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LEAGUES OF
Gothic Horror

GUIDE TO
SHAPESHIFTERS



Leagues of Gothic Horror

Guide to Shapeshifters

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Leagues of Gothic Horror: Guide to Shapeshifters

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Chapter the First: Infernal Origins

"There are those who doubt the power of Satan. The power of Satan to change men into beasts. But the ancient Pagans did not doubt, nor did the prophets. Did not Daniel warn Nebakanezer? But the proud king did not heed Daniel. And so, as the bible says, he was made as unto a wolf and cast down from man."
—The Wolfman (2010)

Mankind has come far since his ascendancy from apes, but behind the facade of reasoning and civilization he projects he is still an animal. Deep inside every man lurks a ferocious beast, a terrible creature that can develop a life of its own. We begin our study of shapeshifters with a look back through the lists of time.

Werewolves

The most common shapeshifter one will encounter is the werewolf. The term is Old English and literally means "man-wolf." Among more scholarly globetrotters, they may also be referred to as lycanthropes. Originating from Greek, it has the same meaning.

Prehistory

Recent discoveries of prehistoric cave paintings suggest that our early ancestors used symbolic magic in their hunts. By painting their prey, they gained power over the beast. Although it remains pure speculation, might

those same hunters have donned the skins of wolves to imbue themselves with the wolf's natural predatory instincts? We shall perhaps never know with any certainty, but it seems likely that werewolves were first spawned in these primitive times.

Dawn of Civilization

The earliest written references to werewolves originate in Mesopotamia, cradle of civilization. The Epic of Gilgamesh, dated to roughly 2100 BC, tells of the goddess Ishtar transforming a shepherd into a wolf. Some scholars have attempted to link Gilgamesh's companion Enkidu to the werewolf myth, but the evidence makes this unlikely. Undoubtedly a wild man, who knew nothing of civilization, he was said to eat grass like beasts, rather than devour beasts.

The Bible speaks of King Nebuchadnezzar undergoing some form of transformation. As Daniel 4:16 states, "Let his heart be changed from man's, and let a beast's heart be given unto him; and let seven times pass over him." The "beast" in this context is unspecified, however.

The Egyptian deity Upuaut was portrayed as a wolf-headed deity. His cult center was based in the city of Zawty (modern Asyut), which the Greeks and Romans knew as Lycopolis ("City of the Wolves"). Diodorus Siculus, writing in the 1st century BC, tells of an Ethiopian army attempting to conquer Egypt. They stormed through Upper Egypt, but were stopped by

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packs of wolves from Zawty. That the citizens venerated wolves is clearly evident by the number of mummified wolves found in rock-cut tombs surrounding the city ruins.

Classical World

By the rise of ancient Greece, wolves make a firmer appearance in writing. The story of Lycaon is known to us through several authors, though it is Ovid's version in *Metamorphoses* that has become the standard version. A king of Arcadia, Lycaon attempted to test the omniscience of Zeus, father of the gods, by feeding him the roasted flesh of one of his own children. Zeus, having immediately seen through the ruse, transformed the wicked king and all his other offspring (said to be as many as 50) into wolves as punishment. Zeus returned the

unfortunate offering to life, allowing him to lead a normal life and sire the Anteus clan.

Herodotus, writing in *Histories*, tells of the Neuri, a tribe native to the wild lands northeast of Scythia. Once every year, the entire tribe transformed into wolves for a number of days before reverting to human form.

History was not yet done with Lycaon's family. Pliny the Elder wrote that one of the king's descendants, who formed the Anteus clan, chosen by random lot, would be changed into a wolf for a period of nine years. Were he able to resist attacking humans for this time, he would be returned to his former self.

Writing around the same time as Pliny, Gaius Petronius' *Satyricon* recounts the tale of a soldier who became a ravening wolf. While attacking a herd of cattle, the wolf suffered a number of injuries. Later, the soldier was seen to have identical wounds to those of the wolf.

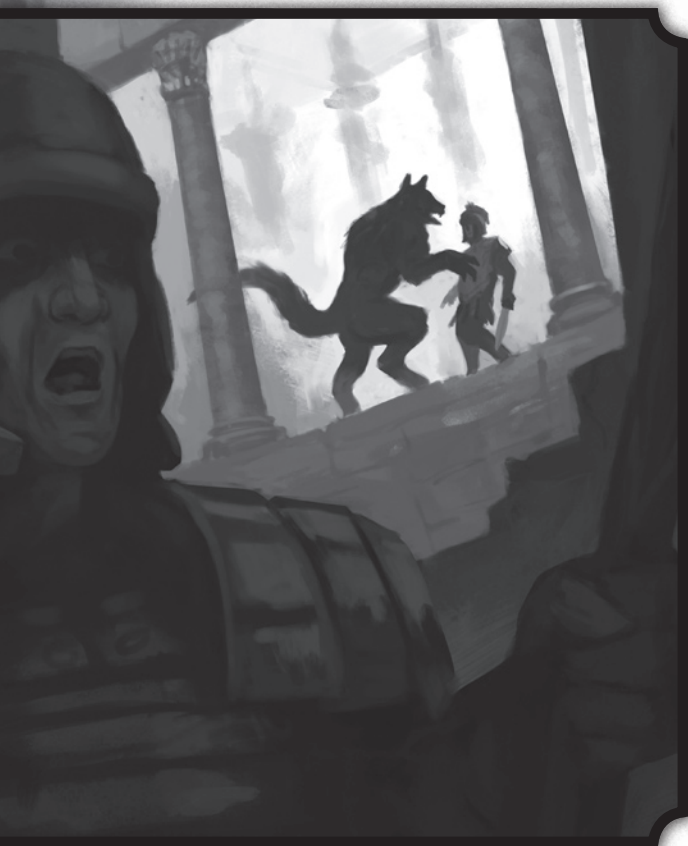
Wolves and Rome have long been twinned. The great city was, of course, was founded by Romulus. Along with his twin, Remus, he was suckled by a she-wolf. Later, Roman military standard bearers would sport a wolf pelt as a sign of their status.

Rome's relationship with wolves was not always benevolent. In 9 AD, three Roman legions were ambushed and destroyed in the Teutoburg Forest. Survivors reported seeing "upright wolves" among the attackers. At first these were believed to be nothing more than warriors dressed in wolf pelts. This belief was dispelled five years later, when, during a reprisal attack, the Roman uncovered piles of bones and skulls nailed to trees. The threat from the German tribes, both mundane and lycanthrope, would not be ended until Marcus Aurelius' victory over them in 180.

Middle Ages

By the early Middle Ages, Christianity had stamped its authority over central Europe. Beyond its borders lay pagan lands, savage places populated by equally savage people..

In Viking lands, shapeshifters prospered. The Sagas speak of berserkers, who wore the skins of bears, and *Úlfbédnar*, who donned the



Infernal Origins

skins of wolves. Both were reported to be capable of entering a primal battle frenzy, during which they were described not as men, but as the beasts whose skin they wore. Depending on the translation, these fearsome warriors were said to either be immune to pain or immune to the blows of normal weapons.

The *Volsungasaga* mentions werewolves twice. First, it tells of how a witch transformed into a wolf and attacked the father and brothers of the great folk-hero Sigmund. Using an enchanted wolf-skin, Sigmund would himself later go on to become a werewolf, albeit for only a short time.

Monstrous wolves feature prominently in Norse mythology. The monstrous fiend Fenrir plagued the gods. Geri and Freki accompanied Odin and fed on the corpses of warriors slain in battle. Sköll chased the sun across the sky while his brother, Hati, harassed the moon. Although never stated to be a werewolf, Fenrir was sired by Loki. It in turn sired Sköll and Hati. Together, the trio were known as wargs, rather than conventional wolves.

In early medieval English law, an outlaw was referred to as a “wolf’s head.” While it carries no weight with regard the outlaw actually being a werewolf, it is clear that living outside of society made one little better than a beast.

One obscure legend claims that King John, the brother of Richard the Lionheart, became a werewolf after death. Following his sudden death, the monarch was buried in Worcester Cathedral. Soon after, reports of howling and scratching were heard emanating from the grave. The public record states that the king rests in his sarcophagus. The legend, though, states his corpse was dragged from the cathedral and reburied on nearby waste ground. Even today, that land is supposedly haunted by a half-man half-wolf creature.

The Tale of Igor’s Campaign, a Russian poem penned sometime in the 13th century, mentions Prince Usiaslau of Polatsk. A prince by day, he became a wolf by night.

Paris was terrorized by wolves led by a lycanthrope over the winter of 1450. As many as 40 people were killed before the angry citizens destroyed the pack outside Notre Dame Cathedral. The werewolf, known as Courtaud, was reputedly impaled with a silver-tipped spear.



Not content to sit back in silence, the Church had its own views on werewolves. In early times, it was accepted by Church theologians that lycanthropy was a disease of the mind rather than the flesh, the victim only believing that he became a wolf. By the 13th century, however, the position had been reversed, and denying the existence of werewolves had become an act of heresy.

In 1490, Canon Peitre Mamor published *Flagellum Maleficorum*, a tome exploring how to detect witches. He claimed that possession of mundane wolves by demons or witches created werewolves.

The early centuries of this era also saw the birth of werewolf literature, with works such as *Bisclavret* by Marie de France (possibly referenced later by Sir Thomas Malory regarding the fate of Sir Marrok in his *Le Morte d’Atbur*), and *Guillaume de Palerne*, a French romance poem.

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Early Modern World

Beginning as early as the 15th century, Europe became gripped in religious fervor. The flame burned bright and hot, diminishing only in the 18th century.

No longer content with hunting down witches, the Church turned its attention to the problem of werewolves. Across the land, countless people were accused and tried for their alleged crimes. Undoubtedly some of those judged were indeed werewolves, but the great majority were innocent citizens caught up in the frenzy. In just one century, France alone saw 30,000 people accused of being either werewolves or shapeshifting witches.

There are many documented cases from this era. A small few are given below.

* In 1541, Job Fincelius (d. 1582) relates the story of a peasant farmer living near Pavia, Italy. Prone to violent rages, he claimed that he took the form of a wolf when angered. Arrested for assaulting local people, he claimed his fur grew inward rather than outward. He died of injuries inflicted by interrogators who cut into his body to prove him wrong.

* Fincelius also reports that the city of Constantinople was besieged by a large number of werewolves in 1542. The emperor's guard allegedly slew over 150 of the beasts.

* Jean Grenier was charged with being a werewolf in 1603. He confessed to worshipping the Lord of the Forest, who gave him an ointment and wolf-skin that would allow him to become a wolf.

* The crimes of the so-called Werewolf of Chalons (arrested 1598) were so vile that all court records were subsequently destroyed.

* "Hans the Werewolf" confessed to becoming a werewolf after receiving a wolf skin by a man in black. He was sentenced to death not for being a lycanthrope, but for witchcraft.

* In 1670, Gilles Garnier was arrested while in the act of consuming the flesh of a murdered youth. He was burned at the stake.

* The province of Gévaudan was terrorized by a werewolf for several years. Its killing spree resulted in the deaths of around 100 people and an untold number of livestock.

At the same time as numerous werewolves

were imprisoned or sentenced to death, the scientific community was becoming more convinced that shapeshifting existed only in a sick mind. Rather than being burnt to death, they believed the unfortunate souls should be imprisoned in the hope that they might one day be cured of the affliction. As the world moved forward, so this became the prevalent rationale.

Belief in men who could change into the shape of wolves was not eradicated, though. During the Finnish War of 1808-09 between Sweden and Russia, the Swedes reported that their enemy was inflicting captured soldiers with lycanthropy and sending them to kill their former kinsmen.

The last werewolf in Germany was killed in Wittlich. Part of the mass retreat of Napoleon's army from Russia, Thomas Johannes Baptist Schwytzer murdered a farmer and his son when caught ransacking their house. The farmer's wife cursed Schwytzer, condemning him to become a rabid wolf each full moon. The curse held some power, for Schwytzer became a robber, rapist, and murderer, committing his worst crimes when the moon was fat. Schwytzer was eventually cornered and killed for his crimes. A shrine was erected over his makeshift grave and a candle lit. Should the candle ever go out, it is said the werewolf will return to enact bloody revenge.

Modern Era

In this age of electric lighting, one might think that the myth of werewolves has been firmly banished to the shadows. In one sense this is true. In the brightly lit cosmopolitan cities of the world, talk of werewolves as supernatural creatures is largely extinct, replaced with medical opinion.

That said, the supernatural werewolf is far from dead in the public imagination. Works such as *Hugues, the Wer-Wolf* (Sutherland Menzies, 1838), *Wagner the Webr-Wolf* (George Reynolds, 1846), *The Webr-Wolf of Wilton Crescent* (Dudley Costello, 1855), and *The Wolf Leader* (Alexander Dumas, 1857) introduced the lycanthrope to a generation who believed firmly in reason and science.

Infernal Origins

Surrounding these bright spots of learned men and scientific advancement are much larger areas still heavily shrouded in the shadow of superstition. On barren, windswept moors and on the edge of sprawling forests, belief in werewolves continues as strongly today as at any point in the past. In parts of Southern Germany and Eastern Europe, citizens still shudder involuntarily when wolves howl at the moon, and only a fool walks abroad on such nights without some form of protective amulet or silvered weapon.

Real Werewolves

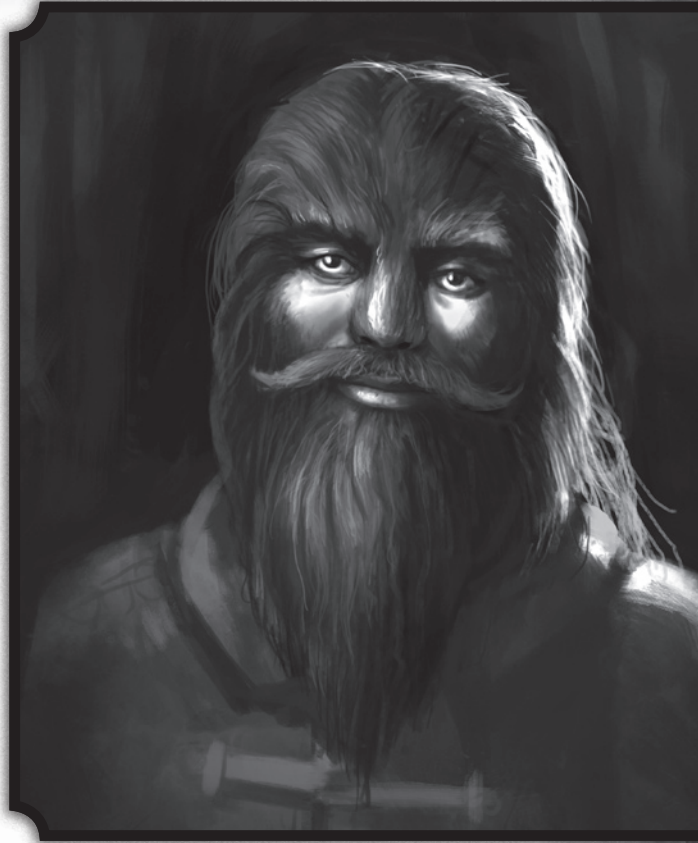
There exists a rare medical condition called hypertrichosis that causes extreme hairiness over the entire body, most notably the face. While the afflicted closely resemble modern descriptions of wolfmen, they are not true lycanthropes, having no ability to change their form. Historical reports may, however, have helped shaped the werewolf myth.

The Ambrus Art Collection in Vienna contains a portrait of Petrus Gonsalvus, a victim of hypertrichosis. Born on the island of Tenerife in 1556, he was known as the Wolf Man of the Canary Islands. Presented to the court of Henry II of France, he received a first-class education by the king's direct order. He later married, passing his condition to his two children.

More famous to modern readers is Adrian Jeftichew, a citizen of the Russian Caucasus Mountains. Rather than hiding from society, Jeftichew became rich and famous touring Europe with various travelling circuses. His son, Fedor (1868-1904), was born with the hereditary condition. He achieved enormous fame first touring with his father as Jo-jo the Wolf Boy and later with the showman P. T. Barnum.

Those who have seen Jo-jo's act will recall him only growling and barking. According to Barnum, the boy was found living wild in the Russian forests and knew nothing of civilization. In truth, Fedor was an educated youth, who spoke several languages.

Julia Pastrana (1834-1860) also worked as a circus performer. Unlike her male counterparts, she was not portrayed as a wolfman, or more correctly a wolfwoman, but as a bearded lady.



Werebeasts Around the World

Stories of men and women able to transform into bestial guise are not confined to Europe. Wherever the sun shines, there are shapeshifters to be found.

Africa

The werehyena is commonly found in North Africa and the Horn of Africa. Ethiopian tradition holds that every blacksmith is actually a magician with the power to transform into a hyena. By night, they pillage graveyards in search of recent burials. Travel north into Sudan, and the myth changes slightly. As well as blacksmiths, potent

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healers and carpenters are believed to be hereditary werehyenas. In some myths, werehyenas are not men who become beasts, but hyenas who have the ability to take the shape of men.

Stories of wereleopards, werelions, and werepanthers, collectively known as ailuranthropes, are confined to Sub-Saharan Africa. Here the myths are vastly different to those of the north. In many cultures, leopards are regarded as the gods incarnate. Capable of mating with humans, their children possess the gift of adopting leopard form. Werelions, on the other hand, are regal. Certain lines of kings and queens have the ancestral power to become lions, while in other cases, possessing the gift predestines greatness in life.

Americas

Before the arrival of Europeans, the dense, steamy jungles of Mesoamerica were home to first Olmec and later Aztec werejaguars. Rather than living on the edge of civilization, they formed an integral part of society.

While certain Aztec priests possessed the power to change shape, it was predominantly a gift bestowed on an elite class of warriors. Known as “jaguar warriors” or “jaguar knights,” they could adopt animal form by donning a leopard-skin cloak.

Mesoamerican mythology also includes the *nahual*, a person who can assume animal shape. It is unknown whether a nahual is a true shapechanger or a magician learned in the Form of the Beast ritual.

Asia

The Indian tiger is wisely feared. A constant threat to livestock, tigers more than any other big cat have been known to prey on humans. In many myths, the tiger is not a mundane beast at all, but a sorcerer in disguise. Following the Silk Road, stories of weretigers entered Chinese myth. Rather than being sorcerers, Chinese weretigers were the victims of hereditary curses, possessed by malevolent ghosts, or survivors of a tiger attack.

In Thailand, a weretiger is an ordinary tiger that has consumed human flesh. In the same way that our ancestors might have gained the strength of a beast whose flesh they have consumed, so the tiger gains a similar power. In this case, the tiger can assume human form.

Other Shapeshifters

Thus far, we have talked almost exclusively about humans who can metamorph into animal guise. These represent only a small percentage of shapeshifters in mythology.

In Celtic lands, for instance, many types of faerie can change form. Not confined solely to human guise, they can assume the guise of any mundane animal. Use of shapeshifting as a form of punishment, either inflicted by the gods or powerful heroes, forms part of several Celtic myths.

Armenian folklore tells of river monsters that can become women (*Nbang*), a trait also found in the Irish and Scottish selkie. The demonic *raksbasa* of India are well known to be able to alter their form, as can the serpentine *naga*. The *aswang* of the Philippines adopts the form of a black dog or boar at night in order to hunt people.

Oriental folklore is replete with spirit creatures with the power to appear human—the *kitsune*, for example, is a fox in natural form, while the *mujina* is a badger and the *tanuki* a raccoon. Such creatures are portrayed as mischievous rather than predatory. Beware the *kubimo* of Korea, though. While similar to the *kitsune* in many ways, it is a malevolent fiend that uses its shapechanging ability to seduce men into its clutches, whereupon it feasts on their heart or liver.

The Navajo people speak of skin-walkers. They are witches, evil sorcerers, who know spells that enable them to adopt the guise of mundane beasts. Medicine men, whose magic is used for benevolent purposes, do not possess this gift.

On a final note, be aware that in some cultures werewolves and vampires are indistinguishable from each other, the terms being applied equally. Inevitably they are always very different creatures, so globetrotters must be aware of which threat they are facing.

Chapter the Second:

The Nature of the Damned

"Some werewolves are bairy on the inside."
—Stephen King, *Danse Macabre*

Having learned something of the lycanthropes' history, we now turn our attention to the various methods by which they might come into being, ways in which they can be identified in their various guises, and means by which one might protect oneself and ultimately destroy one's foe.

Although primarily concerned with werewolves, these notes apply equally to many species of werebeast.

Creation

There is much folklore concerning the creation of werewolves and other werebeasts. Taking just that of Europe's disparate nations and placing it together would create a wealth of contradictions guaranteed to confuse and mislead. Failure to understand the nature of the beast is invariably fatal. Here we attempt to unravel the truth and so prepare globetrotters for the struggle that lies ahead.

Origins

Popular folklore, supported by the accounts of numerous globetrotters, would have us believe that the only method by which one can become a werewolf is to be bitten by one. As we shall soon discover, this is only one

possible means. Years of careful study and research have led the Ghost Club to define the creation of a lycanthrope as falling into one of six categories.

As yet, the Ghost Club has made no attempt to study the origin of the first werewolf, the progenitor of the race. Such an event likely occurred long before ancient humans first began scratching symbols on rocks.

Cursed

The nature of curses is such that only those who truly deserve punishment receive it. In all recorded instances, the punishment also fits the crime. To be cursed to transform into a ravenous beast means that the transgression must have been especially wicked. Cannibalism or cruel murders are the most common crimes that warrant this harsh sentence.

Curses can take three forms. In order to differentiate them, and to avoid confusion with certain magical rituals, the Ghost Club has labeled the first two as minor and major.

