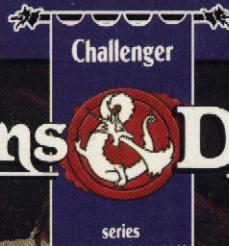


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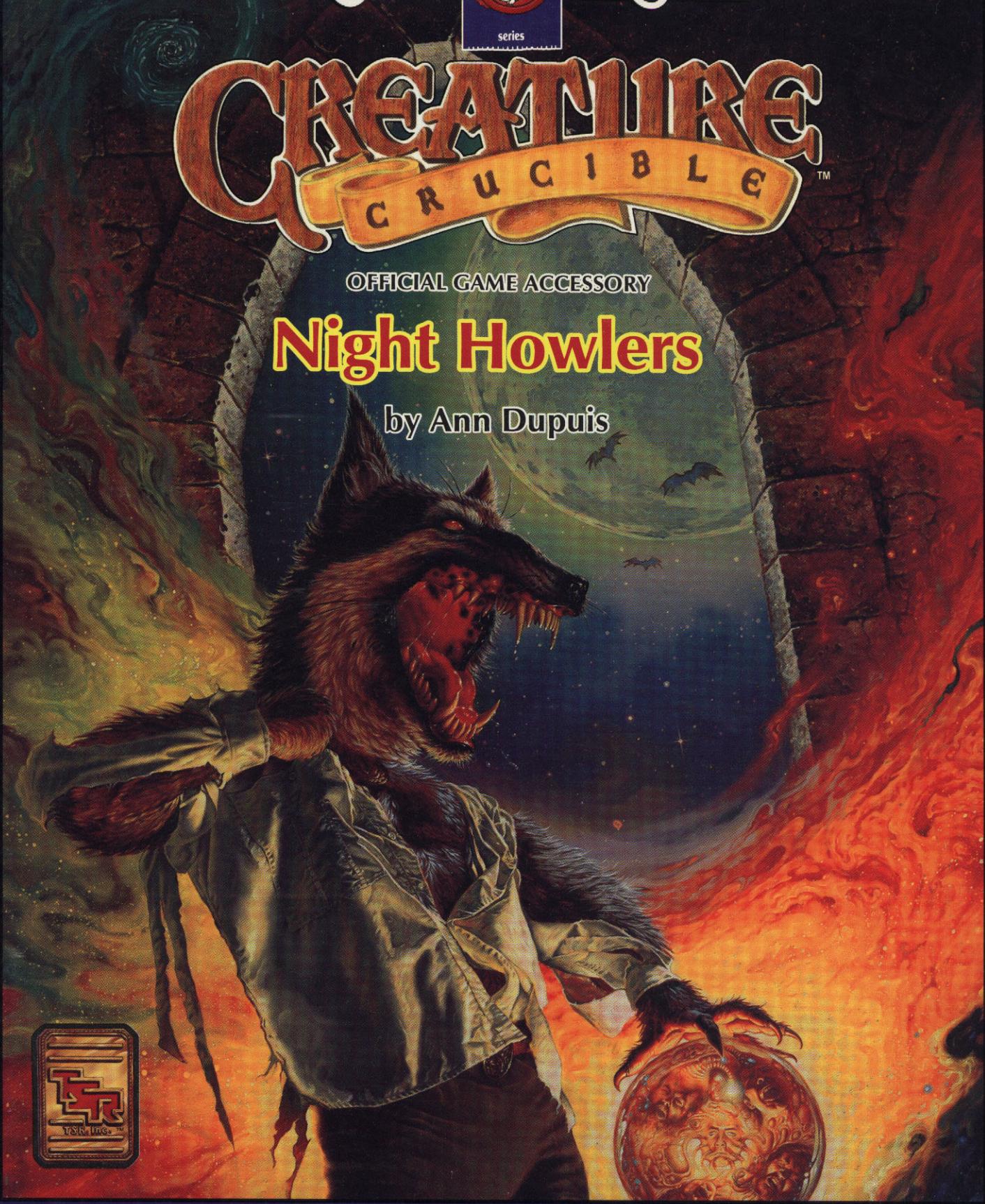
Dungeons & Dragons®

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OFFICIAL GAME ACCESSORY

Night Howlers

by Ann Dupuis



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by Ann Dupuis

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Credits:

Design: Ann Dupuis
 Editing: Jonatha Ariadne Caspian
 Product Manager: Bruce Heard
 Coordinator: Jon Pickens
 Cover Art: Fred Fields
 Interior Art: James Crabtree
 Cartography: Diesel
 Typography: Tracey Zamagne

Playtesting: Doug Bickford, Paul Dupuis, Elizabeth Tornabene, and Kevin Weishaar

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TSR, Inc.
 POB 756
 Lake Geneva,
 WI 53147 USA



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 England

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Howls in the Night

There is perhaps nothing so thrilling as the howl of a lone wolf at midnight. First escalating to a high, wavering crescendo, then descending to a deep tone, it often ends on a questioning note. If a pack is near, members unite their voices in a breath-taking reply to the stranger.

A werewolf's howl, on the other hand, has an edge of savagery missing from the howl of a normal wolf. The blood-tingling wail can be heard for miles. It evokes images of wild hunts, night raids, and loneliness perhaps bordering on despair. The howls of normal wolves are often silenced by their fiercer cousin's cry.

There are reports of werewolves instilling despair into the hearts of those who hear them, but this I have not yet been able to verify.

Niccolo Galateo, Scholar-Mage in Glantri

Lore of the Lycanthropes

Welcome to *Night Howlers*, where the secrets of the werefolk are unveiled. Within these pages you'll meet a werewolf with a conscience; a weretiger who isn't; a Prince of Werewolves; and a host of people and creatures ensnared in the mysterious world of the shape-changers.

Night Howlers contains the following:

- A 32-page *Werewolves' Manual*, expanding the information on lycanthropy and the ten weretypes presented in the DUNGEONS & DRAGONS® Rules Cyclopedia. All the rules necessary for player-character werecreatures are here: the effects of lycanthropy, character creation, level advancement, the special abilities and problems brought on by lycanthropy, and specific information relating to each weretype.
- A 64-page DM's Guide and adventure book, presenting secrets of lycanthropy unknown even to many werecreatures. Also included is a campaign setting—a Principality of werewolves in Glantri—and guidelines for using lycanthropes in any campaign.
- A fold-out map, showing the geography of the Valley of Wolves in Glantri and plans for Château de Morlay.

How to use this Supplement

Warning! This booklet is for the DM's eyes only! If you hope to play in a lycanthropic campaign, reading this booklet will only spoil the surprises that await you as the campaign unfolds.

DMs should first read the *Werewolves' Manual*. You'll find general information on lycanthropy there, as well as specific details for player character lycanthropes. Then read this *DM's Guide*.

After digesting the information here, decide what type of campaign you want. "The Valley of Wolves" campaign presented here deals primarily with werewolves in the hills near New Averoigne, in the Principalities of Glantri. "Campaign Settings" offers suggestions for creating campaigns in other settings or for other weretypes.

Once you've decided what weretype the PCs are, have your players read the "Lycanthropy" and "Were-Heroes" sections of the *Werewolves' Manual*. Then let them read the information specific to their characters' weretype. You should discourage players from reading all the information about other weretypes, so you can surprise them in encounters with unfamiliar weretypes.

You may decide that player character werecreatures aren't for your campaign at all. You can still use this *CREATURE CRUCIBLE™* booklet to spice up any non-player lycanthropes the player characters encounter. You can even use the werewolf-infested hills of Glantri as your campaign setting. PCs may get caught up in the politics and intrigue there as opponents of the spread of lycanthropy, or even as sympathetic supporters. Trying to keep themselves free of lycanthropy can be an adventure itself.

A Note About *Night Howlers*

This supplement would not have been the same if it weren't for the many fine writers who have gone before me. In searching for lycanthropic information in Gazetteers and adventures set in the Known World and HOLLOW WORLD® Campaign Setting, I found many tidbits I could use as information and inspiration: new weretypes, lycanthropic organizations, the magical tampering with and subsequent epidemic of lycanthropy, the social structure of wererats and the existence of greater wererats—all products of other writers' efforts.

To them, I extend my thanks.

SECRETS OF THE WEREFOLK

The True and Actual History Of Lycanthropy

(as told by Niccolo Galateo, Scholar-Mage
in Glantri)

I am appalled by the lack of accurate information—and, worse, the abundance of misinformation—dispensed by professors at the Great School of Magic. In addressing the history of lycanthropy, they devote hours of lectures to those Alphatian wizards who loosed the epidemic of AC 401 upon the world, but entirely neglect the fact that the *original* shapeshifters were pure-blooded Alphatians born with the ability to take the form of beasts.

No mention is made of the Padfoot and Woodwander families—Followers of Air who fled to Mystara two millennia ago, bringing the power to take the form of tigers and wolves with them. Nor do these esteemed professors touch on the Followers of Flame (now called the Flaemish) who established the first families of boar and bear shapeshifters in the Glantri hills in 395 AC.

I am undoubtedly at an advantage, having learned the truth from my mother, last of the tiger-shifting Padfoots. Nevertheless, one expects “learned” scholars to make reference to the importance of natural werecreatures in their own nation’s history. How is it that not one word of the Flaemish shapeshifters’ role in the wars and rebellions of 784-788 AC enters their lectures?

Indeed, few people alive today seem to realize that certain pure-blooded Alphatian families once had the power to take beast forms—without concern for the cycles of the moon, or for the touch of wolfsbane or silver. True, they did not have any natural immunity to injury, as modern lycanthropes do; but neither were they hounded by were-hunters. They were honored for their abilities, rather than reviled.

