

BEASTSHIFTER

A beastshifter is a mortal who has been possessed by a corrupt spirit that can take control of her body for limited times, which vary per each *Alpengard* campaign world, such as during the full-moon phase of a lunar cycle or when cursed comets appear in the sky. The beastshifter is an involuntary possession, and the spirit transforms the mortal into a beast-mortal hybrid, such as half-faun-half-hound, or half-oerc-half-snake.

The curse of beastshifting is partly physical, partly spiritual. On the physical side, biochemicals are injected into the victim's bloodstream when she is bitten, scratched or otherwise wounded by an existing beastshifter – these compounds create an intense natural urge towards savage animalistic instincts and leave the victim more vulnerable to the psychological manipulation of the spirit that lies behind the beastshifter. This has given rise to the partially correct legends that beastshifting is spread by a beastshifter's bite (saliva) or another attack. However, ultimately beastshifting is not a bloodborne disease, but a spiritual possession.

When the curse is first injected and enacted, the evil spirit (eidolon) challenges the mortal victim for control of her vessel; if successful, the spirit gains control, but only for limited times. While the mortal is in control of her vessel, she behaves normally. But when the spirit is in control, the mortal transforms into the beastlike hybrid and behaves violently and voraciously – in this state, she becomes an entirely different creature and uses the beastshifter stats instead of her own. A beastshifter cannot use any of the mortal's normal magical attacks or special powers. If the mortal dies while in her beastshifter form, she reverts to her true form... yet is still dead (and undoubtedly makes a more attractive corpse than a deceased, mangy beast-hybrid).

Beastshifting mortals can come in the full range of beasts, from hounds to birds to fishes, and the following are just examples:

- Rodentshifters are hybrids of rodents and mortals – featured specimen: rat-dweorg.
- Frogshifters are hybrids of frogs and mortals – featured specimen: frog-faun.
- Crabshifters are hybrids of crabs and mortals – featured specimen: lobster-scalc.
- Batshifters are hybrids of rats and mortals – featured specimen: bat-oerc.
- Weaselshifters are hybrids of weasels and mortals – featured specimen: wolverine-aelf.

BEASTSHIFTER TRAITS
Class: possession (involuntary)
Origin: Midgard + Sgailoch or Yfelorn or Niflskein
Sapience: moral-agent
Liferviews: <i>lashful-wicked-inward</i> , <i>laxful-wicked-inward</i> , <i>lawful-wicked-inward</i>
Vessel: corporeal (zoetic-organic)
Tier/Shape Range: Dawning – 1×1×1 to Crowning – 1×1×1
Role: warrior
Creature Knowledge: • <i>General:</i> <i>nighlore</i> (sta) DR 20 • <i>Specific:</i> <i>farlore</i> (imp) DR 29
Roottrait Points: 3+[2×(tier-1)]
Attack Roottraits: • <i>Physical Strikes/Harm:</i> Lth/Brw • <i>Magical Strikes/Harm:</i> –
Augmentations/Lifeskills: Nml +2, Ftl +2; hasten +2; physical strikes +3, physical harm +3; <i>clout</i> ±0 (train: sta); <i>deepfare</i> ±0 (train: *); <i>dive</i> ±0 (train: *); <i>farlore</i> +1 (train: imp); <i>heed</i> ±0 (train: sta); <i>herd</i> +2 (train: imp); <i>landfare</i> ±0 (train: *); <i>look</i> +3 (train: imp); <i>lurk</i> +3 (train: imp); <i>nighlore</i> ±0 (train: sta); <i>seafare</i> ±0 (train: *); <i>search</i> +4 (train: imp); <i>toil</i> +1 (train: imp); <i>tumble</i> +1 (train: imp)
*Training levels in <i>deepfare</i> , <i>dive</i> , <i>landfare</i> and <i>seafare</i> depend on whether the hybrid beast is <i>terrestrial</i> , <i>avian</i> , <i>subterranean</i> , <i>amphibious</i> or <i>aquatic</i>
Carcass Harvest: Per mortal
Lair Treasure: • <i>Mundane:</i> per mortal • <i>Magical:</i> per mortal