The minor curse is more commonly referred to as a hex. To date, only gypsies and certain supernatural entities have proven to have this ability. A hex transforms only the *mind* of the victim, not his physical body. Globetrotters should not dismiss mental lycanthropes as harmless. In his insane state, the victim will believe he is a ferocious beast and act accordingly. He lacks any of the true lycanthrope's abilities, of course. In game terms, the hex manifests most often as the Delusion: Werewolf Flaw.

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Minor curses are rarely enduring. Invoked by gypsies, they commonly last a few hours, a day being the maximum. Those invoked by supernatural beings may persist for days or weeks. Only in the rarest cases is the victim's belief that he is a werewolf a permanent affliction.

Major curses are far more malevolent. Records of mortals being able to invoke such a curse are extremely rare, and in all cases are unsubstantiated. Few supernatural fiends, save for perhaps the greater horrors residing in realms beyond our dimension, possess the power necessary to invoke this hideous punishment.

Folklore indicates three other means by which a human can be cursed to become a werewolf. The first is to drink water from a wolf's paw print. The second is to eat the flesh of a wolf or the meat of a creature killed by a wolf. The third method is cannibalism, especially if the flesh comes from a violent

murderer. The Leagues refer to these as natural curses.

Victims of a major curse become literal lycanthropes. When the full moon rises, they will physically transform into a ravenous beast replete with its suite of supernatural powers.

Hereditary

As noted above, infectious lycanthropy cannot be passed on through blood or semen. Any children sired by a werewolf will thus be normal humans (save for minor physical alterations, such as being born with teeth or a thin coating of body hair).

Until recently, inherited lycanthropy was considered a fanciful notion. The belief was that children were born normal, but were deliberately infected at some point in early life. This has subsequently been proven to be false.

As to how inherited lycanthropy came to be, the Leagues admit they are flummoxed. Aside from minor curses and infectious werewolves, it is possible that victims of other origins may be able to pass on the condition to their offspring.

Having a lycanthrope for a mother or father does not guarantee that a child will possess the ability to transform into a beast. When only one parent is a shapeshifter, there is only around a 25% of the condition being passed on to the next generation. This rises to around 75% if both parents share the condition.

There has as yet been no report of children being born to werebeasts of different types, say a werewolf and a weretiger. Without any facts, the Leagues are forced to fall back on speculation. The primary belief is that the children of any such union will always be mundane, possessing the genetic curse of neither parent. It is likely that the child would also be sterile. Others hold that the child would, assuming he is a shapeshifter himself, be able to adopt only one of his parents' forms.

On a related note, one might ask what happens if a hereditary werewolf in wolf form has sexual congress with a natural wolf. Lacking any desire to conduct such an experiment under scientific conditions, the Leagues have once again turned to logical reasoning.

The resulting offspring, regardless of its



The Nature of the Damned

Creating a Werebeast

The statistics presented in Chapter 5 of this book assume that the werecreature's human form is an Ally or Follower 1 with all his Primary Attributes at 2. In essence, a normal person. To create stronger or weaker cursed, infectious, or hereditary werecreatures, simply create the human form as an Ally, Follower, or Patron of the desired level, and then modifier its statistics as shown below based on its animal form. Attributes cannot be lowered below zero.

The Talents column indicates how many additional Talents the animal form should possess. For instance, a basic werewolf's human form is Follower 1. Its wolf aspect has +2 Talents, giving it three in total. Because the human and animal forms are different, every werebeast should have two sets of Talents—one available only in human guise and one accessible only in its animal form.

Were-	Body	Dex	Str	Cha	Int	Will	Size	Talents
Bear	+5	+0	+4	-2	-1	+0	+1	+3
Cheetah	+1	+3	+2	-2	-1	+0	+0	+2
Crocodile	+3	+0	+3	-2	-2	+1	+1	+2
Hyena	+3	+0	+2	-2	-1	+1	+0	+2
Jaguar	+2	+2	+1	-2	-1	+1	+0	+2
Lion	+3	+2	+3	-1	-1	+0	+0	+3
Rat	+1	+3	+1	-2	+0	+0	+0	+2
Shark	+4	+1	+3	-2	-2	+2	+1	+3
Tiger	+4	+1	+4	-2	-1	+0	+1	+3
Wolf	+3	+2	+3	-2	-1	+1	+0	+2

mother's true nature, may be either a wolf cub or human. Logically, hereditary werewolves would know this is a possibility and thus refrain from having outsiders present at the birth.

Whether a human child could be successfully raised to adulthood by a wolf mother is debatable. The story of Romulus and Remus, if true, raises the possibility of such an event occurring, as do stories of children lost in forests being adopted by wolves and living feral lives.

Rarely is a werewolf born to non-werewolves. One such occasion is the seventh child of a seventh child. Not every such child will become a werewolf—many strange abilities are appointed to these individuals.

Infectious

By far the majority of werewolves are created by a bite from an infectious lycanthrope. It is important to note that only a bite from this type of werewolf can transfer the condition. A

swipe of its claws may may disembowel the victim, but will not result in contracting lycanthropy. Similarly, infection cannot be spread by the creature's blood or other bodily fluids.

Leagues scientists and biologists have proposed that infectious lycanthropy is a disease transmitted only by the beast's saliva entering the victim's bloodstream. Unfortunately, the disease is far beyond the bounds of modern medicine, and even weird science can do little once the virus finds a host. Not even completely replacing the victim's blood, a lengthy process that requires multiple donors, can prevent it taking hold. In all likelihood, the infection is of supernatural origin, though this remains a bone of contention among the various Leagues.

What scientists have proven is that the infection can only be passed to humans. A wolf bitten by a werewolf, for instance, does not gain the ability to transform into a bipedal stance, nor can it transform into a human. On a related note, the bite of a werewolf only ever

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Russian Spell for Becoming a Werewolf

The spell must be cast at night when the moon is visible in the sky. The moon need not be full, but it must be completely free of any obscurement. The magician must stab a hewn tree with a copper knife and then circle it while speaking the following words.

*On the sea, on the ocean, on the island,
on Bujan,
On the empty pasture gleams the moon,
on an ashstock lying
In a green wood, in a gloomy vale.
Towards the stock wandereth a shaggy
wolf,
Horned cattle seeking for his sharp
white fangs;
But the wolf enters not the forest,
But the wolf dives not into the shadowy
vale,
Moon, moon, gold-borned moon,
Check the flight of bullets, blunt the
hunters' knives,
Break the shepherds' cudgels,
Cast wild fear upon all cattle,
On men, all creeping things,
That they may not catch the (grey wolf),
That they may not rend his warm skin!
My word is binding, more binding than
sleep,
More binding than the promise of a
hero!*

The magician must then leap over the tree three times. This done, he transforms into a wolf.

Although this ritual does not create a true lycanthrope, it is a good example of the Form of the Beast ritual.

produces a new werewolf, never a different species of werebeast.

Within days of infection, a victim begins undergoing minor physical changes. His reflexes sharpen, his senses are enhanced to animal levels, and his body heals at a greatly increased rate. Although doomed, he is not yet infectious

himself (though he may try and bite you out of newfound instinct).

Once the victim undergoes his first transformation he is beyond the bounds of science and magic to cure. His only hope is to receive a dose of Aconite Serum (see p. 31) during the first hour after being bitten. Globetrotters are strongly cautioned that the serum is not a guaranteed cure. For now, though, it is the only option available.

Magical

Transformation into a werewolf through magic is a time-honored and verified method. The chronicles of witch hunters and countless court testimonies confirm that certain salves when rubbed on the skin can cause a transformation, as can donning a wolf-skin cloak.

Such accounts should not be taken at full face value, for they are only half-truths. Transformations by this methods are certainly possible, but only if the salve or cloak is an occult relic. That is, donning an ordinary wolf-skin, even by the light of a full moon while eating raw meat, will not cause one to become a lycanthrope (except possibly as a delusion).

Certain magicians can assume the physical guise of a wolf through the Form of the Beast ritual. By the strict definition of the term, the magician is most assuredly a lycanthrope. However, he can only take the form of a mundane wolf, rather than a hybrid wolf-man. No ritual has yet been unearthed that allows for a hybrid appearance, though this does not preclude its existence in some moldy and long-forgotten occult text.

As for transforming others into a werewolf, the only known method is the Greater Hex ritual, and that induces only a mental delusion rather than a physical transformation.

Magical lycanthropes differ from those above in that the moon has no effect on them. In some instances the ritual is cast or occult item used by the light of the full moon, but this is not a requirement. Similarly, the effects are temporary, lasting only a few hours at most.

Vampires, on the other hand, have been known to transform into a hybrid man-wolf guise. The Leagues have little doubt that this supernatural ability spawned the folklore that

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vampires native to certain regions can become werewolves, and vice versa.

While we are on the subject of magic, we must take a moment to discuss the Control Animal ritual. Regardless of whether the lycanthrope takes the appearance of a hybrid man-wolf or an ordinary wolf, it is not a mundane creature. Thus, the ritual is absolutely no use against a werebeast. Beast Speech, on the other hand, functions normally, though one has little hope of entering into any meaningful dialogue with a werebeast in animal form.

Medical

Sufferers of this psychiatric condition, also known as clinical lycanthropy, are deluded individuals who believe that can or have transformed into an animal. Its manifestation is nothing new—as far back as the 2nd century, medical lycanthropy was attributed to a build-up of black bile in the blood.

Most individuals afflicted by this condition exhibit clear signs of animal behavior. These include, but are not limited to, crawling on all fours rather than walking upright, growling, and howling. The condition worsens during the nights of the full moon. Some cases are accompanied by physical change, but this is not supernatural. Rather, the patient may refuse to shave, brush his hair, or trim his nails, resulting in a wilder appearance.

How one develops the condition has yet to be determined by alienists. Persons who have been bitten by a wolf or dog may go on to suffer this condition, but many do not. Naturally, a person attacked by a werewolf may, if bitten or scratched, convince himself he has undergone a transformation, even if that is not the case.

Scientific

Mankind was created in God's image, but he possesses both good and evil in his soul. For better or for worse, men of science have attempted to banish or harness the wicked nature of men. To dabble with the very nature of the human soul is folly at best and blasphemous at worst. Every documented attempt has resulted in failure of some kind.

Although little of interest was mentioned in the newspapers concerning the disappearance of Doctor Jekyll, the Leagues are well aware of his attempts to banish his darker nature through pharmaceuticals. Indeed, his serum is still out there in unscrupulous hands. As we know, Mister Hyde was not a lycanthrope in the truest sense of the word. There are, however, similarities, for the beast is nothing more than the darkness of the soul made manifest.

Doctor Moreau's early attempts to awaken the beast within all men were thankfully thwarted by the Leagues. Focused on freeing man from his bestial impulses rather than any notion of good and evil, Moreau sought to literally unleash the dormant beast. The focused power of his nefarious Lunar Transmogrifier (details of which are repeated on p. 32 for inclusiveness) can force a physical transformation into a man-wolf hybrid.

Unfortunately, there is no way to resist the power of either serum or machine. Although these are the only two weird devices known to induce lycanthropy, they are unlikely to be the only such artifacts in existence.

Motivation

Werebeasts are creatures of two halves—human and animal. Despite sharing one body and one soul, they have different motivations.

The motivations behind the human aspect are as varied and as complex as any normal person. They are capable of true love, quests for justice, charitable acts, and great integrity, as well as the darker aspects common in us all. At least, this is true in the beginning.

Over time, a reluctant werewolf, hereby defined as one whose transformation is involuntary, learns more of her feral nature. As the truth slowly dawns, they are more likely to become recluses around the time of the full moon, fearful of what actions they may take while their bestial nature is in control. Unable to live a truly normal life, their motivations often change to Redemption, Revenge, or Wisdom, depending on whether they seek to make amends for their condition, punish the one behind their cruel fate, or find a cure.

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No matter the intelligence of its human form, a werebeast is an animal. More than that, it is a raging, destructive beast with no concept of pity or remorse. Its cunning may be far above that of any mundane creature, but it is incapable of logical thought, deductive reasoning, or complex plans. Except in a few cases, survival is the primary motivator, but those with darker drives in human form, such as Revenge, will find their bestial aspect a willing ally.

These Motivations are inclusive of most werebeasts. Some though, like the werejaguar or werelion, may have other nobler motivations in animal form, such as Duty to one's people or Preservation of their way of life. This in no way lessens their destructive urges. They may be allies of certain people, but they are allies best kept at arm's length.

Forms

Literature such as *Wagner the Werewolf* by W. M. Reynolds, and drawings of the wolf in Little Red Riding Hood have shaped the public imagination when it comes to werewolves. The truth is rather more complex.

Human

As befits their name, every werewolf has a human form. Although there are signs by which a werewolf in human form may be recognized, as detailed later in this chapter, there is no such thing as a standard human form.

First, gender is irrelevant. Despite the name, the "were" part truly refers to humanity as a whole, rather than just the male portion of the species. Second, age is not a barrier. Very young werewolves are rare, but they have been documented. Third, werewolves can be found among every social class and profession.

Like the vampire, the beast is more than capable of living alongside ordinary people, at least until it undergoes transformation. In cases where the lycanthrope knows and accepts its true nature, as is typical among hereditary and magical werewolves, they can be very convincing in deflecting attention away

from themselves. After all, they have likely had much experience at this sort of thing.

Seeing a werewolf in its human form incurs no Horror roll unless the globetrotter knows the true nature of the person he is facing.

Animal

As one might expect, the "wolf" part of werewolf refers to a normal wolf. In many parts of the world, this is precisely the nature of the inner beast. It may be larger, more cunning, and far more vicious than its ordinary kin, but it has the appearance of a wolf.

Appearances aside, the bestial form is far from ordinary—it has all the common abilities of werewolves and is thus a superior beast. These fiends are known to use wolf packs as allies and to conceal their presence. As befits their superior abilities, they are always the alpha wolf.

Seeing a werewolf in animal form incurs no Horror roll unless the globetrotter knows the true nature of the beast he is facing.

Hybrid

The common image of werewolves, and admittedly the form most often encountered by globetrotters, is an abomination. Even here, though, there is variation.

The lesser hybrid is more man than wolf. Capable of quadrupedal movement, it prefers a bipedal stance. Exceptionally hairy, and with pronounced teeth and claws, the only truly wolf-like aspect is its nose, which resembles a short muzzle. The Leagues have taken to calling this monstrosity a wolfman.

The second variety, the greater hybrid, is truly hideous. It has the general features of a vicious wolf, but has a bipedal stance, dropping to all fours only to hound prey or escape persecutors. The creature is also considerably bulkier and more muscular than any common wolf.

Witnessing either form can shred sanity and send men screaming in terror or induce a catatonic state. Seeing a wolfman requires a Difficulty 3 check. Viewing a greater hybrid is a Difficulty 4 roll.

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Trigger

Ask what triggers transformation in a werewolf and the great majority will reply “the full moon.” If only this were true, it would make the job of werewolf hunters considerably easier. As with most things supernatural, the change can be triggered by many different things.

At Will

Werewolves capable of transforming at will are not limited to the phases of the full moon. Indeed, they can also assume bestial form when the moon has yet to rise.

While still forced to transform during the phase of the full moon, hereditary werewolves have proven capable of changing shape at will. This makes them especially dangerous, for once they deduce a globetrotter suspects their true nature they can revert to animal form and rend him limb from limb. Hereditary werewolves, while aware of their inner beast from an early age, are not born with the capacity for shapeshifting. That is usually manifested during puberty.

By casting a ritual, applying a salve, or donning an enchanted cloak, magical werewolves can also transform at will.

Involuntary

Documented and verified only rarely, exposure to certain substances can cause an involuntary transformation. Exposing a suspected werewolf to such materials is a very risky method of identification and not one to be undertaken lightly.

Exposure means different things to different beasts. In some cases, the substance must be physically touched against exposed skin. In others, its mere presence within 10 feet is enough to trigger a change.

Thus far, only aconite, moonstone, selenite, and silver have produced this effect. Most times the werewolf has proven susceptible to just one substance. Current thinking is that the substances act like an allergen. In the same way that pollen brings on hayfever in some people but not in others, so certain minerals produce the same affect in certain werewolves.

Other phenomena have also been known to trigger involuntary transformation. Intense emotions, especially anger, embarrassment, or fear, can cause the beast to reveal itself, as can high levels of physical pain. Unfortunately for the lovers of lycanthropes, strong feelings of passion or desire can have a similar effect. Cornering a lycanthrope in human form may trigger a fight or flight reflex. In this case, the beast almost always chooses the former.

Always hungry and never sated, the sight or smell of raw meat or blood may be enough to provoke the change. Lycanthropes subject to this reaction invariably stay away from civilization, or at least areas where butchery is practised. The sight and smell of the lycanthrope's own blood does not invoke any change of shape—it would be a poor hunter if it reverted to human form anytime it was wounded by its prey, especially since the injury would heal in a matter of moments. Hunger alone might be



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Changes to Attributes by Lunar Phase

Hereditary werewolves are weaker during the new moon and strongest during the full moon. Apply the modifiers below in place of those listed in the table on p. 11. Attributes not listed below are unaffected by the lunar phase.

Lunar Phase	Body	Dexterity	Strength	Talents
New	+1	+0	+1	+0
Crescent	+1	+1	+1	+1
Half	+2	+1	+2	+1
Gibbous	+2	+2	+2	+2
Full	+3	+2	+3	+2

enough to transform the lycanthrope, though such would surely only occur in true cases of starvation.

Perhaps most cursed are those individuals who transform automatically on falling asleep. Save being pepped up through pharmaceuticals, these unfortunate souls suffer from chronic fatigue, snatching only a few hours of disturbed rest each day.

Finally there are rare oddities, such as transformations triggered by thunderstorms, eclipses, particular sounds or music, snow fall, and even viewing a particular image or person.

The Moon

In the same way that it affects the tides, so the waxing and waning of the moon can influence the minds of men and beasts. For the werewolf, it is a sign that it may come to the surface and reveal its otherwise concealed face to the world. For many werewolves, the inescapable waxing of the moon is a time of apprehension and fear, for they know that an involuntary change, a change that makes them a menace to man and beast in equal measure, will overcome them.

Hiding away in some dark cave so as not to see the rising of the moon is no solution. Were visual confirmation required, then merely showing a suspected werewolf a painting or photograph of the moon would force an involuntary change. No matter where they seek refuge, the rising of the full moon forces most werewolves to transform.

Hereditary werewolves, while compelled to change form during the full moon, can adopt animal form at any time. However, their strength is directly tied to the phase of the moon. The table above shows changes to their Attributes based on the lunar phase.

Many would argue that the moon is a werewolf's ally, for it summons forth the beast to hunt. Actually, the reverse is true—the beast is awakened so that it can be killed. Hence why silver, moonstone, and selenite, all closely associated with the moon, are effective in harming werewolves to one degree or another.

Globetrotters should note that the phase of the moon has absolutely no effect on magical or scientific werewolves. Medical werewolves, while not physically transforming, enter a more manic state when the moon is full. At such times they are more beast than human, at least in their sick minds.

The full moon also affects victims of Moreau's Lunar Transmogrifier. In order to undergo transformation, however, the patient must be strapped to the machine for a short while during this period. Each application lasts only briefly and has no residual effects. That is, after reverting to human form, the victim will not alter shape again without a second turn in the contraption.

Transformation

Sooner or later, the inner beast must emerge. This process is known as transforma-

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tion. As is often the case when dealing with the supernatural, there is no one way in which the change manifests.

Quick or Slow

Some werewolves have been seen to change with great speed. One minute a globetrotter is facing a human, the next a wolf or hybrid. Such rapid transformations take just one attack action to achieve.

More often than not, the change takes time. It is an agonizing process as bones break and reknit into new shapes, flesh stretches and contorts, muscles grow thicker, teeth enlarge, nails thicken into claws, and hair sprouts on the entire body. In the most dramatic transformations, the lycanthrope literally rips off its human skin to reveal the wild beast within.

Slow transformation takes two entire combat turns, during which time the werewolf can do nothing else. Only a strong mind can take advantage of the delay in it becoming a beast, for witnessing the grisly and terrifying spectacle requires a Difficulty 5 Horror check.

Clothing

Given notice of the coming change, werewolves prefer to remove their clothing in advance. On reversion to human form, this enables them to quickly dress and resume their normal identity. It also saves a fortune on clothing bills. What happens when time is not an option has provoked much discussion among the Leagues.

When a werewolf adopts the guise of a wolf, its clothing is subsumed into its animal form. It is almost as if man's clothing, being something of a second skin since his expulsion from the Garden of Eden, is treated as part of his natural form. Thus, when the man changes, so does his clothing. Sometimes this leaves a trace on the animal.

For example, a pocket watch may be seen as a round patch of different colored hair on the beast's abdomen. In exceptional cases, the color of clothing may directly impact the color of the wolf's hair. This is not to say one might find a green wolf roaming the countryside.

Rather, lighter colors translate as paler hair and darker colors as darker hair.

In the case of hybrids, however, clothing is usually ripped apart during the transformation. If the beast does not do this itself, then the change in height and increased bulk results in clothing tearing.

Reversion

What happens to a werewolf when it is slain depends on its animal form. When adopting the guise of a wolf, death usually, but not always, results in the creature remaining in that form. Since the inner beast is manifest, it is what is left behind following death.

Hybrids, being both man and wolf, suffer a different fate. Following death, they revert to human form, leaving no trace of their wolfish appearance. As many globetrotters have discovered to their cost, when presented with a human corpse riddled with bullet wounds or slash marks, the authorities' first thought is to arrest the globetrotters for murder. Claiming to have slain a werewolf is likely to result in incarceration in an asylum.