The change came about in 400 AC. Toward the end of the fourth century, a group of Alphatian wizards began experimenting with their shapeshifting abilities. One experiment resulted in children who could heal themselves of injury while transforming from human to beast form, or back again. (The feat, alas, has been apparently lost to shapeshifters in the centuries since.) Yet their ultimate goal, to grant shapeshifting powers to non-shapeshifting adults, eluded them for decades.

The mage Kyvan Whitehair finally developed the idea of using a magically altered virus which passed shape-shifting abilities on to subjects infected with it. But some mistake in the engineering process resulted in undesirable side-effects. Mystara’s moon gained mysterious powers over the recipients’ transformations. Victims of the magical lycanthropy also succumbed to bestial impulses while in animal form—a problem not encountered by natural were-creatures.

And then the virus escaped the labs.

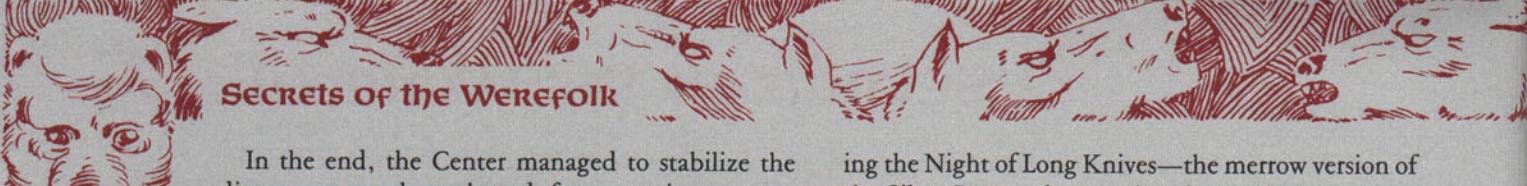
Why the researchers weren’t able to halt its spread before it reached epidemic proportions is unknown to me. Perhaps they didn’t realize the virus could be carried in the animal population. They almost certainly didn’t anticipate that mutations would replace the original tiger-shifting information with the forms of a variety of new animal hosts. As predators and prey infected one another, continued transmission of the virus was assured.

In 401 AC, people throughout Alphatia began transforming into all manner of beasts. As lycanthropy spread to domestic animals, entire families found themselves grazing in their fields with their beef cattle. Weredogs appeared in the cities, while weredeer fled from werewolves in the forests.

Nearly five thousand people succumbed to the initial epidemic. Had Kyvan Whitehair and his colleagues not weakened the virus with powerful spells, the indiscriminate spread of lycanthropy would have proved disastrous. Yet even the mightiest magics of these Alphatian mages failed to do more than slow the spread of the disease.

At Kyvan Whitehair’s suggestion, the Emperor of Alphatia established the Alphatian Center for Disease Control—wizard laboratories dedicated to researching lycanthropy and searching for a cure. These laboratories received the latest in magical equipment, and Kyvan himself was appointed Supreme Controller. They set about researching ways to destroy the disease.

Apparently, the organization’s efforts to eradicate lycanthropy were not unopposed. Renegade researchers clung to the idea of creating a new race of injury-resistant shapeshifters. Historical records indicate an intricate and convoluted struggle between those wishing to spread lycanthropy and those wishing to stop it. Viruses and counter-viruses were loosed upon the Alphatian population, each one altering the nature of lycanthropy.



Secrets of the Werefolk

In the end, the Center managed to stabilize the disease—a much-weakened form, as it now appeared, with victims' vulnerability to wolfsbane and silver apparently the result of yet another magic-induced mutation. Only aggressive animal carriers and human lycanthropes continued to spread lycanthropy. Gradually, dominant weretypes emerged; wolf, boat, tiger, bear, bat, fox, and giant hawk.

Yes, "giant hawk." I am astonished that werehawks are continually overlooked by the professors of the Great School of Magic. These magnificent werecreatures were plentiful for a few brief decades, especially in the Minrothad Isles. Yet "learned" scholars dismiss accounts of bird-men as "flights of imagination brought about by the confusion of the times."

Indeed, the times were confusing. Minroth traders had accidentally spread lycanthropy to every port of call. By 440 AC, the Minrothad Isles were home to a substantial number of werecreatures. The elven communities—to whom lycanthropy proved fatal—became increasingly alarmed. In 443 AC, elves led by an elven adventurer named Ruaidhri fell upon the lycanthropes of Trader's Isle in the Minrothads, decimating the human population in the process. Thus began the Silver Purge.

Many werecreatures fell to what I have learned to call the Great Persecution. A few remained in Minrothad, living in fear of discovery. The rest fled, following the shipping lanes to foreign ports. Some settled in coastal cities, establishing new identities, while others migrated into the interiors. Scattered groups braved the unknown waters, searching for a new land where they could live in peace. In the decades following the Great Persecution, lycanthropes established themselves on every continent.

It is difficult to determine exactly what became of the giant werehawks. Every other weretype of the time has since managed to reestablish itself. Yet I can find no records of werehawk sightings since 582, when a "hero" known as the Silver Hunter purged a tiny island in the Sea of Dread of its resident hawk-man. I can only assume this Silver Hunter extinguished the last of these magnificent were-birds, removing hawk lycanthropy from the world.

Even as some weretypes may have vanished, new weretypes have also emerged. Weresharks, first reported in 432 AC, were driven out of Undersea dur-

ing the Night of Long Knives—the merrow version of the Silver Purge—but survive elsewhere.

I have traced the appearance of northern wereseals to a young seal-hunter of Quoedhar. This individual, Yanci by name, was attacked by a seal sometime around 455 AC, although symptoms of his lycanthropy did not appear until he reached maturity, some years later. Whether he is solely responsible for the spread of seal and sea-lion lycanthropy remains to be determined.

Wererats and devil swine also pose mysteries. Although giant rats with rat lycanthropy first appeared in Thyatis City shortly after the initial epidemic, there are no reported cases of humans becoming wererats before 961 AC. Unfortunately, the records are silent as to how this came about, and I have not yet had time to devote to the matter.

As for devil swine, I can only conjecture that further experimentation by the Center (or perhaps some renegade researcher) somehow led to yet another strain of lycanthropy, for swine lycanthropy differs from that of other weretypes in a great many ways.

In any event, the first reliable records of devil swine appear in 625 AC. In that year, a lycanthrope known as Lord Ingram ruled a small island nation in the Sea of Dread, terrorizing the native villages with the help of a dozen lesser were-hogs. His victims called him the Devil Swine.

Since then, with the exception (noted above) of the appearance of "greater" wererats, lycanthropy has remained fairly stable. No new weretypes have been reported for some time—undoubtedly due, at least in part, to the continuing efforts of the ACDC.

With the Silver Purge gone from the memories of most, lycanthrope populations are increasing in many areas of the Known World. Outbreaks of lycanthropy are generally dealt with locally; few officials seem to have noticed the general increase in the incidence of lycanthropic infection.

Evidence suggests that Kyvan Whitehair and his colleagues left the inheritance factor intact when they developed the means to transmit shape-changing abilities. As the number of carriers in the human population grows, incidences of lycanthropy inherited from one's parents will increase. Further mutations within the population are also likely.

This subject obviously deserves further study.

Werecreature Historical Synopsis

In this synopsis, BC refers to "before crowning" and AC refers to "after crowning" of the first emperor of Thyatis.

3000 BC: The Great Rain of Fire obliterates Blackmoor; the rotation angle of the planet shifts, causing a temporary ice age in the area of Glantri (see module DA1 for details of Blackmoor).

1000 BC: The Followers of Air, fleeing the destruction of a world called Alphatia, settle on the Known World. They bring natural strains of wolf and tiger lycanthropy with them.

0 AC: The first Emperor of Thyatis is crowned.

395 AC: The Followers of Flame, newcomers to the Known World, establish themselves—and strains of bear and boar lycanthropy—in the hills of what will become the Principalities of Glantri.

400 AC: Wizards attempting to develop a hardier, more powerful Alphatian race create a fast-spreading magical strain of lycanthropy.

401 AC: A two-month epidemic of lycanthropy in Alphatia results in thousands of werecreatures and dozens of weretypes. The Center acts quickly to limit the effects of the epidemic.

406 AC: The magical strain of lycanthropy stabilizes into seven primary weretypes—wolf, boar, tiger, bear, bat, fox, and giant hawk.

410 AC: Minroth traders help spread the new lycanthropy throughout the seafaring world.

411 AC: The first wererat awakens to intelligence and the stunning revelation that he can take human form. He calls himself Mrikitat.

415 AC: Weresharks first appear in Undersea, triggering an epidemic of lycanthropy among the sea peoples.

419 AC: Normal seals carry lycanthropy to the sub-polar regions of Mystara.

443-445 AC: Expeditions of elves and humans attempt to purge Minrothad of lycanthropes in what they call the Silver Purge. Similar events take place in Undersea, during the Night of the Long Knives; many weresharks flee to deeper waters. Werecreatures know this time as the Great Persecution.

445-450 AC: Lycanthropes fleeing from the Great Persecution establish colonies on every continent.

451 AC: Mrikitat establishes a nation of wererats in the sewers beneath the City of Thyatis.

460 AC: Wereseals join the list of persistent were-types.

491 AC: Mrikitat attains Immortality in the Sphere of Time.

500 AC: Traders bearing wolf, bear, and boar lycanthropy settle in Traladara's deep woods and flourish.

593 AC: Ruaidhri kills the last of the werehawks.

623 AC: Devil swine first appear in Alphatia.

728 AC: The d'Ambrevilles and their vassals arrive from Old Averoigne, establishing a French-like culture in the wooded valleys of northwestern Glantri.

