

Werelion (Lycanthropis Leonides)

Lycanthrope	Werelion														
Type	Lycanthrope														
Infectious to;	Humans originally Alphatia. Thought to be extinct 788AC, lycanthropic virus rumored to exist in Lion Castle Ethengar by the Great Mage Sargon till his death in 990AC														
Found in	Subtropical steppes														
Terrain	Very Rare														
Frequency	Pride														
Organization	Any														
Activity Cycle	Carnivore (Predator)														
Diet	Lawfu; rest as host														
AL	2d4 females + 1 adult male / pride or 1d3 males solitary														
NA	as host x 1.7 (female x 1.5)														
Length	size x 0,7 (female x 0.5)														
Height	as Host +2														
ST (PR)	as host														
IN	as host -2														
WI	as host														
DX	as host +1														
CO	as host -1														
CH	Large cats														
Languages	as host														
Spellcaster Limits;															
AC	7	6											5		
AV	0														
BM	x 1														
Levels	Cub	Whelp	Scamp	NM	1	2	3	4	5	6	7	8	9	t/m 36	
XP Needed	-25,600	-19,200	-12,800	0	25,600	76,800	179,200	384,000	680,000	980,000	1,280,000	1,580,000	1,880,000	+300,000	
HD	2*	3*	4*	5*	6*	7*	8*	9*	10*	11*	11*	11*	11*	11+*	
HP	2d8	3d8	4d8	5d8	6d8	7d8	8d8	9d9	10d8	11d8	+2	+2	+2	+2/M	
0-2000cn	MV +100cn/st adj. Males +150 cn/ ST adj.														
2001-4000 cn	150/50'														
14	75/25'														
THACO	19	18	17	16	15	14	13	12	11	10	10	10	10	Level	
Attacks	1 bite														
Damage	1d6	1d8	1d10												2d6
Attacks	2 claws														
Damage each	1d4	1d6												1d8	
Attacks	2 rear claws														
Damage each	1d4														
Special Attacks; A	Forced Beastform														
B	Half Damage normal Weapons														
C	Beast Tongue														
D	Free Change														
E	Quart Damage normal weapons														
F	Immune to Normal Weapons														
G	Beast Summoning														
H	Healing Increase														
I	Werebeast summoning														
J	Great Roar														
K	Lionman														
Special Defenses;	Senses scavenger														
Weakness	Silver, Wolfsbane, Animal Reactions														
Immune to;	Lycanthropy, Charm Person														
Natural Skills															
Extra Vulnerable to;	0														
AM	0														
Fighter	1	2	3	4	5	6	7	8	9	10	F/M				
ML	9														
XP	25	50	125	300	500	850	1200	1600	1750	1900	2700				
TT	C														
Body Weight	as host x 3														



Werelions were humans able to assume lion form. They were efficient, communal predators, dangerous not only because of their individual skill but also because of their ability to stalk their prey as a single-minded group.

In their human form, Werelions tended to be thin and sinewy, with a whiplash speed and agility. Their voices were deep and melodious. Male Werelions generally had long, curly yellow or golden brown hair which they tied back as ponytails or tucked under turbans, while females kept their hair cropped to the point of appearing almost shaven. They were always deeply tanned and muscled. In their lion forms they lost all vestiges of humanity, appearing as preternaturally large lions with unusually bright eyes and a deeper roar than most normal lions. Werelions had a lionman form, but it is unknown if they lasted long enough to achieve this level and power. Werelions could speak with all felines, though this does not mean that all cats were friendly toward them. They could even communicate with feline monsters. They were rarely found with real lions and prefer human company to the company of animals.

Combat

Werelions generally drove or led their prey into ambushes, as they were masters at stealth and deception. Each pride was led by a female; prides of more than six are usually split into two hunting groups, one led by the Werelions' matriarch and one by her chief consort. These two groups could communicate in wereform by their roars, though generally a two-group pride would always have one set of hunters in human form (except for nights with a full moon).

