using leather, padded, hide, or studded leather only. Werelords will use shields, but prefer wooden ones. Werelords may use any weapon and begin play with three weapons of proficiency and two non-weapons, gaining additional skills as a fighter would. Werelords never use flaming oil, poison, or silvered weapons.

Like other "monsters", werelord must learn to master their bodily attack forms. Each werelord character is automatically assumed to be proficient with their claw attack (or bite, if no claw attack is available), with the exception of wererats who have no natural attack form. In order to successfully use a dual-claw sequence, the character must purchase the weapon skill claw/claw or take the penalty for attacking with two weapons. A werelord without a weapon skill in the bite proficiency loses two from his AC as he "leads with his face" in melee. The only way to coordinate a claw/claw/bite sequence is by buying this weapon proficiency. The same is true for rear-claws or hug special attacks (c.f. dragons). Thus, a werewolf or wereboar need not spend any additional weapon proficiencies in order to fully take advantage of their attack abilities in beast-form whereas a weretiger or werebear must learn four (claw/claw, bite, claw/claw/bite, rear-claw or hug). In all other respects, werelords have all the combat abilities of a fighter of the same level (THACO, attacks per round, etc). Werelords may not specialize in any weapon and do not attract men-at-arms under any condition.

It must be pointed out that the wereshape has all of the abilities normally associated with the wereform, such as AC, damage of attacks, special move, enhanced senses, etc, but does NOT include the lycanthrope's immunity to normal weapons. This ability is gained upon achieving the designated werelord's "silverform" at 8th level. Silverform should be considered an additional advantage of the werelord's form and not a type of transformation unto itself. Silverform ONLY applies when in wereshape, NEVER in human or animal form, even if the werelord has achieved Mastery of Forms (see below).

Although lycanthropes who have reached their silverform are generally not harmed by non-magical, non-silver weapons, there are some exceptions. Any creature with more than four hit dice (ogres, giants, griffons, purple worms, etc) may strike and wound a werecreature normally. Likewise, a damaging attack which inflicts more than quadruple normal damage (such as a fall inflicting 5 or more dice) will also harm a werelord's silverform normally. The special resistance of werecreatures to steel swords and iron spears doesn't mean these weapons bounce off the lycanthrope's hide; the wounds merely heal as soon as they're made. Such wounds still inflict pain on the beast, albeit momentarily. If such a wound would instantly slay a werebeast (inflict its full hit points plus 10 in a single blow), then the werebeast does die before its preternatural healing ability can deal with the wound. Likewise, a wound which completely and instantaneously severs the limb of a werecreature would not instantly heal; the limb would be lost. In all such examples, however, the lycanthrope should be given every benefit of the doubt; only an axe or thick-bladed sword could possibly remove an arm while it would take at least a battle axe to sever a leg in a single swipe. All lycanthropes have normal vulnerabilities to magic, poison, fire, and the like, although those with their silverform are automatically immune to necromantic spells which directly target the life force of the target, whether *death spell* or *cure light wounds*.

Like druids, werelords are able to heal damage by changing shape. Prior to reaching 10th level (Mastery of Forms) a werelord is only able to heal himself by resuming human form; no healing occurs when shifting from man to beast because the werelord's body is still going through quite a lot of stress at each transformation. Likewise, when a werelord involuntarily shifts back to human form because he has been rendered unconscious (he has run out of hit points), he does NOT heal. Resuming human form in response to any of the other involuntary conditions will allow healing. Each time the werelord resumes human form, 10% to 60% (d6 x 10) of his hit points are restored. When Mastery of Forms is gained, this healing occurs any time a werelord changes to either man or beast.

Unlike druids, werelords are a fusion of man and beast, gaining full benefits for both strength and dexterity while in wereform. Also unlike druids, the items and equipment worn by the werelord do NOT change with the character as she shifts shape; armor tears and weapons fall off. Damage caused by armor bursting off is given in the DMG on page 23. For this reason, werelords do not keep or wear any more than they can easily conceal or carry in wereform.