Regardless of form, hacking a limb from a werewolf in bestial form causes the severed body part to revert to its human shape. Hack off a wolf's forepaw, for instance, and it becomes a five-fingered hand.

Amnesia

The answer to the question of whether or not a lycanthrope remembers its wolfish activities upon reverting to human form appears to depend on the individual.

Those who give into their primal nature in human form, such as persons who lead an immoral life or forgo the trappings of civilization, are more inclined to have at least partial collection of their nocturnal activities. Having fully embraced the beast, the same is true of hereditary lycanthropes.

Individuals with a strict moral code, especially those who consider themselves to be above the baser instincts still resident in our

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minds and souls, on the other hand, usually have little or no memory of their alternate nature. Memories may surface as bad dreams or under hypnosis, however.

There are noted exceptions to these guidelines. For instance, the victim of a curse often has full recall of his destructive acts as part of his punishment. Similarly, no matter how civilized a life a person lives, if they have voluntarily undertaken transformation, such as by using an occult object, then they are likely to remember the experience.

Self-Identification

Cursed and infectious lycanthropes are often oblivious to their dual existence, at least at first. Over time, and no matter how hard they try to find a rational explanation, their abhorrent existence will become self-evident.

There are numerous clues that, sooner or later, will connect the dots together. Extreme fatigue on the nights of the full moon and waking to find one's hands and feet dirty are gentle suggestions, easily explained away by a poor night's sleep or somnambulism. Waking up naked in the wilderness, especially miles from home, or covered in blood are harder to rationalize.

Those of scientific intellect may refute the truth. After all, a werewolf is a creature of fiction and folklore, an impossible beast used metaphorically to describe insanity. The victim may spend months doubting his sanity before he accepts the full truth of his predicament.



Faced with a ferocious half-man half-wolf, one can be fairly sure that one is facing a werewolf. One can never be totally sure, of course, since the fiend may actually be a shape changing vampire or some unusual form of apparition. Still, the odds are in one's favor.

Detecting a lycanthrope in human or animal form is much harder, though not impossible. No matter how hard they try to conceal their nature, certain physical, mental, and social signs often manifest.

Is it a Werebeast?

In all likelihood, a decision to leave the comfort of the clubhouse and brave the wilds will be spurred on by reports of large predators and/or animal attacks against humans.

Globetrotters should not be too hasty to start firing silver bullets at every wild beast that crosses their path. Bears and wolves remain populous in large parts of Europe, Northern Asia, and North America. Tigers haunt the steaming jungles of India. Lions prowl the plains of Africa. Jaguars stalk the jungles of South America.

Werewolves are relatively easy to detect, as the attacks will, for the most part, occur on the nights of the full moon. Determining whether other species of werebeast, especially those unaffected by the lunar cycle, are involved is far trickier. In such cases, one must search for other clues to confirm one's suspicions.

Physical Characteristics

Lycanthropes that have adopted the form of a wolf are extremely difficult to detect without resorting to violence. True, they are often larger specimens, but wolves have been known to grow to unnatural size when prey is plentiful. If one can get close enough there is a tell-tale sign the wolf cannot disguise and which cannot be mistaken for anything natural—it will have human eyes.

Clues are more plentiful in its human guise. Globetrotters should not be too hasty to judge a suspect based on his meeting one or two of the following criteria, however, for there might be a very rational and utterly mundane reason behind them. The only guaranteed way to detect a werewolf is to witness it change form. Unfortunately, that may be the last thing a globetrotter ever sees.

A monobrow is indicative of a werewolf in certain cultures, but alas can also indicate the person is a vampire. Excessively hairy bodies or hairy palms may be caused by hypertrichosis. An hereditary medical condition, it is sometimes referred to as "werewolf syndrome" because the victim resembles a lesser hybrid.

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It is said that werewolves, lacking any remorse for their wicked ways, cannot shed tears. Short of forcing a powerful aroma under a suspect's nose, such as an onion, this can be hard to prove. Among gentlemen especially, it is considered a sign of weakness to shed tears in public, even at the death of a loved one.

A suspect may appear haggard and pale around the full moon. As a lycanthrope, he is awake during the day living his human life and active at night as a beast. Thus, he suffers from sleep deprivation. Unfortunately, there are a great number of very mundane reasons as to why a person may appear off color or suffer sleep deficiency.

On the morning after the full moon, a person might awaken with bloody or torn clothing, and dirty hands and feet. Arguably, there is little good moral behavior that could cause these conditions and discovering them certainly bears further investigation.

Trust the senses of ordinary animals as a supplement to your own. Undetectable to humans, many werebeasts give off pheromones or have an odor identical to ordinary beasts of the same type. Many animals, wild or domesticated, react badly to these scents. Although not likely to attack out of hand, a dog might, for instance, growl or grow suddenly submissive in the presence of a werewolf, whereas a horse may shy away.

More revealing are factors related to the werewolf's enhanced abilities. A cut that heals unnaturally quickly, the person claiming to hear or smell things that others in their presence cannot, unnatural strength for their build, and superior reflexes are all indicators that the person is more than human.

Habits

The bestial nature of the werewolf is a creature of the night. Sunlight holds no fear for them, but many choose to live in dark and gloomy abodes in their human form. Lighting is not cheap, and reluctance to spend money on it should not be a cause for undue alarm.

Knowing that at the full moon they will kill anything that crosses their path, many



lycanthropes are reclusive creatures, shutting themselves away from humanity both to avoid detection and avoid unnecessary deaths. Hereditary werewolves are a noted exception, since they have nothing to fear from their kin.

More revealing is a suspect vanishing on nights of the full moon. Repeated excuses concerning long-distance trips or having other plans should ring alarm bells.

Regardless of whether silver burns them or not, werewolves have an inherent dislike of the precious metal. This is especially true of silver knives, which can be used against them. Few members of the lower or middle-classes can afford silverware, but its absence in an upper-class household, especially at a formal dinner, is highly unusual.

Of course, the family may have fallen on hard times and sold off the family silver, but research into their financial status is readily achieved by any globetrotter who understands

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how the cogs of bureaucracy turn or who has access to high society gossip.

Even in human form, lycanthropes crave meat. Raw meat is preferred, but rare flesh sates their appetite just as well. Savoring raw meat is hardly a crime, as evidenced by dishes such as steak tartare or the American tiger meat (which involves no actual tiger meat).

Classification

Classifying the type of werebeast one is hunting is child's play if one witnesses the transformation, finds tracks, or conducts a medical examination of corpses or carcasses.

Globetrotters should be careful not to fall into racial stereotyping when judging their human form in an attempt to deduce their inner demon. Yes, an Indian is more likely to be a weretiger than a werewolf, but there is never

any certainty, especially since India has many European inhabitants.

Unlike with apparitions and werewolves, there is no formal categorization of werewolves based on ability. While there are certain shared traits, there is often great diversity. One werewolf, for instance, might be supernaturally fast, while another has taken its destructive ferocity to a new level.

Age is a relative indicator of ability, for older werewolves have had time to hone their skills and adopt new abilities. To that end, the Leagues use three age-related classifications—cub (any werewolf with a human age of 16 or under), adult, and elder (around 60+ human years).



Whereas garlic and holy objects repel virtually all vampires, no standard mineral or plant has the same effect on werewolves. They are naturally wary of silver, and a small few are allergic to garlic and wolf's bane, but sporting silver objects tends to make one a primary target for their predations rather than someone to avoid.

While neither is a true ward, the Moonstone Amulet and Wolf's Bane Oil occult relics (see p. 31) are both very handy. The first can entrance a werewolf for a short duration, while the second produces an aroma that lycanthropes find highly offensive.

Although hard to acquire in this modern age unless one owns a stately home or castle, plate armor is the best protection against the beast's attacks. Suits of armor are cumbersome and hardly conducive to a stealthy hunt, but given a lycanthrope's acute senses it has likely smelled or heard you long before you are even aware of its presence.

Failing that, invest in a heavy leather coat fitted with Ballistic Deflection Plates (see *Weird Science Compendium*). Do not let the name mislead you—they are very effective against all forms of attack and can easily be concealed in normal clothing.

For globetrotters who lack outdoors skills or much knowledge of animals, a Species



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Identification Engine (see *Weird Science Compendium*) is an invaluable tool. Regardless of whether their bestial form is an animal or a hybrid, the hair or fur, saliva and blood, and urine and spoor of a werebeast is the same as a natural member of that species.

By far the best protection is to be as far away from the beast as possible. While the Leagues prefer to think of their members as men and women of honor and integrity, there is truth in that to escape a predator one only needs to be faster than the person next to you. Globetrotters should acquire a pair of Mark II Spring Boots (see *Weird Science Compendium*).



No matter what supposition or folklore you read in this document, never, ever, hunt a werewolf without silver weapons. No werewolf has yet shown immunity to the precious metal, and God help us the day that it does.

Engaging a werewolf in melee, unless one is regarded the best swordsman in the world, is suicidal folly. Instead, ranged weapons should be the primary option. The adage that one can never have too much firepower is doubly true for werewolves. Derringers and light revolvers should be discarded in favor of elephant guns and rifles. If you absolutely must use a pistol, find some means of procuring a Heavy Rotary Action Pistol (see *Weird Science Compendium*)—it is as effective as a rifle and holds more rounds.

When facing werebeasts other than werewolves, conventional weapons are often all one requires to dispatch them. Only a small few have specific weaknesses. For instance, werejaguars can only be truly injured by obsidian weapons. Word of weresharks native to the islands of the Far East that can be harmed only by coral has been reported by mariners, but this remains unverified by any globetrotter of good reputation.

Although they will not cause any injury to the werewolf, Concussionite, Discombobulator Rays, and Electro-shock Batons (see *Weird Science Compendium*) make excellent additions to one's arsenal. Concussion or losing its

balance may be the only results, but in those brief moments the quarry is more exposed to attack. These weapons have the added benefit that a missed attack will not cause innocent casualties or collateral damage

Silver & Silvered Weapons

When it comes to fighting werewolves, knowing the difference between silver and silvered weapons can be the difference between life and death.

Silver Weapons

Tales of daring globetrotters bravely slaying werewolves conjures up images of shining silver swords and axes. Alas, true silver weapons are extremely rare.

Silver may be required for slaying werewolves, but it is a soft metal and does not hold an edge. Nor can it easily be applied to more conventional weapon material, such as steel. A bladed silver weapon larger than a dagger is also likely to bend on contact with anything hard, such as a werewolf's bones. It is possible to create a true silver weapon, but only through weird science or arcane arts (see below).

Blunt weapons, such as maces and hammers, can be made from silver, though they are prone to losing their shape after a few blows. The amount of silver required to manufacture an effective weapon is also prohibitive to most globetrotters.

Silver bullets and arrows are much easier to manufacture, and thus are favored by hunters. They also have the advantage of being employable at range.

For ease, silver arrows, bullets, and daggers cost double that of conventional weapons of the appropriate type. Given sufficient quantities of silver, a globetrotter with Craft: Smithing can create these weapons while in the field.

Silvered Weapons

Most "silver" weapons are in fact silvered. That is, the steel blades or axe heads are inlaid with silver. Because silver and steel do

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not bond well, the wounding edge is never silvered. While more than capable of slaying a werewolf, they are less effective due to the low quantity of silver.

A silvered weapon costs 50% more than normal but has a -1 damage rating for the purposes of harming lycanthropes.

Occult or Weird Science

The creation of a solid silver melee weapon through occult means or weird science requires manufacturing a weapon from scratch (Craft: Smithing), plus a suitable amount of silver and certain rare chemicals or herbs necessary to harden the metal to the same efficiency as weapon-grade steel.

The artifact has a base Enhancement cost equal to its damage rating and may be chosen through the Artifact Resource as normal. For example, a silver hand axe (damage 2L) has two enhancements and can be taken as an Artifact 1 (assuming it has no other enhancements).

Cures

The question of whether or not a werewolf can be cured of its affliction has no one answer, for it ultimately depends on the origin of the beast. To be fair, few globetrotters operating in the field give much regard to finding a cure. When faced with a slaving beast intent only on tearing one apart, survival is the only thought running through one's head.

Curse & Medical

Minor and major curses are not truly permanent. A long course of alienism may eventually rid the victim of a hex of his delusion. Those suffering the effects of a major curse or a medical condition have only one hope—to convince the curser to renounce the curse and restore them to normalcy.

Prolonged curses and medical lycanthropy may gradually erode the victim's humanity. As time goes by, their animal nature becomes more pronounced. In the end, the victim may lose

all semblance of humanity. Although remaining human in form, their mind is now entirely bestial. Should this occur, there is no cure. The patient is ultimately doomed to spend the remainder of their days in an asylum.

Natural curses are more problematic, for arguably the victim has brought the curse upon themselves. Folklore suggests several possible remedies, though none have been proven to work. One might use St. Hubert's Key. Traditionally used to cure rabies, the victim must heat up an iron nail and then press the glowing head to his tongue. Ingestion of wolf's bane is most likely to result in death, which is arguably a cure. Beware gypsies keen to sell salves and potions, for while generally harmless, they are also no use in curing lycanthropy.

Infectious & Inherited

These types of werewolf can only be rid of their curse by a single method—death. Most are susceptible only to silver weapons, though there are verified reports of lycanthropes being slain by impaling their heart with a wooden stake. In all cases, swift and total incineration of the corpse is suggested as an additional safeguard.

Magical & Scientific

"Curing" these lycanthropes is as easy as removing the cause of their transformation. If one requires an enchanted wolf-skin cloak, then denying them access to the object utterly negates their ability to change form.

In instances where the lycanthrope has created its own method of transformation and has proven destructive and violent toward humans, imprisonment (or death in truly deserving cases) may be the only secure way to ensure they do not fall back on old habits.

Wicked magicians knowledgeable of the Form of the Beast ritual present more of a problem since they can invoke their magic at will. Nonlethal methods for ridding the world of their presence include the barbaric practise of cutting out their tongue or amputating their hands and the slightly more humane practise of lobotomy.

Chapter the Third: Forsaken Lairs

"Stay on the road. Keep clear of the moors."
—An American Werewolf in London (1981)

Whether it is a sprawling mansion in the British countryside, a peasant's cottage in rural Transylvania, or a wattle-and-daub hut on the plains of Africa, every werecreature has a lair.

Urban Lairs

An urban lair is located within, or least close to, a community. More often than not the beast dwells only on the fringes of society, rarely interacting with his neighbors save when it cannot be avoided. This can be both literally, such as in the case of trappers, woodsmen, and hermits, and figuratively, such as the nobleman residing in his elegant manor or imposing castle.

An important rule werabeasts quickly learn is not to soil their own doorstep. That is, it is best not to leave half-eaten carcasses lying around one's house. Even the most idiotic rural constable is sure to notice such things. It may be necessary, however, to keep a larder stocked with fresh meat for times when hunting is not feasible. Again, this should be concealed so as to avoid rousing suspicions from nosy neighbors or curious guests.

Similarly, occult relics that allow one to assume an alternate form are best kept securely locked away. As the sole source of his shape-shifting ability, it is too valuable a prize to leave lying around for anyone to steal.

Reluctant werabeasts rarely allow them-

selves to transform while within their rural lair. Not only would the sight of a monstrous beast emerging from the door cause mass panic, but the creature would be likely to feast while within its community. One means of safely staying indoors is to construct a special room. Wercreatures possess immense strength, so sturdy walls (a basement is ideal) and a reinforced doors are essential. Not every werbeast can afford the luxury, of course, and the room must be far enough away from civilization or howls or roars are not heard by the neighbors.

Rural Lairs

Since werabeasts prefer the taste of human flesh, a rural lair cannot be so far removed from humanity as to make hunting impossible, but equally it cannot be so close that a blind man could find it.

A wise lycanthrope disguises its natural lair to resemble one created by its mundane cousins. For instance, a werbear might occupy a cave. The advantage to this is that hunters are unlikely to suspect anything is amiss. This particular sword is double-edged—depending on the region, such a lair may very well attract hunters seeking the beasts as trophies!

No matter how large the lair, few werabeasts have more than one route of entry to its core. Even in a forest, the heart is hidden in gorges or caves, or found only by following a winding path. This security measure gives the beast two distinctive advantages over its foes. First, it knows its lair like the back of its paw—

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every nook, every cranny, and every shadow is somewhere it can hide. Second, having just one point of entry means the lycanthrope can retreat there safe in the knowledge that it cannot be outflanked.

Unless the werebeast spends all of its time in its lair, regardless of form, there will be little in the way of human trappings. It might keep a spare set of clothes handy, but werebeasts in their bestial guise have little use for furniture or works of art.

Refuge Resource

With regard to the Refuge Resource, only two of the three sub-categories have much bearing on a werewolf—Equipment and Security.

Equipment

Given their lack of true intelligence and opposable thumbs, the Equipment bonus may seem inappropriate for lycanthropes in wolf form. Intimidation and Survival are good options. The former might involve the skulls of foes or simply their half-eaten rotting remains being left around.

No matter the size of its lair, the werewolf has extensive knowledge of every nook and cranny (Survival: Navigation). It also knows where to find the best shelter (Survival: Shelter) and where prey lurks (Survival: Foraging). Any unusual scents or tracks would stand out against the usual backdrop like a sore thumb (Survival: Tracking).

Bending the rules slightly, the Equipment bonus could also be applied as a direct modifier to Perception. In many ways, this is similar to the notes above—with its keen senses, the werewolf can detect faint traces of sweat or tobacco smoke left by intrusive globetrotters, detect whether objects have been moved, or hear the breathing of hunters lying in ambush against regular background noises.

Of course, the Equipment bonus remains most useful in their human form. In this regard it is no different than a normal person's home. Thus, a blacksmith may have a forge, a scholar a library, and a magician a sanctum.

Security

The Security aspect is also useful to both human and werewolf forms, though the Resource must be taken separately for each. For their human guise, the bonus represents not only sturdy locks and solid doors, but a lack of paper trail linking the lycanthrope to its home. The bricks and mortar may be held under an alias, rented and thus listed under the landlord's name, or be so remote that it scarcely features on modern maps.

For the werewolf, its lair is a place of sanctuary, somewhere it can rest and heal or dine in peace. A Security modifier might be a series of false trails that lead hunters away from its favored haunt, or terrain that makes tracking the creature difficult (such as trying to follow its path over rocks or across a bog).

Size

The Size of the Refuge has no bearing on game mechanics. Rather than waste valuable Resource slots picking this aspect, the werewolf should have whatever size haunt the adventure requires. As with ordinary mortals, an urban lair's size is determined by social class.

For instance, the lord of a manor who happens to be a werewolf might have a manor house situated in a small estate (Refuge: Size 3) and a bonus Resource of a minor title. In his werewolf guise, he may have a lair hidden on the nearby moors. Likely it is nothing more than a cave or secluded glen (Refuge: Size 1).

Conversely, a peasant werewolf might only own a cottage, shack, or cabin (Refuge: Size 0), but he may consider the surrounding lands his lycanthrope's personal domain (Refuge: Size 5). In the latter instance, his bonuses Resources may be spent on Equipment or Security.

With regard rural lairs, do not mistake its size for the extent of werewolf's hunting ground. The Refuge: Size Resource governs only the creature's true sanctum, the place its bestial nature calls home and which it knows inside out. Whether it occupies a small cave or calls a vast swathe of forest home, the beast may roam for many miles beyond its borders when hunting.

Chapter the Fourth: Diabolical Powers

"A werewolf can only be killed by a silver bullet, or a silver knife... or a stick with a silver handle." —The Wolfman (1941)

Compared to apparitions, mummies, and vampires, which can possess an extremely varied number and type of supernatural powers, werebeasts have a very limited arsenal. This in no manner means they are weak creatures.

Common Abilities

In terms of general werebeasts, the only common ability is the strength and natural weapons to tear a victim limb from limb with surprisingly little effort. The entries below thus refer specifically to werewolves. Aside from the first entry, lycanthropes possess these abilities even while in human form.

Curse

Traditionally, anyone bitten by a werewolf is at great risk of becoming a lycanthrope himself. Although commonplace, this ability is not ubiquitous among werewolves. The risk posed by a werewolf's bite is directly linked to the severity of the wound. Most humans survive a small puncture with minimal chance of becoming a slaving beast. A more serious injury brings with it an exponentially increased risk of contracting lycanthropy.

Like any disease, infection is immediate but symptoms are not. Within a few days, the vic-

tim gains the ability to rapidly heal his wounds. A week on from the bite and his senses are increased dramatically. After two weeks, his reflexes are supernaturally fast. By the third week the curse is apparent, for the victim's appetite will only be satisfied by raw meat.

In every known instance of lycanthropic infection, the victim becomes a werewolf only at the rising of the next full moon after exposure. This varies from anywhere from 28 to 30 days. Conventional magic and medicine can do nothing except tend the physical injury, although there is still a slim chance that the victim can be cured before his first change by the rapid application of weird science pharmaceuticals.

If the antidote fails to work, then there is nothing that can be done save to kill the unfortunate soul with a silver weapon as quickly as possible. Many globetrotters will find the killing of a friend or loved one displaying no overt signs of infection extremely difficult, but one must remember that their fate is now sealed.

Enhanced Reflexes

Werewolves possess the reflexes and fury of natural predators. They are able to react to danger in a heartbeat and can unleash a flurry of savage blows and bites.

Fortunately, the latter can only be employed at close range, giving a prepared globetrotter opportunity to engage the beast at range. Unfortunately, the creatures run extremely fast when on all four limbs, limiting the amount

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of shots that can be fired before one feels their hot breath on one's skin. Against their combined strength and ferocity, even a trained fencer or pugilist has little hope of emerging victorious.