RODENTSHIFTER
Tier: Beginning
Liferview: <i>lashful-wicked-inward</i>
Languages: Common, Dweorg
Shape: 1×1×1
Size Modifier: ±0
Mass Modifier: ±0
Speed: walk 4; swim 1; burrow 1
Roottraits: Brw 2; Lth 2; Smt 0; Wis 1; Glt 0
Hasten: +3
Defenses: Nml 18; Ftl 18; Mfl 13
Grit: 6+2d4 [11]
Pneuma: 4
Harm Yields: <u>susceptible</u> <i>wreck</i> , <i>shake</i> , <i>logos</i> , <i>charis</i> , <i>hallow</i> ; <u>vulnerable</u> <i>whelm</i> 1, <i>flare</i> 1, <i>gleam</i> 1; <u>resistant</u> <i>frost</i> 1, <i>gloom</i> 1, <i>rasp</i> 1, <i>rot</i> 2, <i>shock</i> 1; <u>immune</u> <i>chaos</i> , <i>hubris</i> , <i>heinous</i>
Condition Adaptations: <u>liable</u> (<u>unavail:1</u>) <i>disoriented</i> , <i>stunned</i> , <i>unconscious</i> , <i>slowed</i> ; <u>renitent</u> (<u>avail:1</u>) <i>blinded</i> , <i>deafened</i> , <i>stifled</i> , <i>numbed</i>
Lifeskills: <i>clout</i> +0 (sta); <i>deepfare</i> +2 (sta); <i>dive</i> +3 (sta); <i>farlore</i> +2 (imp); <i>heed</i> +1 (sta); <i>herd</i> +5 (imp); <i>landfare</i> +3 (imp); <i>look</i> +5 (imp); <i>lurk</i> +6 (imp); <i>nighlore</i> +0 (sta); <i>seafare</i> +1 (sta); <i>search</i> +5 (imp); <i>toil</i> +4 (imp); <i>tumble</i> +4 (imp)
ATTACKS AND POWERS
Innate Weapons – 3 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 1; strike +5; <i>wreck</i> (<i>rend-stab</i>) harm 1d4+3 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d2) or <i>gore</i> (1d2) Option [adjuvant; 1 pneuma]: <i>disease</i> (lesser) • 2 Claws: targeted melee 0; strike +5; <i>wreck</i> (<i>rend-stab</i>) harm 1d2+1 plus <i>heinous</i> harm 1 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d2) or <i>gore</i> (1d2)
Monster and Mortal Powers: <i>clingclimb</i> ; <i>grappling</i> – improved
Ascension-Point Value: 8

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FROGSHIFTER
Tier: Raising Lifeview: <i>lashful-wicked-inward</i> Languages: Common, Faun
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 10; swim 3; burrow 1
Roottraits: Brw 2; Lth 3; Smt 0; Wis 1; Glt 1 Hasten: +3 Defenses: Nml 21; Ftl 20; Mfl 15 Grit: 11+3d4 [19] Pneuma: 7
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, rasp, rot, logos, charis, hallow</i> ; <u>vulnerable</u> <i>whelm</i> 2, <i>shock</i> 1; <u>resistant</u> <i>wreck</i> 1, <i>shake</i> 1; <u>immune</u> <i>chaos, hubris, heinous</i>
Condition Adaptations: <u>liable</u> (<i>unavail:1</i>) <i>disoriented, stunned, unconscious, slowed</i> ; <u>renitent</u> (<i>avail:1</i>) <i>blinded, deafened, stifled, numbed</i>
Lifeskills: <i>clout</i> +1 (sta); <i>deepfare</i> +2 (sta); <i>dive</i> +4 (imp); <i>farlore</i> +3 (imp); <i>heed</i> +1 (sta); <i>herd</i> +5 (imp); <i>landfare</i> +3 (imp); <i>look</i> +5 (imp); <i>lurk</i> +7 (imp); <i>nighlore</i> +0 (sta); <i>seafare</i> +3 (imp); <i>search</i> +5 (imp); <i>toil</i> +4 (imp); <i>tumble</i> +5 (imp)
ATTACKS AND POWERS
Innate Weapons — 1 strike; assail Nml [utilization; 0 pneuma]: • 1 <i>Tongue-Bite</i> : targeted melee 2; strike +6; <i>whelm</i> harm 1d6+5 plus <i>heinous</i> harm 1d4 Option [adjuvant; 1 pneuma]: <i>drag</i> Option [adjuvant; 1 pneuma]: <i>squash</i> (1d2)
Monster and Mortal Powers: <i>clingclimb; grappling – improved</i>
Ascension-Point Value: 10