All leader Werelions and 1 in 10 of the members in any pride had the abilities of a 4th to 9th level thief or Forester in their human form (roll d6+3 to determine a werelion's level).

Werelion mages had been reported as normally in Alphatia, though they were exceedingly rare and almost never reach a position of leadership. They rarely exceeded 5th level. Werelions were thus scorned by the royal mages of Alphatia, and ultimately this was the reason of their demise, above being hunted as criminals.

If Werelions did hit with both front claws on any attack sequence, they could rake with both their rear claws for 2-8 points each. In their wereform, Werelions could leap up to 60' from concealment when ambushing prey. This attack counted as a charge; leaping Werelions gain +2 bonus to their attack roll and a +1 bonus on damage but suffer a penalty of -2 to their initiative and -1 to their Armor Class. A leaping attack allowed the Werelion an automatic back claws attack, regardless of whether the front claws both hit.

The Great Roar

This ability is gained at 7th level. Werelions could roar so terrifyingly that anyone hearing it had to save vs. spells or be paralyzed with fear for one turn. The effects might be negated by a Free Person or Remove Fear spell. The effects of a roaring had a range of 180 yards (180' if the sounds must penetrate buildings or other barriers to reach the victims). Each day, a Werelion could roar only once, needing 8 hours of sleep minimal or 24 hours of not using the ability to recharge. Werelions couldn't be selective in their victims—everyone within range might be affected. Only creatures with at least as many HD or levels as the roarer were immune.

The Lion man

At 9th level (1.880.000 xp), a Werelion gained the ability to transform into a Lion man. This Beastman form has the head of a lion and the body of a human with thick fur, claw-tipped fingers, and a tail. A lion man had all the capabilities and handicaps that came when mastering the Beastman form. Were not given, always use the lycanthropic statistics, don't mix human and lycanthropic statistics were not mentioned to do so. A lion man could easily manifest itself as a Rakasta to those rarely used to them without heightened senses.