Enhanced Senses

Werewolves possess greatly enhanced senses. Although they cannot see in darkness, their sight allows them to detect prey at long distances and to function in poor lighting conditions. Similarly, their senses of smell and hearing allow them to discern potential prey, or threats, at distances beyond that of any human or ordinary wolf.

Some legends attribute them with truly superhuman senses, such as the ability to hear the pounding heartbeat of their prey, to see the heat given off by warm bodies, and to track

a victim for many miles based on the tiniest traces of odor. One unsubstantiated legend claims they can tell much about a person merely from tasting their blood or sweat, or sniffing their clothes.

Enhanced Strength & Stamina

Werewolves are predators, short of reasoning intelligence but high in cunning. The transformation also enhances their strength and stamina to levels approaching superhuman.

They are capable of resisting most diseases and poisons, shrugging off injuries that would incapacitate or kill a lesser being, and can run for many miles without tiring. In terms of sheer physical strength, they are capable of lifting as much as 750 pounds with minimal effort. Throwing around a globetrotter weighing even a third of that weight is as easy to them as a normal adult human lifting up a small child.

Regeneration

The werewolf's most powerful ability is undoubtedly that of rapid regeneration. Grievous slashes from swords, gaping bullet wounds, and broken limbs heal within a matter of seconds, leaving no trace of a scar. While such damage may cause the beast to stagger back and can even render it momentarily unconscious, they are brief impairments. It may, however, make the difference between a globetrotter's life and death. Even setting the beasts alight or immersing them in acid is not enough to kill them.

As discussed elsewhere, the only method to end their tortured existence is to employ a silvered weapon. Such attacks are not instantly fatal, as piercing the heart or decapitating a vampire can be, but even if the fiend flees it will take several days to recover from its wounds.

A werewolf can regenerate severed limbs (save for the head, naturally), but the process is considerably slower. The lost limb regenerates at a rate such that it is completely restored within seven days less the werewolf's Body rating (minimum of one day). Obviously, this means that a lost hand actually reforms at a slower rate than replacing an entire arm. Once the regeneration is complete, there is no evidence of any scar.

Diabolical Powers

Other Abilities

Various abilities have been detected among individual werewolves. There is as yet no hard evidence to suggest that these traits can be passed from an infectious werewolf to its victim. Much like vampires, it appears that werewolves may possess vastly different abilities than the one who created them.

Tougher Werewolves

What with their resistance to normal weapons and superior Attributes, werewolves are powerful creatures as written, but some Gamemasters may wish to make them even more deadly. This is especially useful if there is a large number of globetrotters or if the party is very experienced or loaded down with numerous silvered weapons.

Using this optional rule, for every level in Ally, Follower, or Patron (including Level 0) the werewolf may take an additional Talent or one of the new abilities presented in this book. These are bonuses to its regular number of Talents, effectively doubling its potential.

Any additional Talents gained through increased levels must come from the following list: Agile, Alertness, Blind Fight, Block, Combat Aptitude, Counterstrike, Danger Sense, Diehard, Dodge, Fearsome, Fearsome Attack, Flurry, High Pain Tolerance, Iron Jaw, Iron Will, Jump, Keen Sense, Knockout Blow, Mobile Attack, Quick Reflexes, Rising Handspring, Robust, Run, Staggering Blow, Strong, Strong Defense, Sweep, Swift, Tough, Tough Attack, Unarmed Parry, or Vigorous Defense.

Other Abilities List

When creating a werebeast, the Gamemaster may choose to substitute one of the following abilities for one of the creature's available Talents. Using these new powers also means that monsters can be heavily customized, thus keeping players guessing as to the strengths of the particular foe they face.

Call of the Wild

The werewolf can summon a number of creatures equal to his Willpower rating once per night. The animals must be the same species as the werecreature. For instance, a werewolf can only summon wolves and a werelion only lions. The creatures must be in the nearby vicinity (they do not appear out of thin air). The creatures are completely beholden to the werebeast for the remainder of the combat or scene, after which they depart.

Chilling Howl

In the wild places of Europe, the sound of a wolf howling at night is enough to set one's hair on end and cause an involuntary shudder. Ordinary wolves rarely trouble humans, but it is a primal reaction. The howl of a werewolf, on the other hand, speaks of imminent and violent death. The sound carries much further on the wind and is enough to shred sanity and freeze the blood.

As a full round action, a werewolf can emit a loud, long howl. Anyone who hears the howl must make a Horror check with a Difficulty based on his distance from the beast. No matter how many times a werewolf howls, a person need only make a check for the first time he hears it each night.

The effects of a lesser howl, one intended to be used in combat, are best simulated through the Fearsome Talent.

Distance	Difficulty
Within 10 feet	5*
Within 100 feet	4*
Within 1 mile	3

** The Difficulty is increased by one if the victim has unbroken line of sight to the werewolf.*

Primal Rage

Found among Scandinavian werewolves, though not exclusively, this ability may explain the furious rage of the berserkers. As a free action, the werewolf can exert (take one point

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of nonlethal damage) to gain +2 bonus to all Strength-based Skill and Attribute rolls until the end of the combat turn.

The creature may purchase this ability up to three times. It gains a +4 bonus to all Strength-based Skill rolls at second level and a +8 bonus at third level.

Reactive Strike

A werewolf's reactions can be such that attempting to engage it in melee means first surviving a crippling claw or bite.

Once per combat turn as a free action, the creature may make a single Brawl attack against one opponent who moves within reach of his natural weapons. No combat maneuvers may be used in conjunction with this special attack. This maneuver does not cost the werewolf its attack action for the round if it has not yet acted, nor does it change its place in the initiative order if it is holding its action.

The werewolf may buy this ability up to three times. It gains the ability to strike one additional opponent per combat round who moves adjacent to it at each level.

Slow Regeneration

Unlike werewolves, other werebeasts often regenerate wounds at a slower rate. At the end of each day, the creature makes a Body x 2 roll using its human attribute rating. Each success heals one point of nonlethal damage or converts one point of lethal damage to nonlethal.

Speech

Prerequisite: Intelligence 1

The werecreature can speak in its hybrid form, but not its animal form.

Supernatural Fury

A werewolf with this ability is a truly deadly foe, for it can unleash a flurry of bites and rakes capable of reducing a foe to a bloody mass of torn flesh and shattered bone in a heartbeat. The fiend receives a second attack action each combat turn.

A werewolf that is exhausted or disabled may still take its free attack action in addition to picking a single attack, defend, or move action. These lycanthropes are especially dangerous, for even when gravely wounded they are capable of continuing the fight.

Supernatural Speed

A werewolf with this ability is capable of truly superhuman speed. Each combat turn, it receives a second move action.

A werewolf that is exhausted or disabled may still take its free move action in addition to picking a single attack, defend, or move action. These monsters are especially hard to kill, for even when gravely wounded they are capable of extracting themselves from danger.

Wall Walking

By using its claws, the werewolf can crawl up walls or across ceilings at half its Move rating. It may Run, but at half its normal Run Move. The werewolf may only attack using its bite while performing feats of wall walking.



Silver is the traditional, and in many legends only, bane of werewolves. For reasons not yet fully understood, some werewolves also display other weaknesses. None are considered standard, but may be assigned by the Gamemaster as he sees fit to give werewolves more variation.

Forced Transformation

For some werewolves, close proximity (within 10 feet) to aconite, moonstone, selenite, and/or silver can trigger involuntary change for human to animal form. Werebeasts with this weakness are usually only susceptible to one of the above substances.

Herb Aversion

Some stories link werewolves and vampires

Diabolical Powers

into a single class of entity. While this is exceptionally rare, some werewolves do suffer an aversion to garlic and/or wolf's bane. A werewolf suffers a -2 penalty to all rolls to affect a person wearing a garland of fresh garlic bulbs or extract of wolf's bane.

Mineral Aversion

This functions as above, except the creature's aversion is toward moonstone and/or selenite, both minerals associated with the moon. These beasts may also suffer lethal wounds from weapons forged of moonstone.

Alas for globetrotters, the minerals are too weak to be made into anything other than short daggers. A ball of moonstone or selenite can be used as a bullet, but can only be fired from muzzleloading firearms, such as matchlocks and flintlocks.

Piercing the Heart

In much the same way as vampires can be exterminated, so thrusting a stake made of aspen or whitethorn through the heart of some werewolves can instantly end their life. This requires a Called Shot against a vital area. If the damage from a single attack exceeds the werewolf's Body rating, the fiend is instantly slain, otherwise the attack has no effect.

Power of the Lord

It may not be a demon, but the werewolf knows it is an unholy creature. In rare cases, some residual fragment of humanity while in animal form makes it ashamed for its actions and fearful of its ultimate fate. As such, it is susceptible to holy objects in much the same way as vampires. This weakness is yet another that has led to werewolves and vampires being confused with each other in some cultures. Note that the human form, while it may feel shame and remorse for its actions, is immune to this weakness.

A cross, crucifix, or holy wafer (and paraphernalia of other religions at the Gamemaster's discretion) can be used to make a Touch Attack against a werewolf. Such objects cause

Worrying & Rending

Most predators are capable of worrying and/or rending their prey. Both types of attack are based on the grapple combat maneuver. As suggested above, these combat maneuvers are usable by natural predators as well.

Worrying

A werebeast that makes a successful grapple with its teeth has latched onto its victim's arm or leg. On subsequent combat turns in which the grapple is maintained, the beast can worry its prey. It makes a Brawl attack as normal. Because the victim cannot avoid the attack, only his Passive Defense applies.

Rending

Wolves and big cats can knock a foe to the ground, pin it in place using their weight, and then either tear into their prey with their teeth or rake them with their rear claws. Bears, by comparison, can hug a foe and then rip at flesh using their teeth.

In order to use this ability, the creature must make a grapple *and* successfully pin his opponent (exceed twice his Strength rating number of successes). The victim is automatically knocked over if the maneuver is successful.

On the subsequent combat turns, the beast can make a Brawl attack using its teeth or rear claws. Being pinned, the opponent can only use his Passive Defense.

0L damage. These holy objects can also be used to keep a werewolf with this weakness at bay, but only if the wielder is a true believer in the faith—merely waving a holy object around as no effect.

Presenting such an object to the lycanthrope requires an attack action. In order to close within five feet of the wielder, the beast must make an opposed Willpower test. If it rolls more successes than the wielder, the fiend

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is unfazed and may act as normal. Otherwise, it can advance no closer, nor can it use any of its other abilities against the wielder.

Alternatively, a cross can be used to force a werewolf to move where the wielder wishes. As an attack action, the mortal makes an opposed Willpower test against the werewolf. If he rolls more success than the ravenous beast, he may force it back five feet in a direction of his choice.

Silver Reaction

Werewolves are not great fans of silver, but merely touching it to their skin produces no adverse affect. A lycanthrope with this weakness briefly touched by silver suffers a burn—painful, but not enough to cause real injury. It does, however, instantly give his true nature

away. In combat, a silver object not intended for use as a deadly weapon, such as a silver cross, inflicts 0L damage when pressed against the shapeshifter's skin.

Silver or silvered weapons are more effective against a werewolf with silver reaction—increase the weapon's base damage by +1.

New Occult Relics

In addition to the weird science devices detailed below, the Leagues have produced a few occult relics to provide protection against werewolves.

Amulet of Selene

Artifact 4

Leagues: None

This rare and potent charm is highly sought after by lycanthropes who wish to rein in their bestial aspect. Worn around the neck, the solid silver charm depicts the Greek lunar goddess, Selene. Donned by a lycanthrope on the nights of the full moon, its magic can delay the onset of the transformation.

For ease of play, the full moon hangs in the sky for 12 hours, rising at 6 pm and setting at 6 am. During the first two hours after rising, the lycanthrope makes a Willpower x 2 or Focus roll at Difficulty 1. For each subsequent two hour period, the Difficulty increases by one, until in the last hours before the moon sets it reaches Difficulty 6. Any successes mean the change is resisted for that period. A failure at any time means the unfortunate soul succumbs to the inner beast and undergoes the transformation as normal.

While not a cure for lycanthropy, any respite from becoming a snarling beast is welcome. The less time the lycanthrope spends in bestial form, the less death and destruction it can reap on innocents.

Enhancements: Special: Delay transformation (+8 Enhancements)

Moonstone Amulet

Artifact 2

Leagues: Cunning Folk, Ghost Club, Golden



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Circle, Holy Brotherhood, Magicians' Circle, Ministry of Unusual Affairs, Vengeants' Guild

Although the Romans were erroneous in their belief that moonstone was made of solidified lunar rays, a magically empowered gemstone does have an effect on werewolves.

A Moonstone Amulet has two components—an outer ring made of silver and an inner disc formed of polished moonstone. Small pins hold the parts together and allow the moonstone disc to be rotated.

When spun quickly, the moonstone gives off a pale strobing light that temporarily entrances werewolves. It does not bind them to your will, but the momentary pause in their attack is long enough to get a head start or draw a weapon.

Enhancements: Skill: Performance 8 dice (+3 Enhancements)*, Talent: Captivate (+1 Enhancements)*

** Only affects werewolves.*

Silvered Manacles

Artifact 3

Leagues: Ghost Club, Golden Circle, Holy Brotherhood, Ministry of Unusual Affairs

There are times when a werewolf needs to be captured rather than slain on sight. Forged from silver imbued with moonstone and hardened by arcane oils, these manacles prevent a lycanthrope from changing from its current form. For obvious reasons, they are best placed on its human form—attempting to manacle a snarling hybrid or monstrous wolf is not recommended!

Enhancements: Special: Prevents transformation (+6 Enhancements)

Wolf's Bane Oil

Artifact 0

Leagues: Cunning Folk, Ghost Club, Golden Circle, Holy Brotherhood, Ministry of Unusual Affairs, Vengeants' Guild

Contrary to popular occult lore, wearing a sprig of wolf's bane (aconite) is no deterrent to being mauled by a werewolf. Wolf's bane oil, prepared by the light of the moon, however, works extremely well.

Undetectable to humans possessed of anything less than a supernatural sense of smell, Wolf's Bane Oil produces a powerful aroma offensive to a werewolf's more delicate nose. Given a choice, they would rather avoid whatever object is daubed in it. In game terms, splattering oneself with a dose provides a Defense bonus as the werewolf tries to avoid getting too close and makes only tentative attacks. Unfortunately, the oil is extremely volatile and its effect lasts only for one minute.

A batch contains five doses, each of which is good for just one minute once applied.

Enhancements: Increased Attribute: +6 Defense (+3 Enhancements)*

Limitations: Reduced Duration: One Minute (-2 Enhancements)

** Only against attacks by werewolves.*

New Occult Tomes

L'incredulité et mescreance du sortilège plainement conbaicue

Language: French; **Author:** Pierre de Lancre; **Publication:** 1622; **Complexity:** 4; **Horror:** 2; **Tradition:** Natural; **Contents:** Form of the Beast (wolf)

An infamous French judge who presided over numerous witchcraft and werewolf trials that invariably ended in executions, de Lancre (1553-1631) later went on to pen his thoughts on lycanthropy and witchcraft.

Contained within the text are numerous methods by which a sorcerer might become a werewolf, one of which is a magical ritual.

New Weird Science

Aconite Serum

Artifact 0

Leagues: Cunning Folk, Ghost Club, Golden Circle, Holy Brotherhood, Ministry of Unusual Affairs, Vengeants' Guild

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Aconite, also known by the name wolf's bane, is poisonous. Unfortunately, it is also an essential ingredient in this serum. Combined with silver and other ingredients, Aconite Serum injected into a victim of a werewolf bite might just prevent them from becoming a lycanthrope. In order to have any hope of working, the drug must be injected within one hour of the injury occurring.

The drug increases the patient's Body rating by one. He may then make a second Body roll with a Difficulty equal to the number of wounds inflicted by a werewolf's bite. Success means the victim will not transform. Due to the toxicity of the serum, only one dose may be administered—a second dose within the same hour proves immediately fatal.

Whether or not the drug works, the patient suffers nausea, vomiting, diarrhea, numbness, and burning sensations for the remainder of the combat or scene.

A batch contains five doses, each of which is good for a single use.

Enhancements: Increased Attribute: +1 Body (+1 Enhancement)*, Special: Lycanthropy preventative (+4 Enhancements)

Limitations: Exhausting: -2N (-2 Enhancements), Flaw: Sickly (-2 Enhancements)

** Only for the purposes of making a second resistance roll against lycanthropy.*

Lunar Transmogrifyer

Artifact 3

Leagues: —

One of Doctor Moreau's earliest inventions (and failures), the lunar transmogrifyer is a tall, four-legged device. At the top, the legs attach to a large ring crafted from solid silver. Within this ring is a circular, precision-ground selenite crystal lens. Protruding downward and inward from the top ring are smaller concentric silver rings, each holding a smaller and smaller selenite crystal lens.

The lenses focus and intensify the rays of the moon into a narrow beam, which is directed onto the forehead of the victim... er... patient, who lies beneath the contraption.

On nights of the full moon, the intensity of the beam is such that it can awaken a man's inner beast, turning him into a slaving maniac.

The subject becomes stronger, faster, gains animal-like senses and rudimentary claws, but also develops yellow eyes, bestial features, and shaggy fur, along with a diminished capacity for reason and self-control. Each exposure lasts for an entire day.

Moreau had intended to use the device in conjunction with another of his crazed inventions, the Soul Trap. His aim was to literally suck the bestial nature out of men and keep it trapped.

Enhancements: Increased Attribute: Body +1 (+2 Enhancements), Increased Attribute: Initiative +2 (+2 Enhancements), Increased Attribute: Strength +1 (+2 Enhancements), Increased Attribute: Size +1 (+2 Enhancements), Increased: Duration: One Day (+2 Enhancements), Special Damage: Lethal (+2 Enhancements)*, Talent: Alertness (+2 Enhancements).

Limitations: Flaw: Bestial (-2 Enhancements), Reduced Attribute: Charisma -1 (-2 Enhancements), Reduced Attribute: Intelligence -1 (-2 Enhancements)

** User grows claws that allow him to do 0L damage with his bare hands.*

Spiked Silver Knuckles

Artifact 2

Leagues: Ghost Club, Golden Circle, Holy Brotherhood, Ministry of Unusual Affairs, Vengeants' Guild

Silver bullets are ideal for dispatching werewolves at range, but even a pistol is of little use when one is being mauled. For such times, we recommend a pair of solid silver "brass" knuckles. As an added deterrent, the silver is mixed with aconite extract and powdered moonstone or selenite. Unlike conventional brass knuckles, these ones are spiked, ensuring a werewolf receives more than just a few bruises or broken bones, both of which will heal unnaturally swiftly.

As with standard brass knuckles, they are wielded using Brawl. They inflict 2L damage and can harm werewolves and other shapeshifters vulnerable to silver.

Enhancements: Improved Damage Type: Lethal (+2 Enhancements), Increased Damage: +1 (+1 Enhancements), Special: Silver (+1 Enhancement)

Chapter the Fifth: Catalog of Fiends

"No-one knows how it will end / As you're pretty, so be wise / Wolves may lurk in every guise / Now as then, 'tis simple truth / Sweetest tongue has sharpest tooth." —The Company of Wolves (1984)

This chapter is divided into three sections. The first concerns common species of werebeasts—humans with the ability, be that gift or curse, to assume an animal form. Three sets of statistics are given—hybrid form, animal form, and a sample human form.

Although it might appear quite normal to the untrained eye, a werecreature's animal form is far superior to an ordinary member of the species. While it often lacks the hybrid's raw strength and endurance, it benefits in other ways. As well as its standard animal Talents, it also gains those of its hybrid form. Any special abilities or weaknesses also apply to the animal form. This increase in abilities is because the raw, bestial nature of the beast is not dampened by lingering humanity.

The second details other types of shapechanger. Rather than being human, they are supernatural beings with shapeshifting abilities. The third category is for humans globetrotters might call upon for support.

Common Abilities

In order to save repeating information, all infectious werebeasts automatically have the Curse special ability. If the creature's Move rating is marked with an asterisk, it has the Quadruped ability.

Curse: Each time a victim is bitten, he must make a Body roll with a Difficulty equal to the number of points of damage taken by the attack. Failure means the victim is doomed to become a werebeast, though he manifests no sign of his infliction until the first rising of the next full moon (28 days from when he was bitten).

Quadruped: The werebeast doubles its Move rating when running on all fours.

Werebeasts

The entries below cover a variety of common werebeasts. As well as statistics for their monstrous hybrid form, each entry has statistics for a sample human form. These are not detailed, unique individuals, and thus have only brief write-ups.

Werebear

Unique to Alaska, Canada, Scandinavia, and northern Russia, werebears are usually brown or black furred in their animal form. The Inuits speak of polar werebears, but this has yet to be confirmed by globetrotters. Likely these animals are not true werebeasts, but shamans able to transform into animal guise.

Werebears are solitary creatures in both human and animal form, preferring to live in the deep wilds rather than close to civilization. Rarely called on to deal with a werebear threat,

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the Leagues are largely ignorant of these creatures' habits.

Given that ordinary bears are capable of walking upright and werewolves prefer to run on all fours, telling the two apart can be notoriously difficult. A werewolf's animal form has human eyes, but these can be hard to discern at any distance.

Werewolves are governed by the moon, being forced to adopt bestial form when it is full, but have no special susceptibility to silver. They heal at normal rates and can be slain by conventional weapons. This does not mean they are easy to slay—werewolves are exceptionally strong, very robust, and capable of killing a man with a casual swat of their immense paws.

Although they attack humans and animals when the opportunity arises, werewolves are actually omnivorous. Much of their diet consists of roots and berries supplemented with fish.