784-788 AC: The Followers of Flame (the Flaemish) war with other settlers in Glantri. With defeat come the executions of Flaemish lycanthropes who fought against the elven and Thyatian settlers.

788 AC: Alphatia assumes dominion over Glantri. Many Flaemish lycanthropes fight and die in the ensuing rebellion.

802 AC: Dwarves and plague come to Glantri. Lycanthropes seem peculiarly susceptible to the plague—few werecreatures survive.

896 AC: Château d'Ambreville disappears from New Averoigne without a trace, taking the d'Ambrevilles with it.

979 AC: The d'Ambrevilles and their estate return to New Averoigne. Château d'Ambreville is destroyed, and the House of Sylaire erected in its place. Sire Malachie du Marais and Dame Geneviève de Sephora enter Glantri from Old Averoigne. An epidemic of wolf lycanthropy begins.

980 AC: Lycanthropes are again discovered in Minrothad. Devil swine and wererats seem particularly numerous. Weresharks reappear in Undersea.

982 AC: Sire Malachie du Marais wins control of the Barony of Morlay deep within the Valley of Wolves.

985 AC: Founding of the Canine Protection Society in Glantri.

1000 AC: Today. In Glantri, the Brotherhood of Free Wolves is pressing hard for their own Principality under the leadership of Sire Malachie du Marais, Baron of Morlay. Werecreatures in the southern waters of Undersea grow in numbers and strength.

The IMMORTALS

These immortals (and near-immortals) are actively involved in the politics and events of mortal lycanthropes. Don't have your PCs interact directly with them. These powerful beings use influence, dreams, hints, suggestions, and their mortal followers to achieve their ends. They're tools for shaping your campaign, and for involving the player characters in lycanthropy's "big picture." Don't overuse them (see Chapter 15 of the D&D® Rules Cyclopedia).

For ally and enemy Immortals mentioned here but not detailed, see the HOLLOW WORLD® boxed set or Wrath of the Immortals.

Kaladan (The Mastershaper)

Character Classes and Levels: M36/WTI21.

Sphere and Alignment: Entropy, Chaotic.

History: Kaladan was the leader of the renegade wizards who continued to research, modify, and spread lycanthropy after the initial epidemic. Over the centuries, multiple injections of various mutated versions of the virus broke his physical and mental stability. Kaladan became prone to transforming from one form to another in rapid succession, going through as many as a dozen forms at a time. He continued his work, although erratically, and eventually spread enough chaos in the world to attract the attention of the Sphere of Entropy. Thanatos himself is sponsoring Kaladan's bid for Immortality.

Personality: Quite variable, his moods swing across the spectrum from jovial and generous to brooding and cruel. Kaladan often sees conspiracies and plots that aren't there—especially plots against himself.

Appearance: Varies from a wild-eyed, pure-blooded Alphatian with black hair and pale, blue-veined skin to a horrible amalgamation of a dozen different wild beasts.

Symbol: When Kaladan attains Immortality, he will adopt the symbol of a Tiger-man (his original weretype) holding a jagged moon in his right claws.

DMing Notes: Kaladan hopes to reintroduce the original, highly contagious and unstable, version of lycanthropy into the world. His initial dream of a new and better race of Alphatians gone, he seeks now to destroy the civilizations of the Known World with rampant lycanthropy. Nothing delights him more than the appearance of a new weretype.

Koryis (Patron of Peace)

Sphere and Alignment: Thought, Lawful

Manifestation Form: Average (Temporal)

Followers' Alignment: Neutral or Lawful

History: In life, Koryis was an Alphatian magic-user, born when the Alphatians lived on their far-away world. He was also a lycanthrope, able to take the form of a bear at will. Koryis embarked on the Path of the Epic Hero long before the destruction of the Alphatian home world. He has a strong following among the Alphatian merchants of Mystara, but is not very popular among the wizards of Alphatia.

Personality: Koryis is a pacifist, a firm believer in solving problems through negotiation and commerce. Most of his fellow Immortals think this attitude is unrealistic.

Allies: Koryis' only Immortal ally is Alphatia, who shares both his interest in the Alphatians and his preference for peace.

Enemies: Koryis' chief enemy is Alphaks. Koryis knew Alphaks in life and disliked him then; now that Alphaks has returned, Koryis has pledged himself to thwarting Alphaks at every turn.

Appearance: Koryis appears as a pure-blood (white-skinned) Alphatian man, hollow-cheeked and gaunt, wearing simple robes, bearing an expression of long-suffering determination. Occasionally, he takes the form of a large bear with a similar expression of determination.

Symbol: A hand held palm forward, fingers up, representing a hand-sign of peaceful intent.

DMing Notes: Koryis is rarely actively involved in mortal lycanthropic events, but he is kindly disposed toward peaceful werecreatures. He would love to re-establish the good will Alphatians once felt toward some lycanthropes.



Mrikitat (Big Boss Rat)

Sphere and Alignment: Time, Chaotic

Manifestation Power: Greater (Empyreal)

Followers' Alignment: Any, but most are Chaotic

History: Mrikitat was the first wererat in the Known World. With his new-found powers and intelligence, he established a human identity (Marcus Titus, a thief) and became quite accomplished at thievery and skulduggery. When Mrikitat learned of the Immortals, he determined to attain Immortality himself. As he had already established a city of wererats beneath the streets of Thyatis, the Father of Wererats chose the path of the Dynast to the Sphere of Time. He needed only to find an Immortal sponsor, steal a time-traveling device, and ensure his wererat line continued and prospered through time.

Personality: Cunning, sneaky, and treacherous to those he considers "not-friends;" fond of pretty things, especially gems and jewelry.

Allies: Vanya, Patroness of War and Conquerors and Thyatis, sponsored Mrikitat's bid for Immortality. Mrikitat has had little to do with her since then,

though he would assist in the defense of the city of Thyatis were it ever threatened.

Enemies: Mrikitat has few enemies, as his plans for wererats haven't yet conflicted with the plans of any other Immortals.

Appearance: Usually appears in man-rat form, a slim golden circlet cocked over one ear and a bejeweled scabbard enclosing a slender sword at his side. In rat form, he has sleek black fur and bright blue eyes. His human form (Marcus Titus) likewise has jet-black hair and bright blue eyes, and is fond of jewelry and colorful clothing.

Symbol: An orange wedge of cheese.

DMing Notes: Mrikitat is primarily interested in furthering the power of his wererats. He continually searches for ways to grant super-genius intelligence to his wererat descendants. Greater wererats are a result of his efforts to bring new, more intelligent blood into the wererat line. But wererats are *all* Mrikitat's interested in, so player characters aren't even likely to hear of him unless they are wererats themselves—or discover "The Big City" of wererats under Thyatis.





Secrets of the Werefolk

Ruaidhri Hawkbane (The Silver Hunter)

Sphere and Alignment: Thought, Chaotic
Manifestation Form: Average (Initiate)

Followers' Alignment: Any

History: Ruaidhri saw his family and friends killed by werehawks during the plague of werecreatures in Minrothad. He incited other elves to attack the lycanthropes on Trader's Island, thus triggering the Silver Purge. For more than a century, the elf pursued rumors of werehawks to every corner of the Known World on his epic quest to rid the world of all werehawks. Ruaidhri slew the last werehawk in 593 AC.

Personality: Angry and bitter

Allies: None to speak of; his purpose is too single-minded. Immortals of the Sphere of Entropy sometimes aid the Silver Hunter without his knowledge.

Enemies: Zirchev of the Sphere of Energy

Appearance: An elven hunter in light silver chain mail, with a silver sword and silver-tipped arrows.

Symbol: A giant hawk with human eyes, pierced through the breast with an arrow.

DMing Notes: Ruaidhri has extended his hatred to all lycanthropes and seeks an end to them. The Silver Hunter expends most of his energy inciting were-hunts.

Leo Variantia (Shapechanger)

Character Classes and Levels: F34/T18/M14/C13/WTI36/WFO13/WBA9/WBE10

Sphere and Alignment: Matter, Neutral

History: Leo Variantia was a Thyatian fighter/weretiger who set his sights on the Path of the Polymath to Immortality around 500 AC. In addition to living new lives as thief, magic-user, and cleric, Leo requested that his sponsor arrange for each new persona to contract a different type of lycanthropy. Intrigued by the idea, his sponsor agreed. Leo became a thief/werefox, a magic-user/werebat, and a cleric/werebear. Now on his final quest before attaining Immortality, Leo Variantia has been granted the abilities of all eight of his previous human classes and weretypes.

Personality: Leo is generally a nice person, but fond of practical jokes.

Appearance: A good-looking Thyatian man who can take the forms of a tiger, fox, bat, or bear.

Symbol: Upon attaining Immortality, Leo will choose a full moon with a cloud scudding across its face as his symbol.

DMing Notes: High-level player characters may encounter Leo as he pursues his quest for Immortality, though such encounters should be brief. Leo is too busy fulfilling his quest to establish anything more than a passing friendship with anyone he meets. Upon attaining Immortality, Leo undoubtedly keeps busy thwarting the machinations of Ruaidhri. He will be more than happy to sponsor other lycanthropes, sending them along the same path he took. The weretype he chooses to inflict on any aspirant are likely to conform to his own sense of humor.