Werelords do not have hirelings; most humans and their ilk fear, loathe, and distrust werecreatures of any sort far too much. Werelords are usually wanderers, much like rangers, beastmasters, or druids, preferring the wilderness to civilized areas. Werelords do not build castles, although they may clear a wilderness area of monsters and settle in the region. Werelords are not repulsed by silver, but do not carry such metal if at all avoidable. Rumor has it that werelords who come in contact with silver too often break out in a rash or suffer allergic symptoms (and could possibly get docked xps!).

Lycanthropy of any sort is considered unnatural, unwholesome and evil by most peoples and cultures. Those afflicted with lycanthropy are often viewed as recipients of divine punishment or curses. Even those few werecreatures of good alignment are viewed with suspicion and treated as strangers and foreigners, suffering a -2 penalty to social level and -10% reaction adjustment when their condition is discovered. For these reasons, werelords are often hesitant about revealing their true nature to strangers -- many lycanthropes have been hunted down and killed by fearful former friends.

It is common for werelords of different types to hunt and fight one another. The enmity between werewolves and werebears is well known. The pugnacious wereboars battle for the pleasure of it, while the fearful wererats often slay other werecreatures merely to prevent future altercations. Weretigers try to remain aloof, but their vengeful nature may get the better of them, especially when confronted with the authoritative and domineering ways of a werelion.

Werelords (especially rats, wolves and lions) often form close ties with other lycanthropes of the same type. These bands usually meet in secret, forming a sort of cult of up to a dozen werelords and true lycanthropes. Very rarely will non-werelords be invited to these meetings as few non-lycanthropes can be trusted to keep the cult's secret. It is in this cult setting that the Ritual of the Moon is performed, whereby a human willingly drinks the blood of a werecreature under the light of the full moon and thereby contracts the disease which gives a werelord his powers.

A werelord cannot be "cured" of his disease by normal means. The slow manner in which a werelord is infected and gains mastery over his lycanthropy makes the "affliction" far more tenacious than in a regularly-infected person. For any cure to be possible, the werelord would have to, at least on some level, want to be rid of his lycanthropy.

All werelords gain the following abilities by level:

**Level Ability**

- 1 Immune to lycanthropy  
Detect werelords of the same type (wolf, bear, boar, etc)
- 2 Gain a reaction bonus with regard to animals of their type (but not other werereatures)
- 3 Detect lycanthropes of the same type (wolf, bear, boar, etc)  
Speak the animal language of their type in all forms
- 4 Induce fear in timid creatures (non-aggressive herbivores with up to two hit dice and non-aggressive carnivores with less than one hit die) when in wereform (riding horses, cows, poodles, normal rats, children, etc)  
Attack creatures only hit with magic weapons while in wereform
- 5 Detect werelords of any type  
Gain a reaction bonus with regard to werereatures of their type  
Surprised only on a 1 due to enhanced senses in both forms (+3 to perception checks)  
+5% to Hear Noises in all forms
- 6 Gain an additional animal language  
Attack creatures only hit with +2 weapons while in wereform
- 7 Detect lycanthropes of any type  
Identify werelords  
Transform into wereshape in five segments  
Induce fear in non-predatory creatures (herbivores with fewer hit dice than the werelord and any creature with up to one hit die) while in wereform (war horses, bulls, boars, giant rats, orcs, normal folks, etc)
- 8 Silverform -- only magical or silver weapons or attacks from 4+ HD monsters will injure the werelord in beast-form  
Attack creatures only hit with +3 weapons while in wereform  
Ability to recognize close acquaintances by smell, kinematics and intuition  
+5% more to Hear Noises
- 9 Detect shape changers of any sort  
Gain an additional animal language
- 10 Identify lycanthropes  
Mastery of Forms  
Surprised only on a 1 in 12 due to enhanced senses (+6 to perception checks)  
Induce fear in aggressive creatures (any herbivore and all creature with fewer than half the hit dice of the werelord, round down) while in wereform (ogres, wererats, baby dragons, low-level adventurers, etc)
- 11 Transform into wereshape in only one segment  
+5% more to Hear Noises, with another +5% every odd level hereafter
- 12 Gain an additional animal language, with another every third level hereafter  
Assume Warshape
- 13 Danger sense of 10% + 5% per additional level
- 14 Identify shape changer
- 15 True Lycanthrope