Hybrid

Follower 3

Archetype: *Monster*; **Motivation:** *Survival*; **Style:** 2

Primary Attributes: Body 7, Dexterity 2, Strength 6, Charisma 0, Intelligence 1, Willpower 2

Secondary Attributes: Size 1, Move 8 (Run 16)*, Perception 3 (7), Initiative 3, Defense 8, Stun 7, Health 12, Horror 2

Skills: Athletics 9, Brawl 9 (*Grappling 10*), Intimidation 7, Stealth 5**, Survival 5 (*Foraging 6*)

Talents: Keen Sense (+4 smell-based Perception rating), Primal Rage (Can exert to increase Strength), Robust (+2 Health rating), Skill Aptitude (+2 Intimidation bonus)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Bite 9L, Claw 10L, Grapple 10

** -1 Size penalty to Stealth rolls.

Animal

Follower 2

Archetype: *Monster*; **Motivation:** *Survival*; **Style:** 1

Primary Attributes: Body 5, Dexterity 2, Strength 4, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 1, Move 6 (Run 12)*, Perception 6 (10), Initiative 2, Defense 6, Stun 5, Health 10, Horror —

Skills: Athletics 6, Brawl 8, Stealth 6**, Survival 6

Talents: Alertness (+2 Perception rating), Keen Sense (+4 smell-based Perception rating), Primal Rage (Can exert to increase Strength), Robust (+2 Health rating), Skill Aptitude (+2 Intimidation bonus), Skill Aptitude (+2 Survival rating)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Bite 8L, Claw 8L

** A werewolf has a -1 Size penalty to Stealth rolls.

Human

Having no love for the trappings of civilization, these tough men and women live alone in the wilds. Those who work for a living take on jobs that allow them to work alone for extended periods, such as hunters, loggers, or trappers.

Follower 1

Archetype: *Everyman*; **Motivation:** *Mystery*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 6, Horror —

Skills: Athletics 4, Brawl 4, Firearms 4 or Melee 4, Stealth 4, Survival 4

Talents: Robust (+2 Health rating)

Resources: None

Flaws: Independent (+1 Style point whenever his insistence on doing things on his own or rejection of help causes him trouble)

Weapons: Punch 4N, Bolt-action Rifle 7N or Two-handed axe 7L

Werewolves

Werewolves may be the kings of Africa, but they do not have the country to themselves. In

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the south and southeast, werecheetahs hunt in the grasslands.

They are neither the largest nor the strongest werebeasts, but they are certainly the fastest. Capable of sustaining speeds of 44 mph hybrid form and 72 mph in cheetah form for long periods, an opponent has little chance of outrunning one. Fortunately, their relatively weak constitution and vulnerability to mundane weapons means a globetrotter has a sporting chance of killing it before it mauls him to death.

Hybrid

Follower 2

Archetype: *Monster*; **Motivation:** *Survival*;
Style: 1

Primary Attributes: Body 3, Dexterity 5, Strength 4, Charisma 0, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 11 (Run 22)*, Perception 3, Initiative 6, Defense 8, Stun 3, Health 5, Horror 4

Skills: Athletics 8, Brawl 8, Stealth 7, Survival 6

Talents: Mobile Attack (Can attack without stopping its movement), Supernatural Speed (Makes two move actions each combat turn), Swift (+2 Move rating)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Claw 8L

Animal

Follower 1

Archetype: *Monster*; **Motivation:** *Survival*;
Style: 0

Primary Attributes: Body 2, Dexterity 4, Strength 3, Charisma 0, Intelligence 1, Willpower 8

Secondary Attributes: Size -1, Move 9 (Run 36)*, Perception 3, Initiative 4, Defense 7, Stun 2, Health 4, Horror —

Skills: Brawl 6, Stealth 6**, Survival 6

Talents: Mobile Attack (Can attack without stopping its movement), Run (Doubles running speed), Supernatural Speed (Makes two move actions each combat turn), Swift (+2 Move rating)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Bite 7L, Claw 7L

** +1 Size bonus to *Stealth* rolls

Human

The statistics below are for a tribal hunter. He has no interest in making friends, either among his tribe or with outsiders. Like his bestial form, the human werecheetah lives purely for the thrill of the hunt.

Follower 1

Archetype: *Big Game Hunter*; **Motivation:** *Duty*; **Style:** 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Horror —



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Skills: Archery 4, Athletics 4, Melee 4, Stealth 4, Survival 4

Talents: Run (Doubles running speed)

Resources: None

Flaws: Overconfident (+1 Style point whenever he is forced to ask for help or when his bravado gets him in over his head)

Weapons: Punch 0N, Bow 6L, Spear 7L

Werecrocodile

The first crocodile depicted in art was Sobek, an Egyptian deity. In keeping with the nature of the crocodile, he was regarded as a deity of power and military strength. Among his cult, crocodiles were regarded as sacred animals, well-fed by worshippers in life and mummified after death.

Werecrocodiles are not confined to the Nile, though. Crocodiles can be found in parts of Meso- and Southern America, Asia, and Australia, and throughout Sub-Saharan Africa, and where there are crocodiles, there are werecrocodiles.

Near-mindless, werecrocodiles live only to kill. With their powerful jaws and thick hides they are a foe to be feared. Equally at home on land and in water, they use the latter to escape, to ambush unwary passersby, and to attack small river-going vessels.

Although there are infectious werecrocodiles, they rarely leave their prey alive. The majority are hereditary werebeasts. In Egypt, a large percentage are the descendants of ancient priests of Sobek, who they continue to venerate in secret and bloody rites.

For simplicity, the statistics below can be used for werealligators. Equally ferocious, they are native to the southeastern corner of the United States of America.

Hybrid

Follower 2

Archetype: *Monster*; **Motivation:** *Survival*; **Style:** 1

Primary Attributes: Body 5, Dexterity 2, Strength 5, Charisma 0, Intelligence 0, Willpower 3

Secondary Attributes: Size 1, Move 7 (Swim 7), Perception 3, Initiative 2, Defense 6 (8)**, Stun 5, Health 9, Horror 4

Skills: Athletics 7, Brawl 8, Stealth 6, Intimidation 7

Talents: Fearsome 2 (Can temporarily frighten opponents), Flurry (Can attack same opponent twice with -2 penalty)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Bite 9L, Tail 8N

** +2 *Passive Defense* due to *thick hide*

*** -1 *Size penalty* to *Stealth* rolls

Crushing Jaws: The powerful jaws of a werecrocodile allow it to ignore up to 2 points of *Passive Defense* from armor.

Animal

Follower 2

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Archetype: *Monster*; **Motivation:** *Survival*;
Style: 1

Primary Attributes: Body 5, Dexterity 4, Strength 5, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 1, Move 4* (Swim 9), Perception 6, Initiative 4, Defense 8, Stun 5, Health 10, Horror —

Skills: Brawl 9, Stealth 7**, Survival 7

Talents: Alertness (+2 Perception rating), Skill Aptitude (+2 Survival rating)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Bite 10L, Tail 9N

** -1 Size penalty to Stealth rolls

Human

Werecrocodiles tend to occupy the lower end of the social scale, preferring occupations that allow them to work on and live near water. The statistics below are for a river fisherman. Although he most often uses a net to catch fish, he is trained in spear fishing as well.

Follower 1

Archetype: *Monster*; **Motivation:** *Survival*;
Style: 1

Primary Attributes: Body 0, Dexterity 3, Strength 2, Charisma 1, Intelligence 1, Willpower 8

Secondary Attributes: Size 0, Move 5, Perception 9, Initiative 4, Defense 11, Stun N/A, Health 8, Horror —

Skills: Athletics 4, Brawl 4, Melee 4, Pilot: Nautical 4, Survival 4

Talents: Native Terrain: Rivers (Immune to Deprivation and Exposure on or near rivers)

Resources: None

Flaws: Belligerent (+1 Style point whenever his aggressive attitude causes problems)

Weapons: Punch 4N, Spear 7L

Werehyena

Werehyenas are found in the folklore of North Africa, the Horn of Africa, and the Middle East. In many cultures they are blacksmiths, who are believed to be hereditary werehyenas. In others, their human role is that of healer

or woodcutter. Whatever their occupation, people with nasal voices and hairy bodies are treated with suspicion, for these are the signs of being a werehyena.

Werehyenas' transformations are not governed by the moon. Instead, they change shape on any night when they have not consumed a pound of raw meat in their human form. In the guise of either a hyena or hybrid, they seek out flesh. Werehyenas only attack people or live animals if they consider them defenseless, much preferring carrion, which they scavenge from graves or the kills of other predators.

Like their common kin, they have especially powerful jaws. Although little comfort to those whose arms or legs have been worried and crushed by their teeth, there have been no recorded instances of werehyenas passing on their condition. Most, if not all, are hereditary werebeasts.

Globetrotters should ignore local folklore that insists both hyenas and their monstrous kin are cowardly by nature. Hyenas commonly drive larger predators away from kills, and the werehyena is a stubborn and resilient opponent.

Hybrid

Follower 2

Archetype: *Monster*; **Motivation:** *Survival*;
Style: 1

Primary Attributes: Body 5, Dexterity 2, Strength 4, Charisma 0, Intelligence 1, Willpower 4

Secondary Attributes: Size 0, Move 6 (Run 12)*, Perception 5 (9), Initiative 3, Defense 7, Stun 5, Health 9, Horror 4

Skills: Athletics 5, Brawl 8, Intimidation 5, Stealth 4, Survival 4

Talents: Iron Will (+1 Willpower rating), Keen Sense (+4 smell-based Perception rating), Mesmerize (see below)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Bite 10L

Mesmerize: Arab folklore tells that werehyenas can mesmerize victims with their eyes or pheromones. This functions as per the Captivate Talent, except the werehyena makes a Willpower x 2 roll in place of Performance.

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Animal

Follower 1

Archetype: *Monster*; **Motivation:** *Survival*;
Style: 0

Primary Attributes: Body 3, Dexterity 2, Strength 3, Charisma 0, Intelligence 1, Willpower 4

Secondary Attributes: Size -1, Move 5 (Run 10)*, Perception 5 (9), Initiative 3, Defense 6, Stun 3, Health 6, Horror —

Skills: Brawl 8, Stealth 5**, Survival 6

Talents: Iron Will (+1 Willpower rating), Keen Sense (+4 smell-based Perception rating), Mesmerize (see above), Skill Aptitude (+2 Brawl rating)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Bite 10L

** +1 Size bonus to *Stealth* rolls.

Human

As befits common folklore, the chosen standard form presented here is a blacksmith. Other staple human forms are the healer and woodcutter. Simply swap Craft for Medicine or Survival respectively to create appropriate statistics.

Follower 1

Archetype: *Everyman*; **Motivation:** *Duty*;
Style: 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Horror —

Skills: Brawl 4, Craft: Blacksmith 4, Intimidation 6, Melee 4, Streetwise 4

Talents: Skill Aptitude (+2 Intimidation rating)

Resources: None

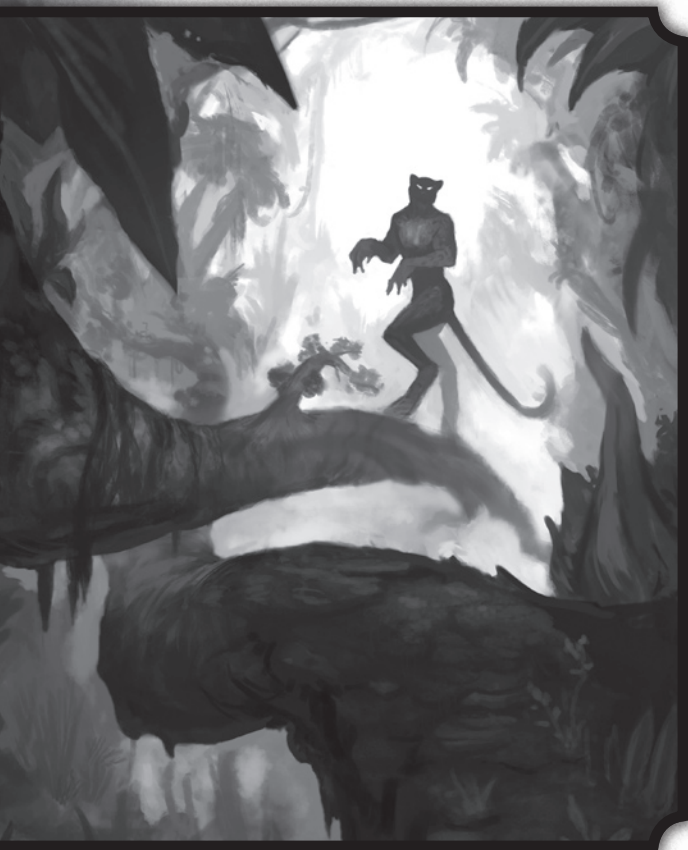
Flaws: Bad Reputation (-2 to Social rolls; +1 Style point whenever his bad reputation causes him problems)

Weapons: Punch 4N, Hammer 6N

Werejaguar

The jaguar has been represented as a god in Mesoamerica since the Olmec period (1500-400 BC). Throughout the reign of their empire, figurines of the big cats were always carved with a mix of human and animal features. Among the Olmecs, only priests and shamans had the ability to become werejaguars. The Leagues have yet to determine whether this was achieved through rituals, occult relics, or hereditary bloodlines.

The latter Aztecs also venerated the jaguar. In their culture, priests and elite warriors were awarded a jaguar pelt as a mark of status. Again, it is unclear as to whether the pelts powered their transformation or whether it was a natural gift. One recent theory suggests that candidates eligible to serve as "jaguar warriors" or jaguar knights" were deliberately infected with the disease. Given that the bite of a werejaguar is not infectious (at least in reported cases), this seems unlikely.



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Whether their gift is magical or hereditary, werejaguars feel compelled to alter form during the full moon. It can resist this compulsion, but must make a Willpower x 2 roll (Difficulty 3) each hour the moon is full.

Unlike many werebeasts, the werejaguar rarely goes on spectacular and highly destructive rampages. Where other species use speed and brute force to bring down prey, the werejaguar, like its mundane kin, is an ambush predator. Cautious and cunning in equal measure, they prefer to silently stalk their prey until the time is right to pounce.

Hybrid

Follower 2

Archetype: *Monster*; **Motivation:** *Survival*;

Style: 1

Primary Attributes: Body 4, Dexterity 4, Strength 3, Charisma 0, Intelligence 1, Willpower 3

Secondary Attributes: Size 0, Move 7 (Run 14), Perception 4, Initiative 5, Defense 8, Stun 4, Health 7, Horror

Skills: Athletics 7, Brawl 9, Stealth 9, Survival 5

Talents: Flurry (Can attack same opponent twice with -2 penalty), Jump (Doubles jumping distance), Skill Aptitude (+2 Stealth rating)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Bite 9L, Claw 9L

Jade Weakness: Werejaguars are vulnerable to jade weapons. When wielded against a werejaguar, a weapon tipped or edged with sharpened jade flakes (a sword or spear) or made entirely from jade (such as a mace) inflicts +2L damage.

Animal

Follower 1

Archetype: *Monster*; **Motivation:** *Survival*;

Style: 0

Primary Attributes: Body 2, Dexterity 4, Strength 3, Charisma 0, Intelligence 0, Willpower 3

Secondary Attributes: Size 0, Move 7 (Run 14)*, Perception 3, Initiative 4, Defense 6, Stun 2, Health 6, Horror —

Skills: Athletics 5, Brawl 5, Stealth 7, Survival 5

Talents: Flurry (Can attack same opponent twice with -2 penalty), Jump (Doubles jumping distance), Skill Aptitude (+2 Stealth rating), Subtle Strike (Can use Stealth in place of Brawl when ambushing)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Bite 5L, Claw 5L

Obsidian Weakness: As above.

Human

The Conquistadors ultimately failed in their endeavor to eradicate pagan Aztec beliefs. Forced underground with the advent of Christianity, belief in the old gods has survived until the present age. Though rare, the jaguar knights continue to prowl the forest and protect their people.

Follower 1

Archetype: *Warrior*; **Motivation:** *Survival*;

Style: 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Horror —

Skills: Athletics 4, Brawl 4, Melee 4, Stealth 4, Survival 4

Talents: None

Resources: Status 1 (Jaguar knight; +2 Social bonus)

Flaws: Secret (+1 Style point whenever he goes out of his way to protect his secret or he is confronted with the truth)

Weapons: Punch 4N, Obsidian-edged sword or spear 7L

Werelion

If the lion is king of the jungle, then the werelion is doubly so. African culture does not see werelions as wicked creatures. Instead, it is a talent displayed by royalty and those destined for greatness.

Given this origin, it is only found as a hereditary condition, though in rare cases neither parent need be a shapechanger. In these rare

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events the ability to become a werelion is either a gift from the gods or a sign the person was a king or queen in a past life.

The werelion can be a ferocious and deadly opponent, but its primary role is as a protector of his people. Unaffected by the moon, he changes shape to drive away invaders or evil creatures preying on his people and to protect his lands and resources.

While they have no particular weakness to silver, gold can be used to reveal their presence in human guise. As the favored metal of kings, gold pressed to a werelion's human flesh becomes warm to the touch, recognizing a kindred noble spirit.

Hybrid

Follower 3

Archetype: *Monster*; **Motivation:** *Preservation*; **Style:** 2

Primary Attributes: Body 5, Dexterity 4, Strength 5, Charisma 1, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 9 (Run 18)*, Perception 3, Initiative 7, Defense 9, Stun 5, Health 7, Horror 4

Skills: Athletics 8, Brawl 9, Intimidation 6, Stealth 8, Survival 6

Talents: Alertness (+2 Perception rating), Call of the Wild (Can summon lions), Flurry (Can attack same opponent twice at -2 penalty), Quick Reflexes (+2 Initiative rating)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Bite 9L, Claw 9L

Animal

Follower 2

Archetype: *Monster*; **Motivation:** *Preservation*; **Style:** 0

Primary Attributes: Body 3, Dexterity 5, Strength 3, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 0, Move 8 (Run 16)*, Perception 8, Initiative 7, Defense 8, Stun 3, Health 7, Horror —

Skills: Athletics 8, Brawl 8, Stealth 6, Survival 6

Talents: Alertness 2 (+4 Perception rating),

Call of the Wild (Can summon lions), Flurry (Can attack same opponent twice at -2 penalty), Quick Reflexes (+2 Initiative rating), Skill Aptitude (+2 Survival rating)

Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Bite 8L, Claw 8L

Human

The statistics below are for a young tribal noble, perhaps the son or daughter of a king. By changing Status to Fame, the same statistics can represent a tribesman who was a king in a previous life and is destined to achieve great things in his current incarnation. In the latter case, change his Motivation from Preservation to Fame or Glory.

Follower 1

Archetype: *Aristocrat*; **Motivation:** *Preservation*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Horror —

Skills: Athletics 4, Brawl 4, Diplomacy 4, Intimidation 4, Melee 4

Talents: None

Resources: Status 1 (Nobility; +2 Social bonus)

Flaws: Code of Conduct (+1 Style point whenever he convinces someone else to follow his code or when his code makes something more difficult than might otherwise be necessary)

Weapons: Punch 4N, Spear 7L

Wererat

Rats, and their lesser cousins, mice, have lived and prospered among humanity since the advent of civilization. Tales of giant rats are nothing new, though stories of bipedal giant rats are a phenomenon that has existed only since the advent of modern sewage systems.

Found only in the most wretched slums or dankest sewers, wererats appear to be a recent addition to the catalog of werebeasts. Given

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they lack the muscle mass and strength of other werebeasts, wererats are unlikely to go on bloody rampages through the streets. They are opportunist hunters, preying only on the weak and helpless. Children are favored above all others, and wererats have been known to break into houses in search of their flesh.

Given the unsanitary conditions in which they live, it should come as no surprise that they are carriers of terrible diseases, most notably bubonic plague.

Wererats assume not the form of a giant rat in their animal form, but that of a common brown or black rat. There is little chance of being mauled to death by a wererat in this form, but it is not without its strengths. Rats are commonplace in crowded cities and towns, allowing the wererat to move around without attracting undue attention. Its small size also grants it the ability to slip through small gaps impassable to the larger hybrid form.

Hybrid

Follower 2

Archetype: *Monster*; **Motivation:** *Survival*;
Style: 1

Primary Attributes: Body 3, Dexterity 5, Strength 3, Charisma 0, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 8 (Run 16)*, Perception 4, Initiative 7, Defense 8, Stun 3, Health 5, Horror 4

Skills: Athletics 7, Brawl 7, Stealth 8, Survival 6

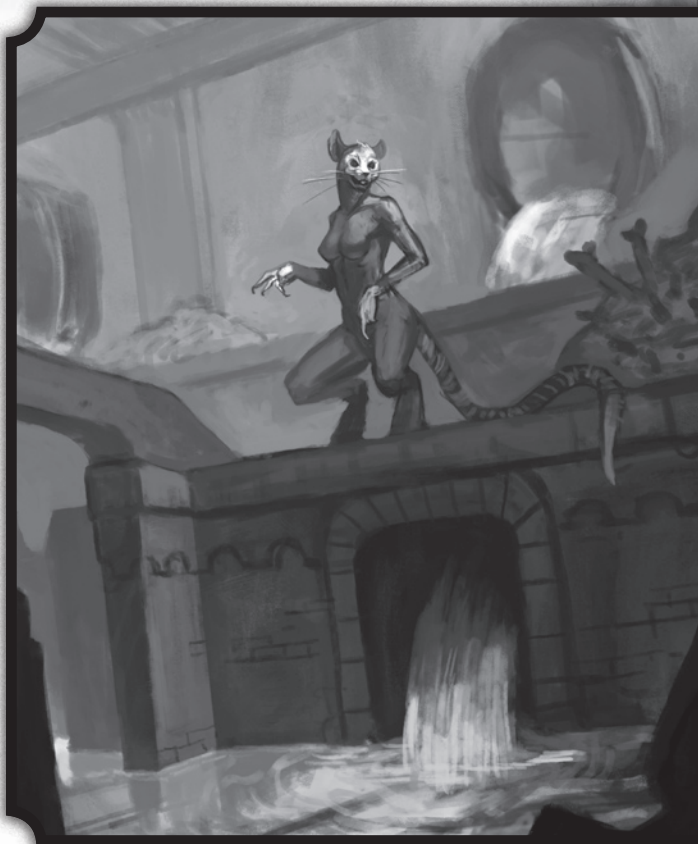
Talents: Call of the Wild (Can summon giant rats or swarms of normal rats), Disease Resistance (+2 to Body rolls related to disease)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Bite 7L

Disease Carrier: Pick one disease from camp fever, cholera, or smallpox from *Leagues of Adventure*. If you have the *All for One* supplement, *Richelieu's Guide to Healthcare*, you can also select from bubonic plague, consumption, hepatitis, malaria, and pneumonic plagues. The wererat is immune to its particular contagion and displays no symptoms.