Zirchev (The Huntsman)

Sphere and Alignment: Energy, Neutral

Manifestation Power: Greater (Celestial)

Followers' Alignment: Any. Clerics of Zirchev must be Neutral.

History: Zirchev was a high-level Traldaran magic-user. Most of his magic was devoted to befriending, summoning, and commanding monsters and animals. Since attaining Immortality, Zirchev has acted as a patron of the forest folk.

Personality: Zirchev considers animals his closest friends. He's sympathetic to intelligent humans who are social misfits—especially werecreatures.

Allies: Zirchev's chief allies are Halav and Petra, his companions from his mortal life. He is also friends with Immortal patrons of the forest races.

Enemies: Ruaidhri Hawkbane is the only Immortal Zirchev strongly opposes. He'll oppose Kaladan the Mastershaper, as well, if he learns of him.

Appearance: A strongly-muscled, handsome huntsman wearing forest-green clothes, carrying a bow, and ever accompanied by a loyal retinue of forest-race followers.

Symbol: A hawk riding on the shoulders of a wolf.

DMing Notes: Zirchev dislikes Ruaidhri Hawkbane's single-minded purpose, and tries to block the Silver Hunter's plans to destroy all werecreatures. He promotes the study and preservation of all beasts, including werecreatures.



Lycanthropy Procedures

Here are some specifics on how to handle the effects of lycanthropy. Be sure to read "Were-Heroes" in the *Werewolves' Manual* first. Some of the procedures presented there are repeated here, with clarifications for the DM.

Animal Reactions

The reactions of animals a player character lycanthrope meets can provide a good basis for role-playing. Werecreatures don't smell like normal humans (or even normal animals of their weretype), and many animals notice this. A werewolf who walks through town in human form is likely to have all the town's dogs barking at him. And any werecreature who wants to ride a horse must first overcome the horse's fear.

When a werecreature encounters an animal, roll on the following table for general reactions. You should base individual reactions on the animal's personality, its training, and any previous encounters it may have had with the werecreature.

Animal Reactions Table

Roll 2d6	Animal Reaction
2-3	Animal attacks or flees.
4-6	Animal is aggressive or nervous.
7-9	Animal is unsure and cautious. Roll again when the lycanthrope tries to make friends, etc. Modify the roll according to the lycanthrope's actions.
10-12	Animal is unaffected by the lycanthrope's smell.

The DM can substitute any appropriate response for the ones described above. Dogs may slink away with their tails between their legs, or treat the lycanthrope as a rival. Cats are curious, but otherwise unaffected. Horses nearly always react fearfully—shying away, rearing, or snorting.

Adjustments for PC actions can range from a -2 penalty to a +2 bonus. Gestures of friendship may bring a bonus. Successful use of a general skill such as Riding or Animal Training grants a +2 bonus to the reaction roll. Rolling a 20 on a skill check causes a -2 penalty.

Keep track of an individual animal's reactions over successive meetings with the werecreature. Reaction results of 10-12 for three meetings in a row indicate the animal has become accustomed to the werecreature. No further reaction rolls are necessary.

Riding Horses: A frightened horse is difficult to ride, requiring a check against the Riding skill (at penalties of -2 to -6) every time the werecreature gives the horse a command (go forward, speed up, slow down, stop, turn, and so on). Frightened horses cannot be ridden in combat regardless of the rider's skill. (If you don't use general skills in your campaign, substitute a check against Dexterity or Charisma, whichever is lowest.) Once a werecreature overcomes a horse's fear, he can ride that horse normally. The horse may still be a little uneasy with other werecreatures, but its reaction rolls are at +2.

PC Beast-Man Form (Optional)

You may prefer to make beast-man the standard were-form for player characters. Lycanthropes can then open doors and wield weapons without much difficulty. They cannot cast spells in wereform until 9th level, however (*Werewolves' Manual*, p 8).

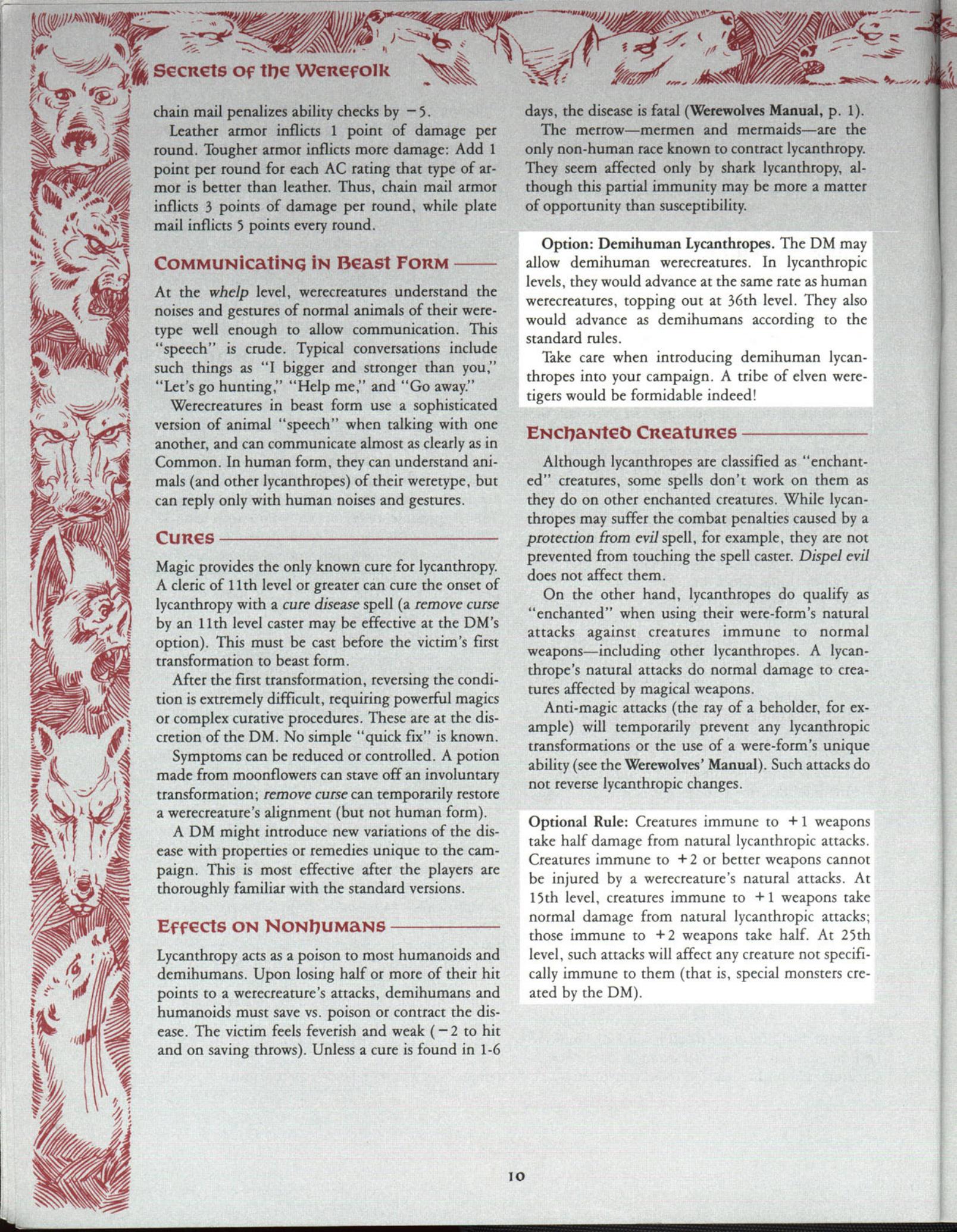
Alternatively, you may allow random chances for low-level werecreatures to transform to beast-men. This is possible only during *voluntary* changes. Whenever a werecreature voluntarily changes form, a roll of 1 on 1d20 (the Constitution check or Transformation skill roll) means the character can assume the beast-man form. The first time this happens to a character, describe the transformation as being stuck halfway through the process. Let the character decide whether to stay in that form or to continue the transformation to all-beast or all-human.

Clothing and Armor

Clothing and armor interfere with lycanthropic transformations. A werecreature failing to undress before transforming becomes caught in his clothing or armor halfway through the transformation.

Tearing or squirming free of clothing requires a Strength or Dexterity check at a -1 penalty (use the were-form's ability scores). The werecreature can attempt to free himself once each round from the time he becomes entangled. Unless the clothing is made of exceptionally heavy or durable material, the lycanthrope will be able to tear his way out of it without harm to himself.

Armor is a different matter. Lycanthropes trapped in their armor while transforming take damage each round until they can break free. A werecreature's chances to break free decrease with the armor's strength. Subtract the Armor Class from 10 to find the penalty to the Strength or Dexterity check. Attempts to escape from leather armor are at -3, while



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chain mail penalizes ability checks by -5.

Leather armor inflicts 1 point of damage per round. Tougher armor inflicts more damage: Add 1 point per round for each AC rating that type of armor is better than leather. Thus, chain mail armor inflicts 3 points of damage per round, while plate mail inflicts 5 points every round.

COMMUNICATING IN BEAST FORM

At the *whelp* level, werecreatures understand the noises and gestures of normal animals of their weretype well enough to allow communication. This "speech" is crude. Typical conversations include such things as "I bigger and stronger than you," "Let's go hunting," "Help me," and "Go away."

Werecreatures in beast form use a sophisticated version of animal "speech" when talking with one another, and can communicate almost as clearly as in Common. In human form, they can understand animals (and other lycanthropes) of their weretype, but can reply only with human noises and gestures.