CRABSHIFTER
Tier: Surging Lifeview: <i>laxful-wicked-inward</i> Languages: Common, Scealc, Beast
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 7; swim 4; burrow 1
Roottraits: Brw 3; Lth 3; Smt 1; Wis 2; Glt 0 Hasten: +4 Defenses: Nml 22; Ftl 22; Mfl 17 Grit: 19+4d4 [29] Pneuma: 8
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, rot, shake, shock, chaos, charis, hallow</i> ; <u>vulnerable</u> <i>whelm</i> 2; <u>resistant</u> <i>wreck</i> 3, <i>rasp</i> 2; <u>immune</u> <i>logos, hubris, heinous</i>
Condition Adaptations: <u>liable</u> (<i>unavail:1</i>) <i>disoriented, stunned, unconscious, slowed</i> ; <u>renitent</u> (<i>avail:1</i>) <i>blinded, deafened, stifled, numbed</i>
Lifeskills: <i>clout</i> +0 (sta); <i>deepfare</i> +3 (sta); <i>dive</i> +5 (imp); <i>farlore</i> +2 (imp); <i>heed</i> +2 (sta); <i>herd</i> +6 (imp); <i>landfare</i> +3 (sta); <i>look</i> +6 (imp); <i>lurk</i> +8 (imp); <i>nighlore</i> +2 (sta); <i>seafare</i> +2 (imp); <i>search</i> +7 (imp); <i>toil</i> +5 (imp); <i>tumble</i> +6 (adv)
ATTACKS AND POWERS
Innate Weapons — 2 strikes; assail Nml [utilization; 0 pneuma]: • 2 <i>Pincers</i> : targeted melee 1; strike +6; <i>wreck</i> (<i>rend</i>) harm 1d4+3 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4)
Monster and Mortal Powers: <i>grappling – improved</i>
Ascension-Point Value: 11

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BATSHIFTER
Tier: Honing Lifview: <i>lawful-wicked-inward</i> Languages: Common, Oerc, Beast
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 6; swim 1; fly 4
Roottraits: Brw 1; Lth 5; Smt 1; Wis 2; Glt 2 Hasten: +4 Defenses: Nml 27; Ftl 23; Mfl 19 Grit: 26+5d4 [39] Pneuma: 12
Harm Yields: <u>susceptible</u> <i>whelm, flare, frost, chaos, charis, hallow</i> ; <u>vulnerable</u> <i>gleam 2, shock 1</i> ; <u>resistant</u> <i>wreck 1, gloom 2, rasp 1, rot 1, shake 1</i> ; <u>immune</u> <i>logos, hubris, heinous</i>
Condition Adaptations: <u>liable</u> (<i>unavail:1</i>) <i>disoriented, stunned, unconscious, slowed</i> ; <u>renitent</u> (<i>avail:1</i>) <i>blinded, deafened, stifled, numbed</i>
Lifeskills: <i>clout +2 (sta); deepfare +3 (imp); dive +3 (sta); farlore +4 (imp); heed +3 (sta); herd +5 (imp); landfare +3 (imp); look +8 (adv); lurk +10 (imp); nighlore +2 (sta); seafare +2 (sta); search +7 (imp); toil +4 (imp); tumble +7 (imp)</i>
ATTACKS AND POWERS
Innate Weapons — 1 strike; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 0; strike +8; <i>wreck (stab)</i> harm 1d8+4 plus <i>heinous</i> harm 1d6 Option [adjuvant; 1 pneuma]: <i>gore (1d4)</i> Option [adjuvant; 1 pneuma]: <i>disease (medial)</i>
Monster and Mortal Powers: <i>grappling — improved</i>
Ascension-Point Value: 13

WEASELSHIFTER
Tier: Helming Lifview: <i>lashful-wicked-inward</i> Languages: Common, Aelf
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 9; swim 2; burrow 1
Roottraits: Brw 4; Lth 4; Smt 0; Wis 3; Glt 2 Hasten: +5 Defenses: Nml 26; Ftl 26; Mfl 21 Grit: 40+6d4 [55] Pneuma: 14
Harm Yields: <u>susceptible</u> <i>wreck, flare, gleam, gloom, rot, shock, logos, charis, hallow</i> ; <u>vulnerable</u> <i>shake 1</i> ; <u>resistant</u> <i>whelm 1, frost 2, rasp 1</i> ; <u>immune</u> <i>chaos, hubris, heinous</i>
Condition Adaptations: <u>liable</u> (<i>unavail:1</i>) <i>disoriented, stunned, unconscious, slowed</i> ; <u>renitent</u> (<i>avail:1</i>) <i>blinded, deafened, stifled, numbed</i>
Lifeskills: <i>clout +2 (sta); deepfare +5 (sta); dive +6 (sta); farlore +4 (imp); heed +4 (sta); herd +8 (imp); landfare +6 (imp); look +8 (imp); lurk +9 (imp); nighlore +1 (sta); seafare +4 (sta); search +6 (imp); toil +7 (imp); tumble +6 (imp)</i>
ATTACKS AND POWERS
Innate Weapons — 3 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 1; strike +7; <i>wreck (stab)</i> harm 1d6+3 plus <i>heinous</i> harm 1d4 Option [adjuvant; 1 pneuma]: <i>gore (1d4)</i> • 2 Claws: targeted melee 1; strike +7; <i>wreck (rend-stab)</i> harm 1d6+2 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>slash (1d6)</i> or <i>gore (1d6)</i>
Monster and Mortal Powers: <i>grappling — improved</i>
Ascension-Point Value: 15