Animal

Follower 0

Archetype: *Monster*; **Motivation:** *Survival*;
Style: 0

Primary Attributes: Body 0, Dexterity 5, Strength 0, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size -4, Move 5 (Run 10)*, Perception 4, Initiative 5, Defense 9, Stun 0, Health 0, Horror —

Skills: Brawl 2, Stealth 10**, Survival 2

Talents: Call of the Wild (Can summon giant rats or swarms of normal rats), Disease Resistance (+2 to Body rolls related to disease)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Bite 2L

** +4 Size bonus to Stealth rolls

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Disease Carrier: Pick one disease from camp fever, cholera, or smallpox from *Leagues of Adventure*. If you have the *All for One* supplement, *Richelieu's Guide to Healthcare*, you can also select from bubonic plague, consumption, hepatitis, malaria, and pneumonic plagues. The wererat is immune to its particular contagion and displays no symptoms.

Human

It is a rare wererat who holds any position of importance or respect in modern society. Most live either on the edges of civilization or among the most wretched. The statistics below are for a tosher, a person who makes a living searching for dropped coins and jewelry amid the stench and effluence of the sewers.

Follower 1

Archetype: *Everyman*; **Motivation:** *Survival*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Horror —

Skills: Athletics 4, Brawl 4, Melee 4, Stealth 4, Streetwise 4

Talents: Disease Resistance (+2 to Body rolls related to disease)

Resources: None

Flaws: Repulsive (+1 Style point whenever his repulsive appearance and smell cause him or his allies problems)

Weapons: Punch 4N, Dagger 5L

Wereshark

Like their lesser kin, weresharks are deadly natural predators. Their primary hunting grounds are the countless islands of Polynesia. Here they live as simple fishermen before changing form and prowling the warm seas as vicious killers.

Weresharks are most always cursed or magical. In the latter case, an enchanted shark's tooth pendant is required for them to alter their shape.

As if powerful muscles and a gaping maw packed with saw-like teeth was not enough, weresharks have only one weakness—coral. More commonly found as jewelry, coral cannot be fashioned into anything larger than a dagger, arrowhead, or spear tip. A length of wood studded with sharp pieces of coral to form a crude sword inflicts 2L damage.

Hybrid

Follower 2

Archetype: *Monster*; **Motivation:** *Survival*; **Style:** 1

Primary Attributes: Body 6, Dexterity 3, Strength 5, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 1, Move 8 (Swim)



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16), Perception 4, Initiative 3, Defense 8, Stun 6, Health 11, Horror 4

Skills: Athletics 8, Brawl 8, Intimidation 9, Stealth 5**

Talents: Fearsome 2 (Can temporarily frighten foes)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Bite 10L

** -1 Size penalty to Stealth rolls

Regenerate: Weresharks have amazing powers of regeneration. Weresharks treat all damage inflicted by non-coral weapons as nonlethal (even caustic damage). Only coral inflicts lethal damage. At the end of each round, a wereshark makes a Body roll. Each success heals one point of nonlethal damage.

A wereshark can never heal lethal damage through this ability—it must heal those injuries naturally. Weresharks knocked unconscious by damage recover immediately if their regeneration brings them to 0 Health or higher. Note that a wereshark that regenerates to exactly 0 Health is Exhausted.

Animal

Follower 2

Archetype: *Monster*; **Motivation:** *Survival*;
Style: 1

Primary Attributes: Body 6, Dexterity 2, Strength 6, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 2, Move 0 (Swim 16), Perception 4 (8), Initiative 2, Defense 6, Stun 6, Health 12, Horror —

Skills: Brawl 8, Stealth 4*, Survival 6

Talents: Keen Sense (+4 smell-based Perception), Skill Aptitude (+2 Survival rating)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Bite 10L

* -2 Size penalty to Stealth rolls

Human

The statistics below are for a Polynesian native press-ganged or paid to work as part of a merchant ship's crew. Frequently travelling from port to port, he can unleash his inner

beast and feed on human flesh before the authorities are aware of his existence.

On long sea voyages he must stealthily hunt in the sea. Fish sustains him, but it does little to sate his appetite. Thus, whenever he enters port he is ravenous and desperate to feed.

Follower 1

Archetype: *Everyman*; **Motivation:** *Survival*;
Style: 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 6, Horror —

Skills: Athletics 4, Brawl 4, Gambling 4, Pilot: Nautical 4, Stealth 4

Talents: Robust (+2 Health rating)

Resources: None

Flaws: Secret (+1 Style point whenever he goes out of his way to protect his secret or he is confronted with the truth)

Weapons: Punch 4N

Weretiger

Found across much of Asia, weretigers are the most powerful ailuranthropes and are second only to werewolves in terms of ferocity.

Associated with black magicians in India and vengeful ghosts in China, most weretigers seek to prove their superiority. In most cases, any creature that enters their hunting grounds is fair game. Unlike their lesser kin, weretigers lack the patience to stalk prey. To prove their dominance, they rush to attack at the first opportunity, biting and clawing at anything in range with phenomenal strength and supernatural fury.

Hybrid

Follower 3

Archetype: *Monster*; **Motivation:** *Power*;
Style: 2

Primary Attributes: Body 6, Dexterity 3, Strength 6, Charisma 0, Intelligence 1, Willpower 2

Secondary Attributes: Size 1, Move 9 (Run

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18)*, Perception 3, Initiative 4, Defense 8, Stun 6, Health 11, Horror 4

Skills: Athletics 11, Brawl 11, Stealth 7, Survival 6

Talents: Flurry 2 (Can attack same opponent twice with no penalty), Robust (+2 Health rating), Supernatural Fury (Receives two attack actions each combat turn)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Bite 11L, Claw 11L

** -1 Size penalty to Stealth rolls

Animal

Follower 2

Archetype: *Monster*; **Motivation:** *Survival*; **Style:** 1

Primary Attributes: Body 3, Dexterity 5, Strength 3, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 0, Move 8 (Run 16)*, Perception 6, Initiative 5, Defense 8, Stun 3, Health 9, Horror —

Skills: Athletics 8, Brawl 8, Stealth 6, Survival 6

Talents: Alertness (+2 Perception rating), Flurry 2 (Can attack same opponent twice with no penalty), Robust (+2 Health rating), Skill Aptitude (+2 Survival rating), Supernatural Fury (Receives two attack actions each combat turn)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Bite 8L, Claw 8L

Human

In keeping with Indian tradition, the sample human form is that of an evil magician. His condition is not magical, but may be hereditary, the result of infection, or a dark gift from a greater horror.

Follower 1

Archetype: *Occultist*; **Motivation:** *Power*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Horror —

Skills: Academics: Occult 4, Intimidation 4,

Magic: Black Magic 6, Stealth 4

Talents: Magical Aptitude (Can cast rituals)

Resources: None

Rituals: Arcane Shield, Empower, Greater Hex, Harm

Flaws: Dominant (+1 Style point whenever his need to dominate others brings unnecessary strife)

Weapons: Punch 0N

Werewolf

Tales of werewolves, men who transform into ravenous beasts by the light of the full moon, are common across much of Europe.

While the victim may exhibit increased angry outbursts or a short temper, he displays no other signs of his affliction. He can touch silver, for instance, and takes damage normally from non-silver weapons. The human side is completely dormant while the werewolf is abroad, leaving the unfortunate soul with no memory of his nocturnal activities. He may suspect something is amiss due to clues (waking up naked in the woods, the tang of blood in his mouth after a kill, or realizing his feet are dirty when he wakes up), but the werewolf takes great pains to cover its tracks and remove any evidence of its existence.

Werewolves physically transform into a bipedal wolfman form on the first rising of the full moon each month. This transformation takes one round, during which the beast can take no other actions. The process is reversed at dawn. The victim cannot prevent the transformation to ravenous beast, and the creature cannot elect to remain in beast form once the sun breaks the horizon. Werewolves don't need to see the moon or be struck by sunlight for these changes to occur—the very nature of the beast is tied to the movements of the celestial orbs.

Depending on the style of game you're running, werewolves might be the result of science gone mad, perhaps transformed by a strange contraption, or by an elixir. Such fiends, while still deadly, are very unlikely to pass on their curse. Others might be madmen

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who truly think they become ravenous wolves yet do not bodily transform, or actual supernatural creatures, likely the result of an ancient curse or dark magic.

Werewolf

Follower 3

Archetype: *Monster*; **Motivation:** *Survival*;
Style: 2

Primary Attributes: Body 5, Dexterity 4, Strength 5, Charisma 0, Intelligence 1, Willpower 3

Secondary Attributes: Size 0, Move 9 (Run 18)*, Perception 6, Initiative 7, Defense 9, Stun 5, Health 8, Horror 4

Skills: Athletics 9, Brawl 9, Stealth 9, Survival 8

Talents: Alertness (+2 Perception rating), Flurry (May make two attacks at -2 to each attempt), Quick Reflexes (+2 Initiative rating)

Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Bite 9L, Claw 10L

Regenerate: Werewolves have amazing powers of regeneration. Werewolves treat all damage inflicted by non-silver weapons as nonlethal (even caustic damage). Only silver inflicts lethal damage. At the end of each round, a werewolf makes a Body roll. Each success heals one point of nonlethal damage.

A werewolf can never heal lethal damage through this ability—it must heal those injuries naturally. Werewolves knocked unconscious by damage recover immediately if their regeneration brings them to 0 Health or higher. Note that a werewolf that regenerates to exactly 0 Health is Exhausted.

Animal

Follower 1

Archetype: *Monster*; **Motivation:** *Survival*;
Style: 0

Primary Attributes: Body 2, Dexterity 3, Strength 3, Charisma 0, Intelligence 1, Willpower 3

Secondary Attributes: Size -1, Move 6*, Perception 6 (Smell 10), Initiative 6, Defense 6, Stun 2, Health 4, Horror —



Skills: Brawl 6, Stealth 7**, Survival 6

Talents: Alertness (+2 Perception rating), Flurry (May make two attacks at -2 to each attempt), Keen Sense (+4 smell-based Perception rating), Quick Reflexes (+2 Initiative rating)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Bite 8L

** +1 Size bonus to Stealth rolls.

Human

Werewolves can be found at all levels of society and, thanks to European imperialism, across the globe. Thus, their range of human guises is near limitless. The statistics below are for a rake, a gentleman whose immoral conduct extends to wine, women, song, and gambling.

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Ally 1

Archetype: *Everyman*; **Motivation:** *Survival*;
Style: 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Horror —

Skills: Con 4, Connoisseur 4, Gambling 4, Melee 4, Performance 4

Talents: None

Resources: Status 1 (Minor aristocrat; +2 Social bonus)

Flaws: Boorish (+1 Style point whenever his lack of manners leads to rejection in a social situation or causes him or his friends problems)

Weapons: Punch 0N, Rapier 6L

Other Shapeshifters

Whether it is a deity or a more earthly creature, every culture has some sort of shapeshifting entity in its mythology. Since this is *Leagues of Gothic Horror*, the examples below include only those which pose a threat to humans.

Jorogumo

Found exclusively in Japan, a *jorogumo* is a shapeshifting giant spider. Folklore dictates that any spider that survives for 400 years becomes a *jorogumo*.

Known as a “binding bride” or “whore spider,” the *jorogumo* assumes the form of a seductive woman in order to lure men to her remote lair (often a shack or hut). There she plays the *biwa*, a traditional stringed instrument similar to a lute. While her prey is entranced by the beautiful music, she reverts to her natural form and injects him with venom before binding him in silk and storing him away until she is hungry.

Spider

Follower 3

Archetype: *Monster*; **Motivation:** *Survival*;
Style: 2

Primary Attributes: Body 4, Dexterity 4, Strength 4, Charisma 0, Intelligence 2, Willpower 4

Secondary Attributes: Size 0, Move 8 (16)*, Perception 8, Initiative 6, Defense 8, Stun 4, Health 8, Horror 4

Skills: Athletics 9, Brawl 9, Stealth 9, Survival 9

Talents: Alertness (+2 Perception bonus); Climb (Doubles climbing speed)**; Skill Aptitude (+2 Survival rating)

Resources: None

Flaws: Bestial (Can't communicate or use tools)

Weapons: Bite 9L, Venom Special

* *Creatures with four or more legs double their Move rating when running.*

** *Can climb up sheer surfaces and even across ceilings at its normal climbing rate.*

Venom: After a successful attack, a *jorogumo* injects venom into its victim. A poisoned



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character makes a Body roll against a Toxin rating of 4. If the character fails this roll, he takes one point of nonlethal damage for each point by which he failed the roll. A *gorogomo* may use its venom five times per day.

Human

Follower 2

Archetype: *Monster*; **Motivation:** *Survival*;
Style: 1

Primary Attributes: Body 2, Dexterity 2 Strength 2, Charisma 4, Intelligence 2, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 5, Initiative 4, Defense 4, Stun 2, Health 5, Horror —

Skills: Con 11 (*Seduction 12*), Empathy 7, Performance 9 (*Musical instrument 10*)

Talents: Captivate (Can temporarily entrance opponents), Skill Aptitude (+2 Con rating)

Resources: None

Flaws: Secret (+1 Style point whenever she goes out of her way to protect her secret or she is confronted with the truth)

Weapons: Punch 0N

Kelpie

Travel anywhere in Scotland where there is a decent sized body of water and the locals will tell you a *kelpie* lives there.

Frequently described as a water spirit, a *kelpie* is in fact a demon. Their natural form is that of a horse, but they have the ability to adopt a male human form.

In their human guise they are rough, shaggy individuals who ambush lone wanderers and rip them apart so they can dine on their succulent organs. Its equine form is strong, muscular, and either pure black or white. The beast lurks near water, grazing like a conventional beast. If mounted, it charges into the nearest body of deep water, whereupon it seeks to drown its victim. Leaping from the demonic mount is no easy feat, for once mounted, mortals stick to its back like glue.

Kelpies can be captured and at least partially domesticated. To gain possession of a *kelpie* one must attach a horse halter stamped with the sign

of the cross to its head. This done, the *kelpie* can be used to drag heavy loads. Note that the halter does not prevent people sticking to its flesh, and thus the *kelpie* should never be ridden.

Equine

Follower 3

Archetype: *Monster*; **Motivation:** *Survival*;
Style: 2

Primary Attributes: Body 3, Dexterity 4, Strength 4, Charisma 2, Intelligence 2, Willpower 3

Secondary Attributes: Size 1, Move 10 (Run 20)*, Perception 7, Initiative 6, Defense 6, Stun 3, Health 9, Horror 2

Skills: Athletics 8 (*Swimming 9*), Brawl 8 (*Grapple 9*), Empathy 6, Stealth 6, Survival 6

Talents: Alertness (+2 Perception rating), Robust (+2 Health rating), Swift (+2 Move rating)

Resources: None

Flaws: Bestial (Can't communicate or use tools)

Weapons: Bite 8L, Grapple 9

Automatic Grapple: As soon as a human mounts a *kelpie* he sticks to its skin. Despite the *kelpie* not using its limbs, this works as per the grapple combat maneuver.

Silver Reaction: Silver and silvered weapons inflict +1 damage against a *kelpie* in its equine form. Slain by a silver weapon, a *kelpie* dissolves into a pile of turf and soft flesh.

Human

Follower 2

Archetype: *Monster*; **Motivation:** *Survival*;
Style: 1

Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 1, Intelligence 2, Willpower 3

Secondary Attributes: Size 0, Move 6, Perception 5, Initiative 5, Defense 6, Stun 4, Health 8, Horror —

Skills: Athletics 7, Brawl 7, Stealth 6, Survival 6

Talents: Iron Jaw (+1 Stun rating), Robust (+2 Health rating)

Resources: None

Flaws: Gluttonous (+1 Style point whenever his appetite causes him problems)

Weapons: Bite 7L, Punch 7N

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Kitsune

Native to Japan, *kitsune* are foxes that can change into human guise. Intelligent and possessed of exceptionally long lives, *kitsune* grow more powerful with age. One can tell a *kitsune* from a normal fox because as it matures it gains additional tails at the rate of one per century. No *kitsune* has yet been seen with more than nine tails, suggesting they live for less than a millennium.

The ability to shift shape is not innate, but rather is learned upon the creature reaching 100 years old. Even in human form its supernatural origins can be detected, for its tail never disappears. Although they are able to understand human speech, they cannot converse while in animal form.

Kitsune in folklore can be benevolent, acting as faithful friends or guardians, or cruel tricksters seeking nothing but mischief and chaos. Given this is *Leagues of Gothic Horror*, the statistics below are for the latter.

No statistics are provided for its human form. A *kitsune* can appear as male or female as it wishes and knows whatever skills are appropriate to its chosen disguise. They can even duplicate specific individuals, a handy trick for creatures that revel in causing problems for mortals. Whatever age or gender their human form takes, they should be created as an Ally or Follower 1.

Kitsune

Follower 2

Archetype: *Monster*; **Motivation:** *Survival*; **Style:** 1

Primary Attributes: Body 2, Dexterity 3, Strength 2, Charisma 2, Intelligence 3, Willpower 3

Secondary Attributes: Size -1, Move 5 (Run 10), Perception 8, Initiative 6, Defense 6, Stun 2, Health 6, Horror 2 (only if it has multiple tails)

Skills: Athletics 5, Brawl 5, Empathy 6, Linguistics 5, Stealth 6**, Survival 5

Talents: Alertness (+2 Perception rating), Robust (+2 Health rating)

Resources: None

Flaws: Trickster (+1 Style point whenever its interference in the affairs of mortals causes them serious problems)

Weapons: Bite 5L

** +1 Size bonus to Stealth rolls

Special Powers: Despite being a corporeal being, the *kitsune* has special abilities more common to apparitions. It has 6 Haunting points for the purpose of using them. Its powers are Ghost Light, Illusion, and Minor Possession.

Pooka

Also spelled *púca*, *phouka*, and *phooka*, the *pooka* is a shapeshifting faerie native to Ireland, Cornwall, and Wales. Like the *kitsune*, they can



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be creatures of good or bad fortune. They are fixed in their temperament, however—a *pooka* that opts to be wicked can never perform good acts unless doing so would ultimately end very badly for its victim.

Those living near rural communities expect a portion of the harvest to be left aside for them. Failure to do so results in the *pooka* plaguing the settlement throughout the entire winter. Come early November, *pookas* despoil wild fruits and berries by urinating on them or rubbing them with their feces.

On All Saints' Day (1 November), *pookas* are required to treat humans with civility, if not respect. Those who fail to do so, or who can be tricked into disrespecting a human, lose their ability to change shape for the next year, leaving them as mundane animals with no gift for speech. Knowing this, the creatures either stay out of sight or go to great lengths to be polite.

In terms of altering form, they can take the shape of cats, dogs, goats, horses, or rabbits. Whatever its shape and its temperament, their fur or hair is always black. Unlike the *kitsune*, they can converse with humans while in animal form. Its human form always has one animal feature, such as a rabbit's ears or horse's tail.

When dealing with humans, malevolent *pooka* often adopt the guise of a short, deformed goblin. The statistics below represent this form.

Pooka

Follower 2

Archetype: *Monster*; **Motivation:** *Survival*;
Style: 1

Primary Attributes: Body 2, Dexterity 3, Strength 3, Charisma 2, Intelligence 2, Willpower 3

Secondary Attributes: Size -1, Move 6, Perception 5, Initiative 5, Defense 6, Stun 2, Health 4, Horror 4

Skills: Athletics 6, Brawl 6, Intimidation 8, Larceny 6, Stealth 6**

Talents: Fearsome 2 (Can temporarily frighten opponents)

Resources: None

Flaws: Disfigured (+1 Style point whenever it is rejected because of its appearance), Dwarf

(+1 Style point when its size causes it severe difficulty)

Weapons: Punch 6N

* +1 Size bonus to *Stealth* rolls

Rakshasa

Found in folklore from Tibet to Japan and northern China to the islands of Indonesia and Malaysia, *rakshasas* are malevolent demons in corporeal form. The female form is *rakshasi*.

In their natural guise, *rakshasas* are truly monstrous. Their skin is as black as soot, their eyes are ablaze with unholy red light, their hair is living flame, their ugly faces are fixed in a fierce state, two fangs hang down from their upper jaw, while their fingernails are long and sharp.

Possessed of a keen sense of smell, they feast on all forms of flesh, caring naught for whether their meal is a dumb animal or a sentient being. These unholy fiends can levitate, and even vanish into thin air.