CURES

Magic provides the only known cure for lycanthropy. A cleric of 11th level or greater can cure the onset of lycanthropy with a *cure disease* spell (a *remove curse* by an 11th level caster may be effective at the DM's option). This must be cast before the victim's first transformation to beast form.

After the first transformation, reversing the condition is extremely difficult, requiring powerful magics or complex curative procedures. These are at the discretion of the DM. No simple "quick fix" is known.

Symptoms can be reduced or controlled. A potion made from moonflowers can stave off an involuntary transformation; *remove curse* can temporarily restore a werecreature's alignment (but not human form).

A DM might introduce new variations of the disease with properties or remedies unique to the campaign. This is most effective after the players are thoroughly familiar with the standard versions.

EFFECTS ON NONHUMANS

Lycanthropy acts as a poison to most humanoids and demihumans. Upon losing half or more of their hit points to a werecreature's attacks, demihumans and humanoids must save vs. poison or contract the disease. The victim feels feverish and weak (-2 to hit and on saving throws). Unless a cure is found in 1-6

days, the disease is fatal (*Werewolves Manual*, p. 1).

The merrow—mermen and mermaids—are the only non-human race known to contract lycanthropy. They seem affected only by shark lycanthropy, although this partial immunity may be more a matter of opportunity than susceptibility.

Option: Demihuman Lycanthropes. The DM may allow demihuman werecreatures. In lycanthropic levels, they would advance at the same rate as human werecreatures, topping out at 36th level. They also would advance as demihumans according to the standard rules.

Take care when introducing demihuman lycanthropes into your campaign. A tribe of elven were-tigers would be formidable indeed!

ENCHANTED CREATURES

Although lycanthropes are classified as "enchanted" creatures, some spells don't work on them as they do on other enchanted creatures. While lycanthropes may suffer the combat penalties caused by a *protection from evil* spell, for example, they are not prevented from touching the spell caster. *Dispel evil* does not affect them.

On the other hand, lycanthropes do qualify as "enchanted" when using their were-form's natural attacks against creatures immune to normal weapons—including other lycanthropes. A lycanthrope's natural attacks do normal damage to creatures affected by magical weapons.

Anti-magic attacks (the ray of a beholder, for example) will temporarily prevent any lycanthropic transformations or the use of a were-form's unique ability (see the *Werewolves' Manual*). Such attacks do not reverse lycanthropic changes.

Optional Rule: Creatures immune to +1 weapons take half damage from natural lycanthropic attacks. Creatures immune to +2 or better weapons cannot be injured by a werecreature's natural attacks. At 15th level, creatures immune to +1 weapons take normal damage from natural lycanthropic attacks; those immune to +2 weapons take half. At 25th level, such attacks will affect any creature not specifically immune to them (that is, special monsters created by the DM).

ENERGY DRAIN

A werecreature hit by an energy drain attack loses experience. Those attacked in were-form, lose lycanthropic experience; those attacked in human form loses level in the normal character class.

A cub hit by an energy drain attack immediately reverts to human form. Its lycanthropy becomes dormant for 2d12 days, or until the next full moon. No transformations are possible during dormancy. A 1st-level human with lycanthropic levels, when drained, stays human and loses lycanthropic levels. A lycanthrope drained of all levels in both forms dies permanently and cannot be raised or resurrected.

FIRE

Lycanthropes are not immune to fire damage or other energy-based attacks. Werecreatures hit with a flaming torch take damage from the fire only (1d2 points of damage). Burning oil causes the full 1d8 points of damage for each round the werecreature is in the fire.

How Lycanthropy Spreads

Lycanthropy is transmitted through werecreature saliva, and through a poison secreted onto the claws of some weretypes. Simple contact isn't enough—the virus must get into the victim's bloodstream. Losing half one's hit points to a werecreature's natural attacks is enough to ensure infection.

Certain unscrupulous researchers search for other ways to spread lycanthropy. While some pursue alchemy, hoping to create a *cause lycanthropy* potion, others research magical items and spells to duplicate the effects of the disease.

Lycanthropy can be inherited from lycanthropic parents. Abilities and side-effects appear at about 15 years of age.

IMMUNITY TO LYCANTHROPY

Most monsters are immune to lycanthropy. This includes werecreatures. Although they spread the disease, lycanthropes are unaffected by subsequent infections or infections from a different type.

DMs may allow certain humanoids to be affected by lycanthropy, either becoming lycanthropes when infected (as the merrow do with shark lycanthropy) or reacting to the disease as though it were poison (as with demihumans). Humanoids very similar to humans—orc and the like—are most likely to be affected by lycanthropy, while trolls and other strange creatures are most likely immune.

IMMUNITY TO NORMAL WEAPONS

Lycanthropes, while immune to normal weapon attacks, are affected by attacks by exceptionally large or massive opponents. Attacks by creatures with base Hit Dice of 8 HD or more fall into this category, as do hits by large missile weapons such as catapults or giant-thrown boulders. Such attacks always do full damage. (Note that the human base Hit Dice is 1, so that human attacks, regardless of character level, will be normal attacks unless special weapons are used.) Although werecreatures are generally immune to normal weapons, some weapon types can affect them even in were-form. Bolas, nets, and whips, while they don't cause any damage, can entangle, slow, or delay a werecreature in any form.

If you use the optional Striking rules (D&D® Rules Cyclopedia pp. 111-114), werecreatures are subject to "stun" and "knockout" results, although their immunity to normal weapons negates damage done to their beast form. Likewise, they may be grabbed, taken down, and pinned using the Wrestling rules (see "A-Hunting We Will Go," p. 51, for the application of these rules in an animal hunt).

Optional Rule: Lycanthropes might, at the DM's discretion, also be affected by massive normal damage. Any attack that inflicts more than 15 points of damage at once injures a werecreature. The lycanthrope's immunity to normal weapons absorbs the first 15 points of any single normal attack, but any damage beyond that gets through.

Multiple attacks in one round will also do damage. The werecreature sustains injuries if the total amount of damage done in a single round exceeds 30 points—even if no single attack does more than 15 points. Total the damage from all attacks in a single round, then subtract 30 to find the amount of damage the werecreature suffers. A lycanthrope hit by forty arrows in one round won't escape unscathed!

LYCANTHROPY IN THE HOLLOW WORLD® SETTING

In the perpetual daylight of the Hollow World, lycanthropes escape Matera's influence, but other factors come into play.

The DM selects the lycanthropic cycle in the Hollow World (a conjunction of orbiting continents will trigger involuntary transformations in much the same way as the moon in the Known World). The DM should create the schedule, from once every few days to some intricate or random pattern.

SECRETS OF THE WEREFOLK

Lycanthropes traveling from the Hollow World to the Known World, or vice versa, fall under the influence of the appropriate bodies (Matera or the floating continents) as soon as they pass the *World-Shield*.

Moon Cycles (Optional)

The restrictions on transformations detailed in the Werewolves' Manual assume a regular moon cycle which corresponds with the rising and setting of the sun. But the moon's position and cycle doesn't necessarily match the day/night cycle.

On Mystara, Matera's rising and setting varies slightly with latitude and longitude. In addition, the moon follows a three-month cycle, during part of which it's visible in daylight. For instance, over the Principalities of Glantri the moon rises and sets according to the following schedule:

Month 1:

Week 1: New Moon	7:15 pm-6:45 am
Week 2: First Quarter	8:15 pm-8:45 am
Week 3: Full Moon	9:15 pm-9:45 am
Week 4: Last Quarter	11:15 pm-10:45 am

Month 2:

Week 1: New Moon	1:15 am-11:45 pm
Week 2: First Quarter	4:15 am-12:45 pm
Week 3: Full Moon	7:15 am-2:45 pm
Week 4: Last Quarter	10:15 am-4:45 pm

Month 3:

Week 1: New Moon	1:15 pm-7:45 pm
Week 2: First Quarter	3:15 pm-10:45 pm
Week 3: Full Moon	5:15 pm-1:45 am
Week 4: Last Quarter	6:15 pm-4:45 am

The pattern repeats itself each season. For each degree of latitude—roughly 80 miles—south of Glantri City, the moon rises 2 minutes earlier (later if North) and sets 2 minutes later (earlier if South).

When applying the restrictions caused by the moon to a lycanthrope's transformations, the DM may replace the "nighttime" restrictions with the "moon up" schedule. This allows low-level lycanthropes to transform in daylight—but only if the moon has risen. Likewise, involuntary transformations to human form at sunrise should take place at moonset instead.

Paths to IMMORTALITY

A werecreature aspiring to Immortality (*D&D® Rules Cyclopedia*, pp. 222-223) must first reach 25th level as a lycanthrope (of a single weretype) if wanting to pursue Immortality as a lycanthrope.

Dynast: Those choosing the path of the Dynast may consider anyone they pass lycanthropy on to a "descendent." The realms they create must have populations of at least 10,000 werecreatures.

Epic Hero: An Epic Hero's "successor" must be of the same weretype. The Hero's successor need not be a "descendant."

Paragon: A Paragon's "apprentices" are magic-using werecreatures. They must master their beastman forms with his tutelage. The Paragon must be the acknowledged superior of all other werecreatures within a 1,000 mile radius.

Polymath: Werecreatures following the Path of the Polymath must combine their additional lives with different weretypes. A quest cannot begin until the lycanthrope has reached 1st level in its weretype and 5th level in its class. Previously acquired lycanthropic strains are suppressed by Immortal magic between incarnations.