**Detect:** after a round of observation, reveals whether or not an individual qualifies as a member of the indicated category.

**Reaction bonus:** raises the reaction up one category more favorable. When the werelord speaks an animal's language he may apply his charisma bonus to the reaction roll as well.

**Animal languages:** are for a class of creatures (canine for wolves, rodent for rats, feline for cats, etc).

**Fear:** has a range of 5' per level with those affected required to roll a saving throw versus breath weapons to avoid being affected, with a new save each round. If a feared creature has fewer than half the werelord's hit dice, it will flee in abject terror (as per *fear* spell). If a feared creature has as many or more hit dice than the werelord it will back away submissively (another attempt to frighten requiring a second failed save to rout, although if the target makes the save the creature may attack). Creatures which do not cleanly fall into one of these categories will react according to their nature (children and sheep run, powerful predators will back away).

**Identify:** a quick glance reveals the exact nature of the shape shifter in question (weretiger, rakshasa, druid, doppelganger, etc).

**Mastery of forms:** allows the werelord to use the best abilities of both man and beast while in wereshape. Thus a bear-werelord could use the attacks of a werebear while singing with his normal human voice. Or a wolf-werelord could attack in biped form using a shield and sword. Conversely, a werelord with mastery of forms could induce fear while in human form. Immunity to normal weapons, however ONLY functions in wereform -- if you want to charge through a storm of blades, you better grow a lot of hair!

**Warshape:** a specialized form not normally available to lycanthropes that highlights each species unique strength and combat abilities. A summary is given below:

	<b>AC</b>	<b>MV</b>	<b>Attack</b>	<b>Special</b>	<b>Other</b>
Werebat	4	12"/21" <sup>b</sup>	1-4/1-4/1-8		
Werebear	1	12"	1-6/1-6/2-12	3-18	
Wereboar	2	15"	3-18		immune to weapon/contact poison
Werefox	2	21"	2-12		hide like a thief
Werelion	4	15"	1-6/1-6/3-12	2-8/2-8	command x1/day
Werepanther	3	18"	1-4/1-4/2-8	2-7/2-7	45' leap, +6 surprise, stalk
Wererat	5	12"	1-3 + weapon		3" swim/burrow/climb, stalk, disease
Wereshark	-1	12"/24"	6-24	swallow whole	sahuaghin senses
Weretiger	2	15"	2-5/2-5/2-12	2-8/2-8	30' leap, +3 surprise
Werewolf	3	18"	1-3/1-3/3-12		+6 surprise

**Danger sense:** indicates the chance of a werelord's enhanced senses (including sheer instinct) to notice something amiss BEFORE an attack, ambush, etc.

**True Lycanthrope:** upon achieving this level, the werelord's disease is complete. In essence he has actually become a werecreature. This means he can infect others with lycanthropy and even have lycanthropic offspring.

The particulars of each werelord are given below:

### Werebat

At 4th level, bat-werelords may assume wereshape. In wereshape, a bat-werelord gains the power of echolocation. This means the lycanthrope can 'see' using sound out to 60'. Invisibility is totally useless against such a bat-werelord. Werebats can see visually as well. At 5th level, werebats may become vampire bats. Minimum dexterity of 13. Alignment Neutral Evil. *(Werebats are extremely rare on Oerth. No one knows the reason for sure, although many suspect the drow, who certainly wouldn't appreciate contracting this disease. Whatever the cause, this form of lycanthropy should be almost legendary).*

### Werebears:

At 4th level werebears heal at twice the normal rate, and at 9th they heal at triple speed. At 5th level they become immune to all disease and at 7th level werebears can heal disease in others. At 6th level they learn to assume the shape of a brown bear. At 10th level werebears can summon 1-6 other bears. Minimum intelligence 13. Alignment is Chaotic Good.