Rakshasas are shapeshifters, able to assume the guise of humans and mundane beasts, though they cannot become the double of a specific individual. They retain their Attributes, save for Charisma. In human form, this can be assigned from 1 to 5, as the creature desires. However, each point above 1 costs it a Style point, making it extremely difficult for them to assume the form of truly beguiling individuals. While in alternate guise, the demon has no access to its Talents and displays no claws (though it may have long fingernails).

They can switch between forms as a reflexive action, but may do so only once per combat turn. The entry below is for their purely demonic form.

Rakshasa

Follower 4

Archetype: *Demon*; **Motivation:** *Survival*;
Style: 3

Primary Attributes: Body 4, Dexterity 3, Strength 5, Charisma 0, Intelligence 4, Willpower 5

Secondary Attributes: Size 1, Move 8 (4)*,

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Perception 9 (13), Initiative 7, Defense 6, Stun 4, Health 10, Horror 5

Skills: Athletics 8, Intimidation 10, Linguistics 7, Stealth 7**, Survival 8

Talents: Fearsome, Fearsome Attack (uses Intimidation when attacking), Keen Sense (+4 smell-based Perception rating), Mentalism (Cloaking)

Resources: None

Flaw: Primitive (-2 penalty to use technological items)

Weapons: Claws 10L

* *Can levitate at half its Move rate.*

** -1 Size penalty on Stealth rolls.

Venomous Talons: A *raksbasa's* claws are venomous. Anyone who suffers a wound must make a Body x 2 roll (Difficulty 4) or suffer 2L automatic damage.



Magician

Tales of magicians who can assume the form of beasts are commonplace. Among the Navajo they are called skin-walkers. In Mesoamerica they are known as *nabual*. In Europe the ability is attributed to witches and warlocks, while in Central Asia it is the preserve of shamans.

Whether they use their powers for good or evil, they share one common factor—their ability to alter form is down to a magical ritual.

The Skills below should be altered as necessary to fit the magician's culture and/or tradition. For instance, shamans frequently use drums, song, or dance as part of their rituals. Investigation should thus be swapped for Performance.

Magician

Ally 2

Archetype: *Occultist*; **Motivation:** *Varies*; **Style:** 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 4, Stun 2, Health 5, Sanity 6

Skills: Academics: Occult 6, Athletics 4, Intimidation 6, Investigation 5, Magic: Pick one tradition 8

Talents: Magical aptitude (Can cast rituals)

Resources: Status 1 (Magician; +2 Social bonus)

Rituals: Form of the Beast plus four others based on the magician's tradition and culture.

Flaws: Inscrutable (+1 Style point whenever he is misunderstood or his mysterious motives cause trouble)

Weapons: Punch 0N

Wolf Hunter

In some European countries the wolf has already been hunted to extinction. In others, huntsmen must keep the population in check and destroy any wolves preying on livestock, or worse, people.

Rugged and independent, the wolf hunter knows the land well and is more than capable of acting as a guide and helping organize expeditions. Whether or not they accept the existence of werewolves or not, they will gladly accept money to lead interested parties into the wilderness.

Wolf Hunter

Ally 1

Archetype: *Big Game Hunter*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

Skills: Athletics 4, Expeditions 4, Firearms 4, Stealth 4, Survival 4

Talents: Long Shot (Doubles weapon range)

Resources: None

Flaws: Independent (+1 Style point whenever his insistence on doing things on his own or rejection of help causes him trouble)

Weapons: Punch 0N, Rifle 7L

Chapter the Sixth:

Princes of Darkness



“Even a man who is pure in heart and says his prayers by night, may become a wolf when the wolfbane blooms and the autumn moon is bright.” —The Wolfman (1941)

This chapter details a number of unique and villainous shapeshifters for Gamemasters to use in their campaigns or as the basis for their own creations.

Note that while the major sample characters were created as per the rules for generating player characters, they have Rank, Refuge, and Status Resources at whatever level was deemed appropriate. These do not count toward their maximum number of Talents/Resources as determined by their Patron level.

Shapeshifting Villains



Shapeshifters are more insidious than vampires. Both can appear as ordinary people and live amid a society that would otherwise be terrified to know of their existence, but whereas vampires are condemned to haunt the night, many shapeshifters are free to walk abroad during the day. Some may do this only in their human guise, but many are free to alter form as and when they wish. Any adventure involving a shapeshifter can thus comprise two entirely separate but related hunts—one for the merciless beast plaguing the land and one for its human guise.

Hunting a werebeast can be a frustrating and time-consuming experience. A beast that changes at will is likely to hunt often, but a werewolf tied to the full moon is active only three nights in every 28 to 30 days. By the time the globetrotters catch wind of suspicious deaths and travel to the location they may have only a day, if any time at all, to investigate before the inner beast goes into hiding for another month. Few clues that allow the globetrotters to track down the werebeast's human form may exist, forcing them to hang around and wait for the next full moon before beginning the hunt proper.

Another interesting factor concerning werebeasts, at least from the Gamemaster's viewpoint, is that the villain could be absolutely anybody. The kindly vicar who serves the old ladies in his congregation tea and cake every Sunday after services. The innkeeper who knows every piece of juicy gossip in the village. The old war veteran who sits on the street corner begging for charity. Even the innocent looking young lass who works in the postal office. Any one of them might conceal a deep and dark secret.

The Gamemaster need pay little attention to the bestial side of the villain—in most cases it is nothing more than a killing machine. In instances where it is not, it is closely tied to the villain's human Motivation. The villain's human side, however, deserves much attention. This is equally true for those who know of and embrace their dual nature and those who are ignorant of their darker side.

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The former will seek to deflect any investigation away from himself. More importantly, his bestial side will be fully aware of the characters' existence. While not truly intelligent, it is smart enough to plan ambushes.

In the latter case, ignorance means clever player tricks like using Mentalism to probe his mind will reveal nothing. Being unaware that he prowls the land by night, he might even end up helping the globetrotters track down his psychotic alter ego.

One tried-and-tested trick found in shapeshifter adventures is to have a friend or ally of the heroes turn out to be the true villain. Unless you want the globetrotters to become paranoid, or worse, start shooting everyone who crosses their path "just in case," use this sparingly. Similarly, unless you plan to replace an ally, Follower, or Patron, do not have a character's Resource turn out to be a monster that must be slain.

Investigation may well be vital in tracking down the beast, but there is really only one conclusion to the adventure—violence. Even the weakest werecreature is a threat to a single globetrotter, and many are more than capable of taking on an entire party, especially if the heroes are unprepared.

In order to prevent a massacre early on, or worse, have the beast slain and the adventure end in an undramatic fashion, the villain should make only scant appearances until the final showdown. Hit-and-run tactics should be the normal until the climax, when the Game-master should stop pulling his punches and unleash the full ferocity of the creature—to do otherwise is to give the players a cheap victory they will soon forget.

Remember as well that many wercreatures revert to human form on death. *Leagues of Gothic Horror* is not typical fantasy roleplaying, and actions have consequences. Being found over a naked corpse is going to raise a lot of questions with the authorities. Even if they believe in the existence of werewolves, that doesn't mean they want such knowledge being known to the masses. Even after it has been slain, the specter of the villain may continue to cause the globetrotters serious social and legal problems.

Women do most delight in revenge. —Sir Thomas Browne, *Christian Morals*

The annals of British history are full of families who have lost their ancestral lands. Some were sold to pay off gambling debts or death tax, or lost in games of chance. Others were stripped as a sign of displeasure by the monarch or captured in war.

The MacInnes family lost their estate in 1745, at the end of the Jacobite Risings. Accused of being fervent supporters of the Stuart cause by the English Davenport family, they were thrown out of their ancestral manor by King George II. To make matters worse, the estate was gifted to the Davenports.

Enraged by his calculated fall from grace, the then head of the family, Fearghas MacInnes, turned to a local witch for help. Blinded by anger, he hastily agreed to a dark and terrible pact. As the next full moon rose, Fearghas became a werewolf. His vengeance was swift and bloody, but only partially successful. While he managed to slay several male Davenports, he in turn was killed by a silver bullet before he could fully extinguish the male line.

While the MacInnes family fell further into poverty, the fable of the "MacInnes werewolf" first entered local folklore and then followed them into obscurity. Despite the witch's promise that vengeance would be theirs, the family produced no more lycanthropes.

The MacInnes family was cursed with hereditary lycanthropy, but following Fearghas' death it passed to the female descendants. Until the birth of Agatha MacInnes, the bloodline had produced only males and the bestial fury had lain dormant. Despite over a century passing, the MacInnes family never lost their desire to avenge their ancestors and reclaim their lands, and every child was raised knowing the treachery of the accursed Davenports.

Agatha came to the village of the Davenport estate a year ago, ostensibly to soak in the atmosphere of the wild Highlands while she worked on her next novel. Outgoing and lively, she quickly became something of a minor celebrity.

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Attractive and witty, she soon came to the attention of Duncan Davenport, the current lord of the manor, and the pair began courting. Duncan remains unaware of her true heritage, for she uses her mother's maiden name, MacLellan.

Agatha has no love for her suitor. Revenge burns like a flame in her heart and soul, but she has held her inner beast in check. A swift death would be too good for the Davenports—they must be made to suffer before the final blow is delivered.

In her hybrid form, Agatha has slaughtered many sheep and a few of the Davenport retainers, but she has, as yet, made no direct moves against the family. That is soon to change. Duncan's younger sister, Emily, is soon to be wed, but before that happy day dawns Agatha intends to rip the girl apart in most brutal fashion before turning her anger on the rest of the family.

Agatha MacInnes

Patron 2

Archetype: *Artist*; **Motivation:** *Revenge*;
Style: 2

Primary Attributes: Body 3, Dexterity 2, Strength 2, Charisma 3, Intelligence 4, Willpower 4

Secondary Attributes: Size 0, Move 4, Perception 10, Initiative 6, Defense 5, Stun 3, Health 7, Horror —

Skills: Academics: Literature 6, Art: Writing 7, Athletics 5, Con 6, Diplomacy 6, Empathy 6, Linguistics 5, Performance 6

Talents: Alertness (+2 Perception rating), High Pain Tolerance (Reduced penalties for wounds), Light Sleeper (Needs half as much sleep as normal)

Resources: Fame 0 (Writer; +1 Social bonus), Refuge: Size 0 (Small cottage)

Flaws: Secret (+1 Style point whenever she is confronted with the truth or goes out of her way to protect the secret)

Weapons: Punch 0N

Werewolf Form

Patron 4

Archetype: *Monster*; **Motivation:** *Revenge*;
Style: 4



Primary Attributes: Body 6, Dexterity 4, Strength 5, Charisma 1, Intelligence 3, Willpower 5

Secondary Attributes: Size 0, Move 9 (Run 18)*, Perception 8, Initiative 7, Defense 10, Stun 6, Health 11, Horror 4

Skills: Athletics 10, Brawl 10, Empathy 8, Intimidation 8, Stealth 9, Survival 8

Talents: Combat Aptitude (Can swap attack and defense dice), Fearsome 2 (Can temporarily frighten opponents), Flurry (Can attack same opponent twice at -2 penalty)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Bite 10L, Claw 10L

* Doubles its Move if it runs on all fours

Regenerate: Werewolves have amazing powers of regeneration. Werewolves treat all damage inflicted by non-silver weapons as nonlethal (even caustic damage). Only silver

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inflicts lethal damage. At the end of each round, a werewolf makes a Body roll. Each success heals one point of nonlethal damage.

A werewolf can never heal lethal damage through this ability—it must heal those injuries naturally. Werewolves knocked unconscious by damage recover immediately if their regeneration brings them to 0 Health or higher. Note that a werewolf that regenerates to exactly 0 Health is Exhausted.

Jethro Mahoney

*Alone, alone, all, all alone,
Alone on a wide wide sea!
And never a saint took pity on
My soul in agony.*

—Samuel Taylor Coleridge, *The Rhyime of the Ancient Mariner*



A hard drinking merchant seaman, Jethro Mahoney has a short fuse and hard fists. Violence has always been his preferred solution to any problem. Violence is also the reason he is a wereshark.

While his ship was in the Cook Islands delivering supplies to the British military garrison, Mahoney went on shore leave. After a few too many drinks he turned his attention to a native girl. Rebuffed for being a foul-smelling, ugly foreigner, Mahoney immediately saw red. Not satisfied with a hard slap, he launched a savage and prolonged assault on the girl with his bare fists.

In her last moments of life the girl tore off her shark tooth necklace and sliced Mahoney's hand. As the reign of blows brought the painless embrace of eternal darkness, she vehemently cursed her assailant, vowing that violence would haunt him until the end of his days. The last thing she saw was Mahoney laughing in her battered and bloodied face.

Thinking nothing of the girl's final words, and lacking any conscience over his crime, Mahoney returned to his ship and departed. The first hint that something was amiss was the wound on his hand. Instead of fresh skin, there was the rough placoid scales found in sharks. Within a week his entire hand was covered.

It was several more weeks before he underwent a hideous transformation. Involved in a back alley brawl with a pair of sailors, Mahoney's flesh and bones warped into the terrifying form of a man-shark. Within seconds, the two mariners were nothing more than bloody ribbons of partially eaten flesh. Many werebeasts are at least blessed with the oblivion of ignorance of their bestial nature, but not Mahoney—he remembered everything.

Due to the nature of his curse, Mahoney transforms whenever he gets exceptionally angry or is physically assaulted, rather than being tied to the lunar cycle. He has tried his best to curb his temper, but the curse fuels his inherent anger.

Each transformation brings him closer to becoming a permanent half-man half-shark. Much of his skin is rough, his teeth are pointed, and he can hold his breath for extended periods. Sooner or later, the dark side of his personality will adopt the hybrid as its natural

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form. Unlike most weresharks, he is susceptible to normal weapons.

Mahoney still works as a sailor, though he changes ship and his name regularly in the vain hope of escaping the trail of devastation he leaves in his wake whenever he visits a port.

Jethro Mahoney

Patron 1

Archetype: *Everyman*; **Motivation:** *Survival*;
Style: 1

Primary Attributes: Body 3, Dexterity 2, Strength 3, Charisma 2, Intelligence 2, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 5, Initiative 4, Defense 5, Stun 3, Health 6, Horror —

Skills: Athletics 5, Brawl 5, Gambling 5, Linguistics 4, Melee 5, Pilot: Nautical 4, Survival 4

Talents: Knockout Blow (+1 bonus to stun opponent), Weather Sense (Knows what the weather will be)

Resources: None

Flaws: Belligerent (+1 Style point whenever his aggressive attitude causes trouble for him or his comrades), Disfigured (+1 Style point whenever he is rejected because of his appearance), Short Temper (+1 Style point whenever his short temper causes trouble)

Weapons: Punch 6N, Dagger 6L

Wereshark Form

Patron 3

Archetype: *Monster*; **Motivation:** *Survival*;
Style: 3

Primary Attributes: Body 7, Dexterity 3, Strength 6, Charisma 0, Intelligence 0, Willpower 5

Secondary Attributes: Size 1, Move 9 (Swim 18), Perception 5 (9), Initiative 3, Defense 9, Stun 7, Health 13, Horror 4

Skills: Athletics 11, Brawl 11, Intimidation 5, Stealth 7*, Survival 5

Talents: Keen Sense (+4 smell-based Perception rating), Slow Regeneration (Body x 2 roll each day to heal damage), Supernatural Fury (Receives two attack actions per round), Vigorous Defense (Can be attacked twice in the same combat turn without any Defense penalty)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Bite 12L

* -1 Size penalty to Stealth rolls



Lady Penelope Blakely

*Believe a woman or an epitaph,
Or any other thing that's false.*

—Lord Byron, *English Bards and Scotch*

Reviewers

The youngest daughter of a minor nobleman and explorer, Lady Penelope dreamed of becoming a globetrotter and exploring the world. Her dreams were crushed by a childhood illness that left her with a frail constitution and an over-protective mother.

Confined to her bed for much of her youth, Lady Penelope spent her formative years reading, acquiring knowledge in a number of fields. Later, she thrilled at the exploits of globetrotters reported in newspapers and in reports brought to her by her father. Unable to travel, she turned her focus to art, using her imagination to capture and immortalize globetrotters' heroic deeds. Such was her skill that globetrotters regularly commission her to paint their exploits.

Polite, demure, well-educated, refined, and talented, Lady Penelope would make an ideal love interest for a gentleman of suitable standing (such as a player character). Unfortunately, she has a secret, darker side.

Many years ago, her father was exploring the wilds of Mesoamerica. Caring little for the superstitious beliefs of the natives, Lord Blakely stole a sacred gem from one of their temples. His crime was made worse by his murdering the high priest, who tried to stop the sacrilegious theft. With his dying breath the priest uttered a terrible curse. The explorer would have ignored it even if he could have understood the words, for he placed no faith in mumbo-jumbo primitive religions.

On his return to England the gem was made into a necklace, a present for Lady Penelope. All was well until just after her 16th birthday. On the next anniversary of the priest's death,

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when the young aristocrat fell asleep, she transformed into a pantherwoman.

In this altered state she avenged the priests' demise by mauling her father to death as he walked the grounds of their estate, though the incident was blamed on an escaped lunatic. Lady Penelope has no memory of this, nor any of the other deaths she has been responsible for since, for come dawn she returned to her human form, blissfully unaware of what had transpired. Although she feels exhausted the day after her transformations, she puts the malaise down to her recurring illness.

Now aged 20, the curse is manifesting more frequently. Currently she transforms only on the night of the full moon, but as time passes this will extend to the other phases of the moon, until eventually she will change form every single night.

The pantherwoman is a relentless hunter, but she does not kill for sport. Her targets are globetrotters who have defiled the treasures and people of Mesoamerica, the identities of whom she draws from Lady Penelope's dormant mind. Much of the time she does nothing but prowl the streets of London (where she currently lives), a sleek and shadowy form in the night. When she finds suitable prey, though, her vengeance is swift and bloody.

Note to Gamemasters: Ending the pantherwoman's reign of terror can be achieved simply by killing her. She will transform back into the form of Lady Penelope, however, leaving the globetrotters to explain why they murdered a young woman. In order to save Lady Penelope, the gem must first be identified as the cause of her problem, and then returned to the remote temple from where it was stolen. Destroying the stone dooms Lady Penelope!

Lady Penelope Blazely

Patron 1

Archetype: *Aristocrat Artist*; **Motivation:** *Escape*; **Style:** 1

Primary Attributes: Body 1, Dexterity 3, Strength 2, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 6, Initiative 6, Defense 4, Stun 1, Health 4, Sanity 6

Skills: Academics 5, Art: Painting 6, Connoisseur 5, Diplomacy 4, Empathy 5, Linguistics 5, Performance 5, Ride 4

Talents: Well-Educated (Treats Academics as a general Skill)

Resources: Refuge: Equipment 0 (Artist's studio; +1 bonus), Status 0 (Lady; +2 Social bonus)

Flaws: Sickly (-2 penalty on all rolls when feeling ill; +1 Style point whenever she suffers from her illness)

Weapons: Punch 0N

Pantherwoman Form

Patron 2

Archetype: *Monster*; **Motivation:** *Survival*; **Style:** 2

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Primary Attributes: Body 4, Dexterity 5, Strength 4, Charisma 1, Intelligence 1, Willpower 3

Secondary Attributes: Size 0, Move 9 (Run 18)*, Perception 4, Initiative 6, Defense 9, Stun 4, Health 7, Horror 4

Skills: Acrobatics 8, Athletics 8 (*Climbing 9*), Brawl 8, Stealth 8 (*Sneaking 9*), Survival 6

Talents: Dodge (Perform Dodge as reflexive action), Flurry (May attack same opponent twice at -2), Mobile Attack (Move and attack simultaneously)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Claw 8L

* *Doubles its Move if it runs on all fours*

The Leopard Society

I have no doubt that every form of cannibalism, excepting at most those which happen in times of extreme hunger and whose only purpose is to secure survival, has a pathological, perverse background.

—Friedemann Pfafflin

Not to be confused with the anti-colonial Leopard Warriors (see *Leagues of Adventure*), with which they share many similarities and sometimes membership, the Leopard Society (also known as Anyoto Aniota) is a West African secret society. Like their namesake, members dress in the skins of leopards and wear claw-like weapons on their hands.

The Leopard Society as a whole has little interest in the fight against foreigners. In their leopard guise, members murder innocent travellers and then dine on their flesh. Despite the predilection for cannibalism and dressing as animals, only a small few members are actual wereleopards. In every instance, they are hereditary beasts who form the core of a particular cell.

Cannibalism is not a survival trait among the Leopard Society. Rather, the perverse cult believes that eating flesh grants superhuman powers not only to the eater, but to his entire family as well. They are not alone in their beliefs, nor in the animistic adoption of animal

clothing to release their inner demons. West Africa is also home to the Crocodile Society. As one might guess, its membership includes a number of werecrocodiles.

The European powers know of the Leopard Society only as a myth, something to scare away the White Man. As far as they are concerned, the badly mauled and partially eaten remains of corpses are victims of ordinary leopards. A few missionaries and hunters know the truth, but they are wise enough to keep their mouths shut rather than risk becoming prey for the Leopard Society.

Nkruma Oyenusi

Born the ninth child, Nkruma was the only one of his siblings to inherit his father's wereleopard heritage. He was never the strongest or fastest boy in his village, but he became feared at a young age, for the dark spirits spoke to him in his dreams and channeled their potent powers through him.

Nkruma was initiated into the Leopard Society by his father shortly after his ability to change form manifested. It was also at this time that he became a true practitioner of black magic. His father, the local Society leader, survived only until the end of the year.