RESURRECTION

The clerical *raise dead* spell affects werecreatures normally. The werecreature retains all his levels and abilities, both human and lycanthropic. Complete bed rest is needed for two weeks. Werecreatures caught under a full moon during this time are unable to resist the transformation, and are too weak to take any action in their beast form.

The *raise dead fully* spell revives werecreatures with full hit points. They can fight and use abilities immediately, with no penalties.

With a *reincarnation* spell, the werecreature must be reincarnated into the body of a lycanthrope to retain any lycanthropic abilities—otherwise, he is "cured" of lycanthropy. His normal experience level remains the same as he had attained in his human character class. If reincarnated as a lycanthrope, his lycanthropic experience level also remains the same as it was, though his weretype is that of the body used. Adjusting to his new were-self—and any new abilities this weretype has—may take a little time.

Lycanthropes can also be *cloned*, with all the restrictions that apply to humans.

SENSES

A werecreature's hearing and sense of smell are often more acute in beast form than in human form. This affects the information (and clues) the DM reveals to lycanthropic characters. Try to describe the surroundings in terms of what the PC werecreatures smell, how the breeze feels on their fur or skin, what little rodent scuttling noises they hear in the underbrush or behind the walls, and so on.

For faint clues (old scent trails, a whiff of fresh air indicating a secret door, etc.) allow a check against Intelligence or an appropriate skill such as Tracking. Modify the chance of success according to the strength or weakness of the scent or noise. On a successful check, describe what the character hears or smells and, if you like, what it means to him.

Acute senses may also work against the characters. Very loud noises or strong smells can temporarily "blind" a character to further use of that sense. For example, very strong scents (concentrated perfume thrown in the face, skunk spray, etc.), allow a saving throw vs. poison. If unsuccessful, the werecreature is unable to smell anything for 1d4 turns. Against deafening noises, allow saving throws vs. paralysis.

Silver

Silver reacts with the virus in a werecreature's blood, causing a rapid and dangerous rise in temperature.

The effects of silver in a wound are instantaneous. Even a thin coating of silver on a normal blade can do damage, but the silver must be nearly pure (sterling silver, high-quality silver jewelry, or unadulterated silver coins). The DM determines the purity of any silver—silver alloys may do only half-damage.

The mere touch of silver on unbroken skin hurts werecreatures as well. Any werecreature in contact with silver for a full turn must make a saving throw vs. poison or break out in an ugly, painful rash (use the were-form's saving throws). This rash, accompanied by a fever, lasts 1d4 days for each turn the werecreature was in contact with the silver. All ability and skill checks, combat rolls, and saving throws are at -2 while the rash remains. Even if the saving throw is successful, the silver feels white-hot against the werecreature's skin.

Gloves and other clothing protect werecreatures from silver poisoning. The allergy cannot be cured without curing the lycanthropy as well.

Optional Rule: At 15th level, the effects of the rash are reduced to -1. At 25th level the rash is painful and irritating, but can be ignored with a successful Constitution check.

SUMMONINGS

When a werecreature at *normal monster* level and above summons normal animals of his weretype, all he does is shout in animal "speech" for them to come. This assumes he already knows the normal animals of his weretype who live in the area. Werecreatures cannot summon animals in human form, unless the animals have been trained to respond.

The animals are not transported magically to the werecreature's location. They come as fast as they can, and obey any commands they can understand. Unless they're within the immediate vicinity (their Running speed × 4 yards), responding animals take 1d4 turns to arrive. Any animals farther than 40 minutes away are most likely out of hearing range.

Werecreatures require successful Intimidation skill or Charisma check to summon and control animals they don't already know. The DM may allow bonuses for high-level lycanthropes; their powerful voices can frighten most normal animals of their weretype into obedience. These +1 bonuses occur at Levels 15, 20, 25, 30, and 36.

TRANSFORMATIONS

There are two types of changes: voluntary and involuntary. A voluntary change takes 15 rounds, minus one round per lycanthropic level. An involuntary change takes 1 round (*Werewolves Manual*, p. 7). Once begun, a transformation cannot be stopped. Stress may cause an involuntary change at the discretion of the DM; the lycanthrope must save vs. spells or change involuntarily (the reason for the saving throw should not be announced).

During the transformation process, a werecreature is unable to do anything—move, fight, or even speak. If action becomes vital (the werecreature is attacked, for instance), you may allow a Transformation skill or Constitution check. (Use the Constitution of whichever form the werecreature is transforming to.) If successful, the character can move and attack while the transformation continues, but at half speed and penalties of -4 to all combat rolls and ability score and skill checks.

Secrets of the Werefolk

The War Machine

War Machine ratings depend on whether lycanthropes are fighting in human or animal form. Here are some additions to the Battle Rating calculations for werecreatures.

Leadership Factor: If leading lycanthropes or animals, a lycanthropic leader's experience level is equal to the base Hit Dice of his type, plus his lycanthropic level. If leading other troops, use his human level. The "name level" bonus is given to any werecreatures that have reached 9th level in either human or lycanthropic form.

Experience Factor: The average level of werecreature officers is the average of their *overall relative levels* (see p. 23).

Summoned Creatures: Normal animals summoned by werecreatures usually make up a force of their own, with werecreature officers. The usual level of an NPC werecreature officer is at least one higher than the Hit Dice of the summoned creatures.

Equipment Factor: Animal form natural attacks count as average equipment. The "second weapon" bonus is used only if fighting as humans and armed with a second weapon.

Special Troop Factor: Count 7th level werecreatures as special troops (they've mastered their weretype's unique ability). Devil swine count as special troops at *normal monster* level.

Magical: Immunity to normal weapons makes werecreatures (except for *cubs*) count toward these bonuses.

Spells: Werewolf and devil swine charm ability qualify for this bonus. The 7th level weretype special abilities do *not* qualify. Werecreatures who are spell casters in their beast-man form qualify. Human-form spell casters in human form for the battle qualify.

Flying: Werebats qualify. New weretypes whose animal form can fly qualify (see "Creating New Weretypes" for details).

Speed: This depends on which form is used in the battle and where the battle occurs. For example weresharks and were seals in animal form would qualify in water, but not on land.

Wolfsbane

When used as a melee weapon, wolfsbane can drive off lycanthropes. The blow must be forceful enough for some of the poison to penetrate the skin—simply brushing against some wolfsbane has no effect. If the werecreature fails a saving throw vs. poison, he is repelled (as though affected by a *cause fear* spell) for two turns.

Only the roots and the flowers contain aconite (the poison itself). Stems and leaves have no effect—nor do the flowers if they've been dried for more than a month. Wolfsbane pollen can cause sneezing fits in any werecreature who misses a saving throw vs. poison at +4 (lasting two turns, with all ability and skill checks, combat rolls, and saving throws at a -2 penalty). This isn't a foolproof test for werecreatures, however, as anyone prone to hayfever suffers the same effects.

Although wolfsbane is poisonous to werecreatures in any form, saving throws vs. poison are based on the lycanthropic form saving throws.



ADDING NEW LYCANTHROPIES TO THE LIST

Here are some guidelines for creating new player character (or NPC) weretypes.

CREATING NEW WERETYPES

Nearly any normal or giant animal may be the basis of a weretype, although some are more logical choices than others. They must be able to reduce humans to half their hit points to spread lycanthropy. Large carnivores are obvious candidates.

It's easiest to create player character weretypes based on new (and, so far, NPC) lycanthropes introduced in TSR products. Werejaguars and were-sabretooths, for instance, can be found in the Hollow World (see HWA2, Sons of Azca and the HOLLOW WORLD® Campaign Set, respectively).

Weretypes based on ordinary animals in the D&D® game rule books aren't difficult to create, either. The main changes you must make involve the weretype's superior intelligence and special lycanthropic abilities. Modify the original animal's statistics slightly (lower AC, increase HD, allow a bit more damage per attack, etc.), add the abilities and problems of lycanthropy, and voilà! A new weretype!

If you choose to base your new weretype on an animal you don't have game statistics for, look through the monster descriptions for creatures which come close in some way (strength, size, natural weapons, etc.). Assign Armor Class, Hit Dice, Number of Attacks, Damage, etc., based on the examples you chose—and the suggestions below. Adjust the numbers up or down to fit your ideas about the creatures capabilities.

Not recommended: Weretypes with more than 6 HD at *normal* monster level are usually too powerful to be PC werecreatures. Remember most monsters are immune to lycanthropy, and the disease is unlikely to mutate to allow monstrous weretypes.

ATTRIBUTE MODIFIERS

When assigning a weretype's attribute modifiers, make sure the total balances to zero: for every +1 there should be a -1. Single modifiers greater than +3 aren't recommended. Try to match modifiers to the strengths and weaknesses of the animal form. Agile animal forms should have increased Dexterity, and so on.

HIT DICE

Lycanthropes use eight-sided Hit Dice. Some have Hit Dice modifiers—werefoxes, for example, have

3d8 + 2 HD at normal monster level. These HD modifiers accumulate each time the lycanthrope gains new HD, up to + / - 5. When weretypes have multiple HD at normal monster level, the total amount of the modifier accumulates more slowly—a modifier of + 2 accumulates every two HD for 2 HD normal monsters, every three HD for 3 HD normal monsters, and so on (up to the maximum—see wereboars, werebats, and werefoxes for examples).

LEVEL ADVANCEMENT AND BASE XP

As a rule of thumb, a werecreature needs 1,000 XP to gain his second HD. This is the weretype's *Base XP*. If the weretype has a + / - adjustment to its HD, add or subtract 20% to its Base XP. Werecreatures with multiple attacks should also have 20% added to their Base XP to account for their better fighting abilities.