### Wereboars:

At 5th level a wereboar may assume the form of a normal boar. At 7th level a bear-werelord may assume the form of a giant boar. Both forms have the same abilities as given above. Note -- wereboars love to fight! Alignment is Neutral.

### Werefoxes

At 4th level werefoxes may assume the form of a normal fox. At 7th level, a werefox learns to charm by gaze, as per as *charm person* spell, although anyone with a wisdom greater than 13 is immune and only one attempt per encounter is allowed. Note -- werefoxes are always human and always remain so. They may be of either gender. Likewise, although werefoxes are usually quite mischievous, they are NOT evil. Minimum intelligence, dexterity and charisma of 13. Alignment is Chaotic Neutral. *(As a note to players, werefoxes should be **EXTREMELY RARE**. Based on their stat minimums and the scarcity of werelords in general, there should be only about a half dozen fox-werelords on all of Oerth.)*

### Werelion:

At 5th level, werelions gain an additional 3 points of charisma with respect to all felines (this includes naamar and functions in human form -- although subtly). At 6th level they gain the ability to transform into normal lions. At 10th level, they may, once per day, command other felines (as per a *ring of mammal control*). Minimum dexterity and charisma are 13 each. Alignment is Lawful Evil.

### Werepanther:

At 5th level, werepanthers gain an additional point of charisma with respect to all felines (this includes naamar and functions in human form -- although subtly). At 6th level they gain the ability to transform into normal panthers. Note -- werepanthers don't get along with other werecreatures, especially felines. They are loners; the only reason the class exists is because of the religious beliefs and ceremonies of the Olman peoples. Minimum dexterity is 13. Alignment is Chaotic Evil.

### **Wererats:**

At third level, the half-human/half-rat form is gained. The full rat form is gained at 4th. A wererat may attack creatures normally hit by magic in either form, beginning at fourth level. This is the only werelord which does not have some form of claw/bite routine, thus they may use weapons in wereform. At 6th level, a wererat may assume the form of any (normal) rat. In this form the wererat has all the abilities of the rat it is mimicking. If pressed, wererats may bite for 1-3 pts of damage. At 9th level a wererat may summon and control 2-12 giant rats. Minimum Intelligence of 11. Alignment is Lawful Evil.

### **Wereshark**

Beginning at 5th level, a wereshark can assume the form of a 'normal' great white shark. At 7th level, shark-werelords can change into a true hybrid form which is fully functional either on land or in the water (MV of 6"/21"). Prior to this point, a wereshark on land suffers the same penalties as other characters do in water (1/2 dexterity bonus round down, -1 penalty to hit with bite, base AC drops to 5, etc). Prior to this form, a shark-werelord may only remain out of the water for a number of rounds equal to twice his level. 9th level weresharks gain the ability to churn the water, summoning 1-6 local sharks (the nearest such creatures within 2-20 miles). These sharks will be surface feeders (unless bottom dwellers are the only sharks within range). Due to a shark's very nature, these creatures will not obey a shark-werelord's wishes, although they will be extremely aggressive to any other life nearby. Summoned sharks will only attack a wereshark which is obviously defenseless.

Note -- weresharks ONLY exist in tropical waters although they can survive in any temperate climate. This is another form of lycanthropy that is sometimes kept alive (transmitted) by humans for religious purposes. Also, this form of lycanthropy is found among mermen. Alignment is Neutral Evil.