While other members treat the Society as a form of religion, Nkruma craved only power, and he could not do that while his father lived. Throwing his father's mutilated body in front of the tribe, Nkruma gnawed on his still-warm heart while the tribesmen and women bowed before him, accepting him as the new leader of the Leopard Society. Several others saw themselves as the rightful inheritor of the title, but none dared challenge Nkruma—he had eaten his father's flesh and thus gained the man's potent strength.

Nkruma is both feared and respected by his tribe. Treated with respect and suitably recompensed, he gladly manufactures fetishes for his kinsmen. Pay him enough and he will strike a foe down dead without hesitation. Everyone in his tribe knows he is an important member of the Leopard Society, for they share in the bounty of his kills. Only a small few realize he is a true wereleopard.

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The dark spirits have recently whispered knowledge of a terrible ritual to the black magician. Each month, he must kill a White Man under the new moon. He must only eat the flesh of the first victim, the liver of the second, the lungs of the third, the brain of the fourth, and the heart of the fifth. This done, the spirits will grant him immortality.

Nkruma has no idea if the ritual will work or not, but he intends to devote himself to the cause. If all goes well, he has plans not just for his tribe and the Leopard Society, but for the whole of West Africa.

Patron 1

Archetype: *Occultist*; **Motivation:** *Power*; **Style:** 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 3, Intelligence 4, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 4, Stun 2, Health 5, Horror —

Skills: Academics: Occult 5, Athletics 4, Brawl 4, Intimidation 6, Magic: Black Magic 7, Performance 5

Talents: Magical Aptitude (Can cast rituals)

Resources: Artifact 1 (Totem Bag; functions like a Magician's Wand)*, Status 1 (Shaman; +2 Social bonus), Status 3 (Leopard Society; +4 Social bonus)

Rituals: Beast Speech, Control Animal, Fear, Harm, Spirit Binding

Flaws: Secret (+1 Style point whenever he is confronted with the truth or goes out of his way to protect his secret)

Weapons: Punch 4N, Leopard Claw 4L

* *Bonus Resource from Status*

Wereleopard Form

Patron 2

Archetype: *Monster*; **Motivation:** *Survival*; **Style:** 3

Primary Attributes: Body 4, Dexterity 4, Strength 3, Charisma 1, Intelligence 2, Willpower 4

Secondary Attributes: Size 0, Move 7 (Run 14)*, Perception 6, Initiative 6, Defense 8, Stun 4, Health 8, Horror 4

Skills: Athletics 8, Brawl 8, Stealth 11, Survival 7

Talents: Flurry (May attack same opponent twice at -2 penalty), Skill Aptitude (+2 Stealth rating), Subtle Strike (Uses Stealth in place of Brawl for ambushes)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Bite 8L, Claw 8L

* *Doubles its Move if it runs on all fours*

Typical Member

The Leopard Society places only one restriction on its members—they must be male. Beyond that, they can come from any walk of life and any tribe.

Ally 1

Archetype: *Everyman*; **Motivation:** *Faith*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Percep-



tion 4, Initiative 4, Defense 4, Stun 2, Health 4, Horror —

Skills: Athletics 4, Brawl 4, Intimidation 4, Stealth 4, Survival 4

Talents: None

Resources: Rank 1 (Leopard Society; +2 Social bonus)

Flaws: Secret (+1 Style point whenever he is confronted with the truth or goes out of his way to protect his secret)

Weapons: Punch 4N, Leopard Claw 4L

The Noble Society of Saint Hubert

The mischief [the wolf] causes by his hunting might be borne, though it is considerable, if he were not impelled by his wild hunting zeal and indomitable thirst for blood to slay more than he needs for his sustenance —Alfred Brehm, Brehm's Life of Animals

Where once Europeans hunted solely for food, some now hunt for sport. Fox hunting, commonly associated with the lord of the manor and his retinue, is popular in England.

To hear of it in high society circles, the Noble Society of Saint Hubert is an exclusive hunting society for upper-class and aristocratic men and women. The saint after whom it is named is the patron saint of huntsmen and dogs, among other things. Globetrotters with an interest in hagiography may also know him as the patron saint of protection from werewolves.

Outwardly, the Society has all the trappings of a conventional hunting club—horses, hounds, the correct dress. From November to May, they gather in their finery before beginning the hunt.

It is after dark, on nights when the moon is fat and bright, that the true nature of the hunt shows its face, for within its ranks are six hereditary werewolves. One might suspect that it is the aristocratic leaders of the Society, known as Huntsmen, who are the werewolves. In fact, it is a small circle of their retainers, who form part of the lower tier—the Hounds. They refer to themselves as the True Lords of the Hunt. Their masters, being dim-witted upper-class

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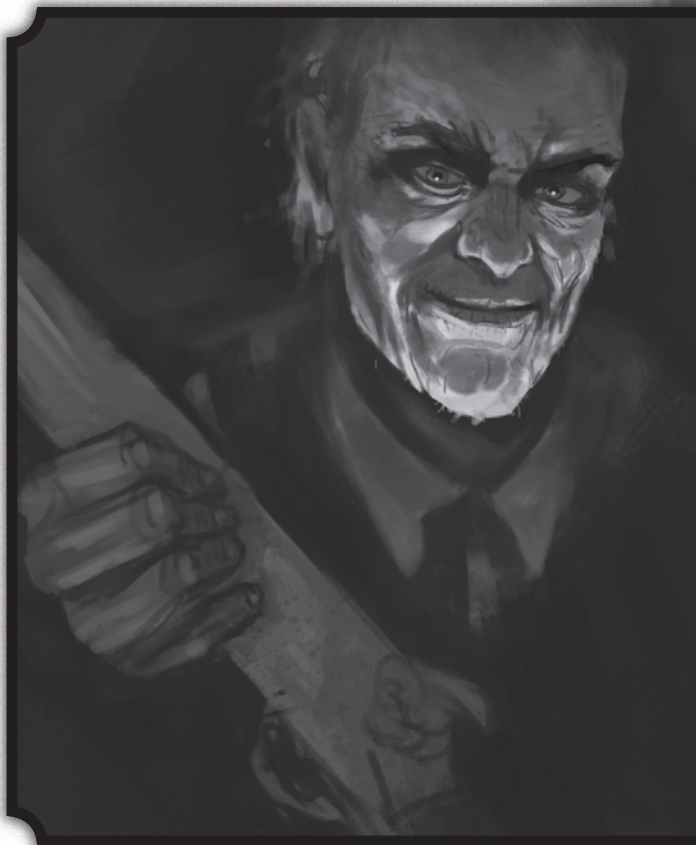
twits for the most part, are utterly ignorant of the terrible secret within their ranks.

Once a year, the Society gathers for a grand hunt. At this time, all six werewolves operate together as a pack. On other nights of the full moon, each prowls the night alone, hunting their favored prey—humans.

Arthur Malvern

One of the True Lords of the Hunt, lycanthropy has flowed in the blood of the Malvern family since before William the Conqueror landed in England. For the past 200 years they have faithfully served the Reade family, baronets of Brocket Hall. Malvern serves the incumbent baronet, Sir Percival Reade, as gamekeeper and master of the hounds.

Although quietly spoken and not much for conversation, especially with those society



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considers his betters, Malvern is a fanatic. He fervently believes that the infirm and weak must be culled from society to ensure it remains strong and vibrant, as must those who threaten the rightful order of things.

Ally 3

Archetype: *Everyman*; **Motivation:** *Faith*;
Style: 2

Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 6, Perception 6, Initiative 6, Defense 6, Stun 3, Health 6, Horror —

Skills: Animal Handling 6, Athletics 6, Brawl 6, Firearms 6, Ride 6, Stealth 7, Survival 6

Talents: Long Shot (Doubles weapon ranges), Skill Aptitude (+2 Stealth rating), Weather Sense (Knows what the weather will be)

Resources: Rank 1 (Noble Society of Saint Hubert; +2 Social bonus), Refuge: Size 0 (Small cottage)

Flaws: Aloof (+1 Style point whenever his business-like attitude causes him trouble)

Weapons: Punch 6N, Shotgun 10L

Werewolf Form

Ally 5

Archetype: *Monster*; **Motivation:** *Survival*;
Style: 3

Primary Attributes: Body 6, Dexterity 5, Strength 6, Charisma 1, Intelligence 2, Willpower 4

Secondary Attributes: Size 0, Move 11 (Run 22)*, Perception 8, Initiative 9, Defense 11, Stun 6, Health 10, Horror 4

Skills: Athletics 11, Brawl 11, Focus 9, Intimidation 6, Stealth 10, Survival 7

Talents: Alertness (+2 Perception rating), Flurry 2 (May attack same opponent twice at no penalty), Mobile Attack (May attack without stopping his movement), Quick Reflexes (+2 Initiative rating)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Bite 11L, Claw 11L

* *Doubles its Move if it runs on all fours.*

Regenerate: Werewolves have amazing powers of regeneration. Werewolves treat all

damage inflicted by non-silver weapons as nonlethal (even caustic damage). Only silver inflicts lethal damage. At the end of each round, a werewolf makes a Body roll. Each success heals one point of nonlethal damage.

A werewolf can never heal lethal damage through this ability—it must heal those injuries naturally. Werewolves knocked unconscious by damage recover immediately if their regeneration brings them to 0 Health or higher. Note that a werewolf that regenerates to exactly 0 Health is Exhausted.

Typical Member

The typical members of the Noble Society are the noble masters of the werewolves and other retainers. They are rich, generally idle, and have little interest in higher pursuits such as the Arts. In an adventure, they likely serve as a red herring, distracting the globetrotters away from the hidden evil within the Society's ranks.

Ally 1

Archetype: *Aristocrat*; **Motivation:** *Duty*;
Style: 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

Skills: Athletics 4, Diplomacy 4, Firearms 4, Gambling 4, Ride 4

Talents: None

Resources: Rank 1 (Noble Order of St Hubert; +2 Social bonus), Status 1 (Minor title; +2 Social bonus)

Flaws: None (+1 Style point whenever)

Weapons: Punch 0N



An army of sheep led by a lion is better than an army of lions led by a sheep. —Attributed to Alexander the Great

The eldest son of a Zulu chieftain, Nkulumane was destined to hold power. His tribe rose to prominence as loyal supporters of Shaka

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during the formative years of the Zulu Kingdom. In 1879, they sided with King Cetshwayo, half-nephew of Shaka, against the British. It was a decision that would change Nkulumane's destiny.

Although the war began well for the Zulus with the destruction of the British column at Isandlwana, they were ultimately defeated by superior firepower at the Battle of Ulundi. Nkulumane, a young man at the time, fought with bravery and honor, but he could do nothing to stop the British abolishing the position of king with chieftains loyal to the invaders.

Angered and ashamed, Nkulumane and his surviving warriors fled to neighboring Matabeleland, a land inhabited by Ndebele Zulus driven out by Shaka decades earlier. Making their peace with King Lobengula, they were offered new lands to call their own.

Although not hunting Nkulumane and other renegade Zulus, the British were soon on his trail. The discovery of gold has excited the colonial superpower, and, despite Nkulumane's protests at what would follow, the king had granted mineral rights in return for money and modern weapons.

In 1890, the British South Africa Company under Cecil Rhodes sent settlers into nearby Mashonaland. A year later, Rhodes claimed both Mashonaland and Matabeleland as British protectorates without bothering to ask the natives' opinion. When the Ndebele raided their native neighbors in 1893, Rhodes saw the opportunity for a full-scale land grab. Thus began the First Matabele War.

Incensed by the continued arrogance of the British, Nkulumane flew into a righteous rage. The intense outburst of pent up emotion awakened his inner beast, transforming the young chieftain into a majestic and terrifying werelion. Rather than being afraid, his people saw this as a great sign, believing that Nkulumane would lead them to victory against the hated British.

Now known as the Lion of Matabeleland, Nkulumane's hands and paws are stained with the blood of British soldiers. So far, the British have no idea Nkulumane is leading a guerilla war against them. His brutal attacks in hybrid form have convinced them that the natives have started using trained lions in their attacks. Any lion they encounter is now auto-

matically shot on sight, another travesty that fuels the chieftain's desire to see his country wiped clean of the British taint.

Nkulumane

Patron 2

Archetype: *Aristocrat*; **Motivation:** *Preservation*; **Style:** 2

Primary Attributes: Body 4, Dexterity 3, Strength 3, Charisma 3, Intelligence 2, Willpower 3

Secondary Attributes: Size 0, Move 6, Perception 6, Initiative 6, Defense 7, Stun 4, Health 7, Horror —

Skills: Athletics 6, Brawl 6, Diplomacy 6, Expeditions 5, Melee 6, Stealth 5, Survival 5

Talents: Combat Aptitude (Can swap attack and defense dice), Flurry (Can attack opponent



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twice at -2 penalty), Inspire (Grant +2 bonus to allies within 10 feet as an attack action)

Resources: Contacts 1 (Zulu nation; +2 bonus)*, Status 2 (Zulu chieftain; +2 Social bonus)

Flaws: Intolerant: British (+1 Style point whenever his intolerance causes trouble or he convinces someone else to detest the same thing)

Weapons: Punch 6N, Spear 9L

* *Bonus Resource from his Status*

Werelion Form

Patron 4

Archetype: *Monster*; **Motivation:** *Preservation*; **Style:** 4

Primary Attributes: Body 7, Dexterity 5, Strength 6, Charisma 2, Intelligence 1, Willpower 3

Secondary Attributes: Size 0, Move 11 (Run 22)*, Perception 4, Initiative 6, Defense 12, Stun 7, Health 10, Horror 4

Skills: Athletics 11, Brawl 11, Focus 8, Intimidation 7, Stealth 10, Survival 6

Talents: Call of the Wild (Can summon lions), Chilling Roar (Can drive listeners insane), Inspire (Grant +2 bonus to allies within 10 feet as an attack action), Slow Regeneration (Body x 2 roll each day to heal damage)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Bite 11L, Claw 11L

* *Doubles its Move if it runs on all fours*



"It never troubles the wolf how many the sheep may be." —Virgil

Peter Stumpp died in 1589. His death was far from pleasant. Put on the wheel, his flesh was torn from his body, arms, and legs with red-hot pincers, his limbs were broken, he was beheaded, and finally he was burned and his ashes scattered to the four winds.

This unusual and excessive punishment was not done without good cause—Stumpp had confessed to being a werewolf and had consumed dozens of men, women, and children (including his own son) over a 25-year period. Stumpp had claimed that he transformed into a wolf by means of a magical belt. No belt was ever found among his possessions, however.

Stumpp was lying to his torturers, for his power lay not in a belt but in a wolfskin cloak. Immune to the ravages of time, the cloak lay forgotten for 300 years, until it was discovered by a scholar in 1890. Upon deducing it once belonged to Stumpp, the scholar donned the cloak and began to prowl about on all fours and howl in mimicry of a wolf. It was a joke that backfired, for at that moment the soul of Peter Stumpp was unleashed from Hell. Stumpp's unholy spirit, one of Satan's most prized possessions, possessed the scholar, transforming his flesh into a true werewolf.

The scholar has no clue that he is possessed



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by the spirit of a psychotic killer. Each night of the full moon, Stumpp's soul, dormant for the rest of the month, seizes control and goes on a bloody rampage.

Killing the scholar (whose details are left for the Gamemaster to design to suit the needs of his campaign) in human or wolf form will end the immediate threat, but it will not destroy Stumpp—the infernal spirit will simply retreat to the cloak to await a new victim.

Stumpp cannot be returned to Hell or driven out of his host by the Banish Spirit ritual or Exorcise Talent. The only way to send him to Hell for eternity is to find his cloak, pierce it with shafts of pure silver, and consign it to a pyre. Stumpp cannot pass on the curse of lycanthropy.

Peter Stumpp

Patron 3

Archetype: *Monster*; **Motivation:** *Survival*;
Style: 3

Primary Attributes: Body 5, Dexterity 4, Strength 6, Charisma 0, Intelligence 2, Willpower 4

Secondary Attributes: Size 0, Move 10 (Run 20)*, Perception 8, Initiative 8, Defense 9, Stun 5, Health 9, Horror 4

Skills: Athletics 11, Brawl 11, Stealth 11, Survival 10

Talents: Alertness (+2 Perception rating), Dodge (Perform Dodge as reflexive action), Flurry (May make two attacks at -2 to each attempt), Quick Reflexes (+2 Initiative rating)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Bite 11L, Claws 12L

* *Doubles its Move if it runs on all fours.*

Regenerate: Werewolves have amazing powers of regeneration. Werewolves treat all damage inflicted by non-silver weapons as nonlethal (even caustic damage). Only silver inflicts lethal damage.

At the end of each round, a werewolf makes a Body roll. Each success heals one point of nonlethal damage. A werewolf can never heal lethal damage through this ability—it must heal those injuries naturally. Werewolves knocked unconscious by damage recover immediately if

their regeneration brings them to 0 Health or higher. Note that a werewolf that regenerates to exactly 0 Health is Exhausted.

Rawal Singh, Raja

"Even after killing ninety nine tigers the Maharaja should beware of the hundredth."
—Kalki Krishnamurthy, *The Tiger King*

Rawal Singh, raja of the small Indian state of Wajiristan, is a man who appears to have few concerns. He is exceptionally wealthy and lives in a grand and opulent palace. He is in good health, highly intelligent, and well-read, having had British tutors. Aside from attending the occasional banquet, he has very little to do except read and play sports, for his princely state is governed by the British, having been sold to them by his grandfather.

Singh does not blame the British for not being the true ruler of his domain—the blame for that lies with his ancestor, whose name he despises. In his eyes, the British have brought India into the modern world and made it part of a powerful and vibrant empire. That does not mean he particularly enjoys being treated as a lackey by the regional governor, though.

With so much spare time on his hands and wanting for nothing, Singh has grown decadent. The pleasures he enjoyed as a youth no longer grant him any satisfaction. In a bid to stimulate his mind and body, the raja has turned to sadism.

Concealed beneath the castle is a purpose-built torture chamber. Singh spends a growing portion of his time here, torturing kidnapped travellers for his own amusement and dreaming up new ways in which to inflict pain.

His only remaining pleasure outside the dungeon is hunting. It was during a tiger hunt that he was bitten by an infectious weretiger. Forced to change form by the half moon (both waxing and waning), Singh at first thought his secondary existence a curse. Nowadays he sees it as a secret blessing.

When the moon is half full, Singh takes to the hunt in his bestial guise. While he could kill a man with a single swipe of his enormous paws, that brings the weretiger no pleasure. Instead, it toys with its prey, pulling its blows to cut a deep

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wound there and a cruel gash there. Only when he is bored does Singh go for the kill.

In recent months he has put the labyrinth of tunnels beneath his majestic home to a new use. Groups of big game hunters are invited to attend the raja on the pretense of hunting tigers. Tricked into entering the maze with only a few weapons, Singh, in weretiger form, turns the hunters into the hunted. Having no wish to compete for prey, he ensures all his victims are killed rather than risking them becoming weretigers as well.

Rawal Singh, Raja

Patron 2

Archetype: *Aristocrat*; **Motivation:** *Power*;
Style: 2

Primary Attributes: Body 2, Dexterity 3, Strength 3, Charisma 3, Intelligence 4, Willpower 3

Secondary Attributes: Size 0, Move 6, Perception 7, Initiative 7, Defense 5, Stun 2, Health 5, Horror —

Skills: Academics: Literature 6, Athletics 6, Diplomacy 5, Empathy 6, Firearms 5, Intimidation 5, Linguistics 5, Melee 7, Ride 5, Sports 4

Talents: Calculated Attack (Uses Intelligence for Melee), Well-Connected (Can boost Contacts as if it were a Talent), Well-Educated (Treats Academics as a general Skill)

Resources: Contacts 1 (Political; +2 bonus)*, Refuge; Equipment 1 (Intimidation; +2 bonus)**, Refuge: Security 1 (-2 penalty)**, Refuge: Size 4 (Palace), Status 3 (Raja; +4 Social bonus)

Flaws: Sadism (+1 Style point whenever he is needlessly cruel to his friends or enemies)

Weapons: Punch 0N, Saber 10L

* *Bonus resource from his Status.*

** *Bonus Resources from his Refuge*

Weretiger Form

Patron 4

Archetype: *Monster*; **Motivation:** *Power*;
Style: 4

Primary Attributes: Body 6, Dexterity 4, Strength 7, Charisma 1, Intelligence 3, Willpower 3

Secondary Attributes: Size 1, Move 11 (22)*, Perception 6, Initiative 9, Defense 9, Stun 6, Health 11, Horror 4

Skills: Athletics 12, Brawl 12, Focus 8, Intimidation 8, Stealth 8**, Survival 8

Talents: Slow Regeneration (Body x 2 roll each day to heal damage)

Resources: Fearsome 2 (Can temporarily frighten foes), Quick Reflexes (+2 Initiative rating), Reactive Strike (Free attack against one person who comes close to him), Robust (+2 Health rating), Slow Regeneration (Body x 2 roll each day to heal damage)

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Bite 12L, Claw 12L

* *Doubles its Move if it runs on all fours*

** *-1 Size penalty to Stealth rolls*

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Even a man who is pure of heart may become a wolf when the wolfbane blooms and the autumn moon is bright!

Mankind has come far since his ascendancy from apes, but behind the facade of reasoning and civilization he projects he is still an animal.

Deep inside every man lurks a ferocious beast, a terrible creature that can develop a life of its own. This book details those beasts.

The contents of this book include the history of these ferocious beasts, means

by which a man might become a shapeshifter, supernatural powers that transform these creatures into truly terrifying foes, statistics for a variety of stock shapeshifters, and a number of unique villains.

Leagues of Gothic Horror is a Horror roleplaying game from Triple Ace Games.



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