Since all lycanthropes have special abilities, level advancement is penalized by adding 2,000 XP to the Base XP. (Immunity to normal weapons alone is worth a 1,000 XP penalty.) If you're creating a weretype with extra-special abilities (more than one unique magical ability, for instance), one which can inflict large amounts of damage or has an extraordinary natural Armor Class, further penalties may be necessary.

THE FORMULA

A creature with Base XP 1,000 and 1 HD as a *normal* monster needs 1,000 XPs to reach 1st level. The number of experience points needed for each subsequent level doubles, up to 9th level—or up to maximum increments of 300,000 XP.

For game balance, lycanthropes having multiple HD at the normal monster level start out with negative experience points (the *cub*, *whelp*, and *scamp* levels). This way, all werecreatures earn equivalent amounts of experience points to get their 3rd (or their 10th) HD. Gaining the 2nd HD requires earning the Base XP for that weretype. The 3rd HD requires total experience earnings of Base XP × 2; the 4th HD requires Base XP × 4; the 5th HD needs Base XP × 8, and so on. The negative XP value a newly-infected werecreature starts out with is one half the total cost of whatever number of Hit Dice he'll have as a 1st-level lycanthrope.

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Because lycanthropes are so powerful, they do not gain new Hit Dice at 3rd or 7th levels, although most do gain additional special abilities.

Special Abilities

Lycanthropes gain their special abilities slowly (see "Special Abilities" in the Werewolves' Manual). At 9th level, lycanthropes gain the beast-man form appropriate to their weretype.

Unique Abilities

At 7th level, most werecreatures gain a special ability unique to their weretype. (Some gain theirs at *normal monster* level.)

Often the werecreature's unique ability can be based on an existing spell cast by a cleric, druid, or magic-user of equivalent experience (total XPs—not level). If the effect you've chosen is represented by a high-level spell (*earthquake*, for instance), adjust the range, duration, and magnitude of effect down to a suitable level. The unique ability's use should be limited (typically by restricting the number of times a werecreature can do it in a day).

If possible, base a werecreature's unique ability on some trait exhibited by the weretype's normal animal cousin. Creatures that move stealthily may have an ability much like the *silence* spell; a keen-sighted were-eagle may gain *clairvoyance*.

Example: Werejaguars

Let's create a sample weretype. Statistics for werejaguars (from the New Monsters section of the HWR1, Sons of Azca accessory) are: AC: 4; HD 5 + 2*; Move: 180' (60'); Attacks: 2 claws/1 bite; Damage: 1d4/1d4/1d8 + rake for 1d6/1d6; # Att: 1; Morale: 10; Treasure Type: V; Alignment: Chaotic; XP value: 400. For attribute modifiers, the weretiger is most similar. The tiger weretype modifies Strength by +2 and Wisdom by -2. But jaguars aren't as strong as tigers, and are a bit more agile. So let's say werejaguars ability scores are modified this way:

Abilities	St	In	Wi	Dx	Co	Ch
Werejaguar	+1	—	-2	+1	—	—

In this example, Strength is the werejaguar's Prime Requisite, although Dexterity could have been chosen instead.

Now the mathematics. Base XP are 1,000 + 20% (due to +2 HD modifier) + 20% (for multiple attacks) + 2,000 (for special abilities) = 3,400. *Normal monster* werejaguars have 5 + 2 HD; a 1st-level werejaguar has 6 + 3 HD. The total number of experience points a werejaguar needs to reach 1st level is 54,400 (Base XP × 16, from the formula). Half of these (27,200) get the werejaguar to *normal monster* level; the other half bring the werejaguar to 1st level. Thus, a werejaguar starts out with -27,200 XP.

Werecreatures gain one HD per level at most, so newly infected werejaguars start out with 2d8 + 1 HD. The *whelp* needs to earn the right amount of XPs for his 3rd HD. According to the formula, a lycanthrope needs Base XP × 2 to gain his 3rd HD. Thus, a whelp has -20,400 XP (-27,200 + 6,800). In effect, he pays for his 2nd and 3rd HD simultaneously, although he's had his 2nd HD since becoming a lycanthrope.

To spread out the HD modifier a bit, give him +1 to his first, second, and third HDs (his first HD is "invisible"—he starts with two HDs as a *cub*), and +2 to his fourth and fifth. As he has 5 HD at *normal monster* level, he gets equivalent pluses every five levels, to a maximum +5.

Werejaguar Level Advancement Table

Experience	XP	HD	Special Abilities
Level			
Cub	-27,200	2d8 + 1	I
Whelp	-20,400	3d8 + 1	II, III
Scamp	-13,600	4d8 + 2	IV, V
NM	0	5d8 + 2	VI, VII
1	27,200	6d8 + 3	—
2	81,600	7d8 + 3	—
3	190,400	—	VIII
4	408,000	8d8 + 3	—
5	708,000	9d8 + 4	IX
6	1,000,000	10d8 + 4	—
7	1,300,000	—	X (Jaguar)
8	1,600,000	11d8 + 5	—
9*	1,900,000	+ 2 hp	Jaguar-man

* + 300,000 XPs per level thereafter

+ 2 hit points per level thereafter

Constitution bonus no longer applies.

Special Abilities

- I. Must take jaguar form the night of the full moon, and the night immediately preceding or following. Can take jaguar form any night the moon is visible.
- II. Normal weapons do $1/2$ damage. Can transform at night without the moon.
- III. Can speak with jaguars and other werejaguars while in beast form.
- IV. Can take jaguar form any time.
- V. Normal weapons do only $1/4$ damage.
- VI. Immune to normal weapons.
- VII. Can summon 1d2 great cats (except tigers and sabre-tooth tigers), provided some are in the area. Cats arrive in 1d4 rounds if in the immediate vicinity; otherwise 1d4 turns. Werejaguars at 2nd level can summon 1d4 animals; 1d6 at 4th level; 1d8 at 6th level; 1d10 at 8th level. Every four levels thereafter, add 1d10. Werejaguars at 1st level and higher can summon and command tigers as well as other great cats; 4th-level werejaguars can summon sabre-tooth tigers.
- VIII. Can recover 2d4 hit points for every full day and night of rest while remaining in wereform; increase by 1d4 every 3 levels.
- IX. Can summon werejaguars, as well as great cats. The DM determines how many respondents are werejaguars.

Summoning: You may notice that *normal monster* werejaguars can't summon all types of great cats. That's because werecreatures can't summon and command creatures with more HD than themselves. Sabre-tooth tigers, with 8 HD, can't be summoned by werejaguars lower than 4th level.

Unique Ability: Jaguars are well-camouflaged, so the werejaguar's unique ability is tied to that.

- X. (Jaguar)—**Invisibility:** At 7th level and above, werejaguars can turn *invisible*. They remain invisible until attacking or casting any spell. This ability works only in were-form. Each day, a werejaguar can turn invisible once per every two experience levels.

Combat and Other Abilities: Werejaguars usually inhabit tropical rainforests. They're excellent climbers in were-form. In rainforests, their excellent camouflage gives them surprise on 1-3 on 1d6. They have +1 on attack rolls when leaping from above (such as from the branches of a tree). In combat, they can rake the victim with two rear claws if both front claws strike in the same round (+2 to hit, 1d6 damage each). Make one hit roll for both raking attacks.



WEREcreature Campaigning Guide

Player-character werecreatures present the DM with possibilities—and problems—not encountered in normal campaigns. Here are some suggestions for lycanthropic campaigns: How to start one; campaign “flavors;” and designing or modifying adventures for werecreatures.

Starting a Lycanthropic Campaign

There are two basic ways to start a lycanthropic campaign—begin one with characters already infected with lycanthropy; or introduce lycanthropy into your current campaign.

BEGINNING WITH LYCANTHROPIC CHARACTERS

Starting an entirely new campaign with player character werecreatures has some advantages over introducing lycanthropy into an on-going campaign. You don't have to concern yourself so much with how the characters got lycanthropy (they were bitten by so-and-so, 'way back when). You can also begin the campaign at any level, from 1st-level adventurer/cubs to werecreatures who've attained name level both as humans and as lycanthropes.

Once you've decided the style of campaign you want to run, set experience levels for the new PCs (see “Creating High-Level Player Characters,” pp. 129-131 of the D&D® Rules Cyclopedia). The player should choose the werecreature's normal character class, but the DM decides what weretype the character has been infected with, and what levels the character's reached. Then follow the steps for character creation, remembering to detail both the normal class and the lycanthropic skills and abilities.

CONVERTING EXISTING CHARACTERS

If you decide to change your current campaign to include PC werecreatures, you will need to help the players set up some player characters with lycanthropy. Check with your players to see who is interested in playing a lycanthrope and whether they would like to start a new character or have an older one become a lycanthrope.

If you choose to play out the event, making sure that the werecreatures do just enough damage to infect the PC without killing him may be tricky. Characters are likely to resist any attempts to infect them, and may try to defeat any werecreatures sent to trans-

mit lycanthropy. If you're trying to infect a low-level character with lycanthropy, you might confront him with low-level werecreatures—cubs and whelps. More powerful lycanthropes might pull their punches (if they're deliberately trying to infect the PC) or something might scare them away before they finish the character off. Alternatively, you can introduce new methods of transmission—a magical item, a gypsy curse, or whatever.

THE PROBLEM OF CURES

One of the problems facing a DM starting a lycanthropic campaign is in its initial stages, lycanthropy is far more of a nuisance than it is a help. A newly-infected werecreature is likely to run straight for the nearest high-level cleric.