### **Weretiger:**

At 5th level, weretigers gain an additional 2 points of charisma with respect to all felines (this includes naamar and functions in human form -- although subtly). At 6th level they gain the ability to transform into normal tigers. Minimum dexterity is 13. Alignment is Neutral.

### **Werewolves:**

At 5th level a werewolf may assume the form of an ordinary or dire wolf. At 7th a worg may be assumed. All these forms have the same abilities as a "normal" animal of their type (extremely sensitive sense of smell, amazing stamina when running, etc). Alignment is Chaotic Evil.

Rumor has it that on other worlds there are additional forms of lycanthropy. On these worlds, other werelords are also said to exist. Some of these beings include werebadgers, werehyenas, wereseawolves, wereseals and more....

### **General Notes about Lycanthropy**

According to mythology, lycanthropy is a disease or curse which causes those afflicted to transform into wild and savage beastmen under the light of the full moon. In this beast state, the lycanthrope then rampages around the countryside causing terror and destruction. People and animals die in a nightmare of killings. The lycanthropic forms of each culture are always those creatures which the people fear most -- hence a beast-man is the most fearsome of all. The creature is as crafty as a human, but possessed of bestial passions and powers.

A common theme in werewolf stories is the newly-afflicted werewolf seeking out and killing everyone he knows and loves. Why? Well, again per the folklore, the werewolf is a separate identity; it shares the body of the afflicted human, but is only released from the captivity of the human persona when the lycanthrope assumes beast form. The werewolf has its own personality, alignment, and sense of self. The werewolf has a rudimentary awareness of what the human knows, but that's about it. When the mind of the human has given way to the beast, the human's heart and passions remain. Unfortunately, the cause for these passions is lost with the human's intellect; the beast doesn't know if it likes or hates someone, only that it has strong feelings toward that person. Thus we have a lot of dead wives and girlfriends right after the first change, especially with regard to particularly nasty (evil) lycanthropes since werewolves don't bother trying to figure out WHY they have particularly strong feeling -- but, per their alignment, they do like hurting others and the unfortunate former-loved one has gotten their passions stirred up -- so "obviously" he/she should be hurt for some reason!

Think of the comic version of the Incredible Hulk; he is aware of the existence of Bruce Banner, but wants to get rid of him so only the Hulk remains (or failing that, to make Banner's life miserable). We're talking the classic Jekyll/Hyde relationship. And alignment is really important. Evil lycanthropes like to kill and even neutral ones are savage carnivorous animals (do not anger them or they **will** eat you!). They should be seen as particularly bright wild animals (would you really want to sleep next to a tiger, especially if it was as smart as you are?). Only good lycanthropes should have a "cuddly" or friendly side and even that is only in very particular circumstances.

To the masses, lycanthropes should always be seen as horrible monsters and savage beasts. Such creatures should be no more welcome in a tavern than a sahuagin, vampire, or serial-killer! Merely the rumor that a party contains a werewolves should run the risk of triggering a lynch mob. And while werebears are known to be good, even a tried-and-true, heroic werebear should be viewed much as a ferocious pitbull or aggressive guard-dog; while it may sometimes be loyal and do good, it's also an untrustworthy, wild creature and could turn on anyone in an instant.

In campaigns set somewhere other than medieval fantasy "Europe", most of these attitudes toward werereatures should remain unchanged. In societies patterned on the Greeks, Arabs, Chinese, Japanese, and East Indians, lycanthropes should be viewed as particularly odious and vile monsters to be stamped out in order to protect human life and social order. Cultures similar to the Norse or Celts may take a more liberal view toward specific individuals with certain types of lycanthropy (bear, boar), so long as the individuals know their place and serve the greater good with a proven track record of slaughtering enemies. That said, no one wants a werecritter in his family tree. The role of lycanthropes in Polynesian, Aztec, and Egyptian society might be more complex and ambivalent, but generally negative and hostile as well.