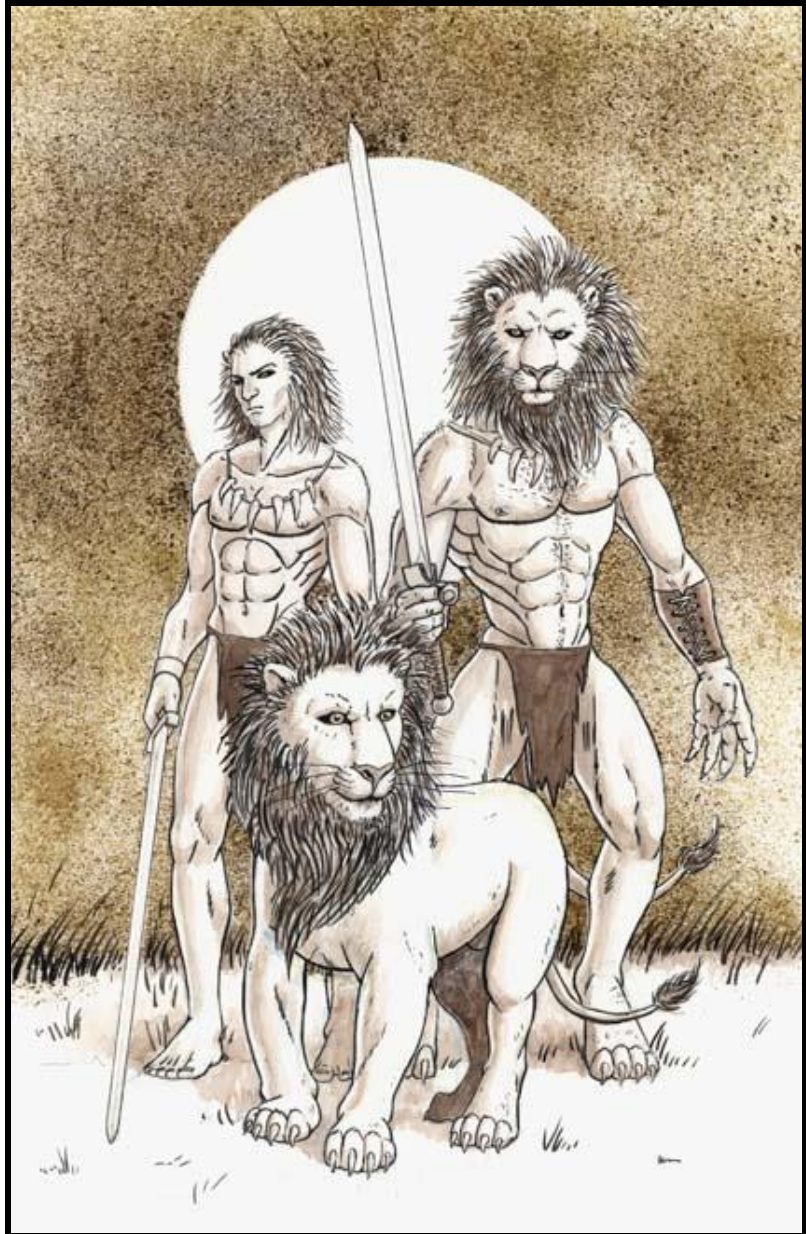
Habitat/Society

Werelions were social lycanthropes, willing to work as a team to better their chances of catching prey and avoiding detection. A pride of Werelions usually numbered from 1-6 females and 1-4 males. They generally appeared as a tribe of nomadic herdsman, pilgrims, or tinkers of one stripe or another. Occasionally, they assumed the role of mercenaries in their human form.

A pride of Werelions was always ruled by a woman whose authority is unquestioned. The males might brag, might be lazy in combat or in the hunt, or may even insult their female companions, but they never disobey their pride's ruler. The males were particularly protective when the female Werelions have recently given birth, and 1d4 human children were not uncommon. It did put the whole pride on edge, and any hint of threat was met with deadly force until the cubs were weaned. They shapechanged with puberty.

Ecology

Werelions occasionally served in the retinue of lion lords. They had also struck bargains with desert centaurs and cities on the edges of Great Plains which profit both groups. Generally they served as caravan guards or elite military scouts in exchange for guaranteed hunting privileges in choice rangelands. Unlike the great cats, Werelions could and would commonly attack humans. Werelions were great rivals of weretigers and rarely tolerated their presence for long. Probably while they were created by a Weretiger, and many weretigers on Alphatia were (and still are) evil and aligned with immortals of Entropy.



Weretiger (Lycanthropis Tigris)

Lycanthrope	Weretiger													
Type	Lycanthrope													
Infectious to;	Humans													
Found in	Brun, Davania, Alphatia, Hollow World													
Terrain	Wooded Cool													
Frequency	Rare													
Organization	any													
Activity Cycle	any													
Diet	Carnivore (Predator)													
AL	Neutral rest as host													
NA	1d8													
Length	as host x 1,5													
Height	size x 0,5													
ST (PR)	as Host +2													
IN	as host													
WI	as host -2													
DX	as host													
CO	as host +1													
CH	as host -1													
Languages	Large cats													
Spellcaster Limits;	as host													
AC	7	6	5											
AV	0													
BM	x 1													
Levels	Cub	Whelp	Scamp	NM	1	2	3	4	5	6	7	8	9	t/m 36
XP Needed	-25,600	-19,200	-12,800	0	25,600	76,800	179,200	384,000	680,000	980,000	1,280,000	1,580,000	1,880,000	+300,000
HD	2*	3*	4*	5*	6*	7*	8*	9*	10*	11*	11+*	11+*	11+*	11+*
HT	2d8	3d8	4d8	5d8	6d8	7d8	8d8	9d9	10d8	11d8	11d8	11d8	11d8	+2/m
MV +100cn/st adj.	FL 150'/50' SW 120'/40'													
0-2000cn	FL 75'/25' SW 60'/20'													
2001-4000 cn	0													
14	19	18	17	16	15	14	13	12	11	10	10	10	10	Level
THAC0	1 bite													
Attacks	2 claws													
Damage	1d6	1d8	1d10	2d6										
Attacks	2 rear claws													
Damage each	1d4	1d6	1d8											
Attacks	2 rear claws													
Damage each	1d2													
Special Attacks; A	Forced Beastform													
B	Half Damage normal Weapons													
C	Beast Tongue													
D	Free Change													
E	Quart Damage normal weapons													
F	Immune to Normal Weapons													
G	Beast Summoning													
H	Healing Increase													
I	Werebeast summoning													
J	Great Roar													
K	Tigerman													
Special Defenses;	Senses scavenger													
Weakness	Silver, Wolfsbane, Animal Reactions													
Immune to;	Lycanthropy, Charm Person													
Natural Skills														
Extra Vulnerable to;	0													
AM	0													
Fighter	2	3	4	5	6	7	8	9	10	11	F/VI	F/VI	F/VI	F/VI
ML	9													
XP	25	50	125	300	500	850	1200	1600	1750	1900	2700	2700	2700	2700
TT	C													
Body Weight	as host x 3													