The one thing that distinguishes a werelord from an infected lycanthrope is that the werelord choses this disease and has learned to control it by being infected in small amounts and with a great amount of training. The werelord, in contrast to other werereatures, is a fusion of man and beast, and therefore able to control his disease mostly through force of will. Similarly, a werelord's mind is also a fusion of the two, so there are few gaps in memory or emotion between the two forms. At the same time, this means all werelords must have the alignment of their wereform; they accepted the disease, their two "selves" are "one" so they can't fight any symptom of the disease.

### **Non-werelord lycanthropes**

The rules presented here can, with some work, be used to allow players to role-play their newly-infected lycanthropic character. In such cases, a few adjustments must be made, as only a trained werelord exposed to the disease over time and with proper training can unlock the secrets detailed or warshape or mastery of forms. Others will be fighting to control their changes and resulting bloodlust.

The player must be willing to play his character according to the passions of the beast. A newly transformed wereboar would just as likely kill its party as the hill giants they're fighting, since it loves to just fight. A werewolf would actually enjoy slaughtering those party members its human-self cares for or hates (chaotic evils like causing destruction especially if it hurts someone else!). Violation from this means the werereature immediately becomes an NPC under the DM's control.

Yet afflicted characters can fight the disease. The idea of spontaneously changing alignment doesn't fit with mythology and deprives the players a chance at potentially-excellent role-play, a bitter, dark struggle against the beast. The hapless human may retain his alignment, working by day to end the existence of his night-time alter-ego. By day, normal PC, by night, mindless monster (and possible NPC).

The beast and the human are separate entities, but bound to the same basic body. Each being has a different set of hit points and current state of health and while wounds tend to heal when resuming human form, the general state of one entity is reflected in the other. Thus if a werewolf had gone on a rampage and been wounded, the human should have some marks or indications of the trauma, albeit minor if such wounds mostly healed when human form was regained. Werelords, as a fusion of man and beast, have only a single set of hit points. Prior to achieving mastery of forms at higher level, only a werelord's human form is his "natural form". Because of this, werelords only heal when resuming human shape prior to level of mastery, because the strain of shifting to another form prevents it.

Characters infected with lycanthropy should use the same percentages to assume beastform or resume humanform as werelords do (page #1), but must only roll to change when the various conditions are met; they lack any conscious control. Only infected lycanthropes who have reached the same level as the lycanthrope has hit dice (see below) may voluntarily initiate a change (as a werelord can) and even then with only half the chance of success a werelord would have.

As the lycanthrope lives with his disease, he learns to control it. Infected characters must keep a second tally for experience points. When the beast does things in accordance with the beast's personality and alignment, it gains xps, using the same table as the appropriate werelord. When the beast earns enough experience to "level" it gains some measure of control over its state (more control over transformations, use of additional abilities, etc), but each time an infected lycanthrope levels as a beast, the human "host's" alignment moves one place toward the beast. The human identity can fight this, by rolling a saving throw versus wisdom with a negative penalty equal to the beast's level (and this roll must be made when initially achieving first level as a beast -- after the first transformation and subsequent first kill). If the roll is made, the human's will fights off the beast's urges and the human retains his alignment a little longer. If the roll fails, the human's alignment shifts. If a 20 is rolled, then the human personality not only fails, but must roll again to avoid sliding TWO alignment steps AND also picks up some appropriate form of insanity in human form from the mental strain. Werelords, being voluntary converts, never roll like this and ALWAYS have the alignment of the beast in all forms.

In general, the werelord, as someone who has chosen the condition of lycanthropy and worked hard to master it, will be superior to an infected lycanthrope in all ways. One exception, however, is that all infected lycanthropes gain resistance to non-silver weapons initially, the werelord, with his lesser infection, must wait until 8th level to gain this ability.

None of this information is applicable to natural lycanthropes, who are born with their condition and are more similar to monsters, especially since they cannot be cured of their "condition".