They have a strong affinity for all felines. The human form tends to be sleekly muscular, taller than average, and very agile.

The main form is that of a fully grown tiger without any trace of human features.

The Tigerman form is a hybrid between a human and a tiger. It is about 25% larger than the human form, and is covered by tiger-striped hide. A 3-foot tail extends from the spine. The legs are more feline than human; this form walks on its toes. The head is also a mixture of features. The ears, nose, muzzle, and teeth are tiger like, but the eyes and overall shape are human. If the human form's hair is long, it is still present. The fingernails grow into claws. Despite the changes, the hybrid form can pass for human at a distance if properly disguised.

Language

The voices of weretigers are husky and they tend to roll their r's. Weretigers speak the languages of all feline breeds, so normal felines, including the great cats, have a 75% chance of being friendly toward a Weretiger. Even feline monsters have a 25% chance of being automatically friendly. However, weretigers are rarely found in the company of real tigers, being only 5% likely to be accompanied by them.

Weretigers are found primarily in forested areas with relative cool climates. Alphatia has the largest suspected Weretiger population of any nation on the planet.

Weretigers are neutral, and are often curious but become dangerous when threatened. Weretigers who fail to retain their alignment in beast form instinctively chase and tries to kill fleeing prey. 'Prey' includes anything smaller than the Weretiger or clearly prey animals like deer. 'Not-prey' includes creatures substantially bigger than the Weretiger, and those creatures which fight back rather than run (like Elk or Oxen).



Weretigers tend to be solitary creatures, hunting alone and respecting other Weretigers' territories. They band together for defense. Most have orangish coats with a black-striped pattern, and a lighter belly. Some are white with black stripes, or so dark to look almost completely black (partial Albinism and pure Melanism).

Combat:

In either tiger form, the Weretiger attacks with a variety of punches, raking claws, and bites. The weretiger's punches are so strong that they cause 1d4 points of damage. Otherwise the claws can be raked across an opponent, causing 1d8 points of damage. The teeth are the most dreadful weapon. They can tear a victim apart or crush a windpipe (natural 20 on hit roll). Weretigers usually bite only in their full tiger form.

In human form, the Weretiger

uses a wide variety of weapons with which it is adept. A Weretiger is also good at unarmed combat; it retains its deadly punch in this form, as well as an enhanced sense of smell and night vision.

A Weretiger has such great camouflage and velvet paws that they gain surprise on 1-4 on 1d6 when in woodlands. They prefer to sneak up their prey and rush to attack when within 60 yards. Like normal tigers they can run 6 rounds for 150% of its normal speed, but only if unencumbered. Clawing forward trying to trip the prey to falling, then attack with both claws, its rear claws, its bite and its massive weight, which keeps the prey prone. Cubs can only bite or use a single claw attack each round, whelps only two attacks each round and scamps may use all three as normal.