In the Valley of Wolves, this is easily avoided. Clerics are outlawed in Glantri—partly at the insistence of the lycanthropic population. Even so, persistent werecreatures may leave Glantri to search for high-level clerics elsewhere.

Once the condition takes hold, it will require major efforts by the PC to find a cure. If the PC was deliberately infected by another werecreature, that werecreature will do his best to convince the character of his folly. The werecreature may also try to delay or mislead the character in his quest for a cure.

One thing you should *not* do is say “Look, just let your character become a were-whatever, okay?” If the character wouldn't want to be a werecreature (and many won't), the player should role-play him that way—even if the player himself would love to play a werecreature. And when everything is said and done, a character who really wants to be free of the condition should eventually discover the means to do so.

SETTING THE TONE

You should set the tone of the campaign right from the start. If you want lycanthropy to be more of a curse than a blessing, play up the negative aspects—allergies to silver and wolfsbane, involuntary transformations and rampages, NPC fear and hatred of werecreatures.

If you want a slightly silly campaign, stress the embarrassing aspects of lycanthropy. Have the characters wake up in the local zoo after a moonlit night out on the town. Use your imagination!

Most campaigns will fall somewhere between these extremes.

WEREcreature Campaigning Guide

Campaign Flavors

Before you begin a campaign, you should decide what “flavor” you’d like it to be. Campaigns with lycanthropic player characters can run the gamut from silly to deadly. Here are some suggestions for basic flavors—you choose the toppings.

Werewolves are People, Too

In this style of campaign, the social effects of lycanthropy are toned down somewhat. Players role-play their characters as adventurers with some special powers little different from abilities such as *invisibility* or protection afforded by magical rings and armor. This is particularly appropriate if the DM introduces lycanthropy as an inherited trait.

Campaign goals may be as simple as gathering treasure and gaining experience. Adventures can be traditional dungeon explorations and wilderness encounters like non-werecreature PCs enjoy, with occasional twists designed to challenge the PCs in were-form.

A “Werewolves are People, Too” campaign can always turn into an “On the Run” or “Home of Our Own” campaign if the PCs run into the right (or wrong) people.

On the Run

In this type of campaign, PC lycanthropes are constantly running—from discovery, from were-hunters, from relatives of any victims they attack in their beast forms, and so on. If the authorities discover they’re lycanthropes, they will be sentenced to death or some other unpleasant punishment. Although some NPCs are sympathetic, the player characters won’t always be sure whom to trust.

Adventures shouldn’t always hinge on discovery and pursuit, however. Let the PCs do some more normal adventuring occasionally. Present them with situations in which only their lycanthropic abilities can save a life or a village. Let them have some breathing space now and then—in a town whose populace doesn’t suspect the PCs are werecreatures, or in a village where they’re accepted as they are. When they have settled into normal life for a while, their old arch-enemy can reappear on their trail, forcing the PCs to stand their ground or run once more.

Fighting the Curse

If you emphasize the bad points of lycanthropy—the reactions to wolvesbane and silver, the evil things some werecreatures do if they fail to retain their alignment, the reactions of NPCs discovering the PCs

are werecreatures, and so on—the player characters should soon be searching desperately for a cure. Being permanently rid of lycanthropy becomes the campaign’s goal.

The PCs should be prepared to follow any lead they have toward a possible cure. Side-treks into non-related adventures are welcome, of course, but a few adventures later the PCs should be back on the track of another rumor. Occasionally the rumored cures should actually work—for a while. Magical items may give them bonuses to their saving throws to resist transformations or alignment changes. Mysterious hermits may have spells which inhibit the effects of lycanthropy for a few days or weeks. A hidden valley may hold some secret which overrides Matera’s influence; but only while the PCs remain within the valley. Use your creativity.

This type of campaign mixes well with “On the Run.”

A Home of Our Own

This campaign’s goal is to establish an independent society of werecreatures—a village, a city, or a nation.

There are many ways lycanthropes can pursue such a goal. Political maneuvering, diplomacy, and intrigue are likely, as are deliberate attempts to increase the lycanthropic population by transmitting lycanthropy. Werecreatures may choose to locate in a remote area where they’re not likely to be bothered, or to carve out a niche in an existing community. The Valley of Wolves is an ideal setting for this type of campaign.

Adventures should be set against the backdrop of a dynamic, changing society. As with all campaigns, players don’t necessarily have to contribute to the campaign’s goal—at first. The actions of the lycanthropic movers and shakers affect the PCs (if the PCs aren’t at the forefront of the movement themselves) by drawing them into occasional intrigues or triggering events around them.

A “Home of Our Own” campaign opens the door for all sorts of problems. Some NPCs (both werecreatures and normal humans and demihumans) will use the chaos of the political and social and military upheavals to further their own designs. Renegade lycanthropes may destroy attempts to win popular support. Any attempts by werecreatures to establish themselves as real powers are sure to bring countermeasures from their neighbors. A wide range of adventures are possible, from quests to find items the leaders of the werecreatures need to mysteries and spy missions.

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World Conquest

This is similar to the "Home of Our Own" campaign, in the types of adventures that can be run. However, tired of being hunted, and giving up on the chance of a peaceful solution, many lycanthropes have the eventual goal of taking over the entire world.

A "World Conquest" campaign can also be played from the other side, with PC werecreatures (or non-weres) trying to stop power-hungry lycanthropes from world domination.

Party Animals

This is a silly campaign, where the players don't take everything seriously and neither do their characters. The social effects of lycanthropy are downplayed a

bit. This type of campaign works best if lycanthropes are fairly common and at least partly accepted by society. Being a lycanthrope shouldn't carry a death penalty, although voluntary imprisonment during the full moon might be required.

Appropriate adventures include traditional dungeon-crawls with some or all of the party in their beast or beast-man forms, wilderness adventures where the PCs act as "guides" for hopeful were-hunters (guiding them everywhere but to their quarry, of course!), and an occasional free-for-all with the PCs lost in their wereforms' alignments. Just make sure there are plenty of annoying, evil NPCs (arrogant slimeballs, nasty criminals, cheats and crooks, etc.) available as victims. That way the PCs won't feel quite so guilty after a night's rampage.



WERECREATURE CAMPAIGNING GUIDE

DESIGNING ADVENTURES

Few published adventures have been designed with werecreatures in mind. Those that involve lycanthropes tend to cast them as the villains. This means you have to modify any adventure you use.

Designing adventures yourself can be particularly rewarding. Unlike the authors of published adventures, you can tailor your adventures to a specific group of characters. If you're familiar with the player characters' abilities, personalities, and habits, you can find all sorts of ways to challenge them.

Adapting Published Adventures

If the PCs are likely to remain in their human forms throughout an adventure, you may not need to modify a published adventure at all. But unless you're running a "Werewolves are People, Too" campaign, most published adventures are more suitable as side-treks in the on-going pursuit of the campaign's goals.

You need to take lycanthropy into account if the PCs habitually take their beast forms whenever convenient, or if there's likely to be a full moon any time during the course of the adventure. Read through the adventure, looking for any encounters or situations in which lycanthropy is a distinct advantage or disadvantage. If all the monsters are armed with normal weapons, for instance, the PCs may be able to waltz through the adventure in their beast forms without so much as a scratch. On the other hand, if the adventure takes place in a dungeon with a lot of locked doors, at least one party member needs to remain in human form to cast *knock* spells or pick locks—unless the party has some name-level lycanthropes.

You should modify any encounters which lycanthropy renders too easy. If the PCs encounter monsters while in beast form, make sure the monsters are armed with magical weapons or have spell casters among them. Or, to avoid an excess of magical treasure turning up in your party's coffers, arm monsters with burning torches and flasks of oil.

On the other hand, some encounters may prove too risky for werecreatures—especially if they're likely to expose the PCs as lycanthropes. Driving a herd of horses to market, as in B10, *Night's Dark Terror*, is simply out of the question unless the PCs have discovered some way to mask their scent from nervous horses.

Carefully examine any published adventure you wish to use for plot elements or intrigues which may be circumvented by lycanthropic abilities. For each encounter, ask yourself how the PCs are likely to respond. Will the party of werebats simply fly away from the danger? Or will the PC werewolves summon an army of normal and dire wolves to overrun the enemy? In some cases, these solutions to the adventure's challenges are fine. In others, they may destroy the purpose of the adventure.

Another thing you need to consider is whether the PCs are at appropriate levels for the adventures. For werecreatures, this can be bit more complicated than simply reading the "For characters levels 3-5" tag on the cover. See "Balancing Encounters—Relative Character Experience Levels," p. 23, for suggestions.

If you keep in mind the unique special abilities and disadvantages werecreatures have as you read through an adventure, you can quickly see whether the challenge is right for your PCs at this stage—and how it may be changed.

Appropriate Adventures

If you're introducing lycanthropy into an already-existing campaign, the first adventures will involve NPC attempts to infect the PCs, and their attempts (unsuccessful, of course) to be cured. See "Converting Existing Characters" and the "Lycanthropic Adventures" section for potential ideas.

Once some or all of the PCs are werecreatures, you can build adventures around their attempts to learn to control lycanthropy. These are especially good bases for role-playing encounters with other werecreatures, with sympathetic NPCs, and with relatives of victims. The course these adventures take can set the tone for the entire campaign. Depending on how often the PCs get into trouble as werecreatures (and what sort of trouble it is), lycanthropy can become a real curse or a mixed blessing. Common opponents werecreatures may face in were-form include animal herds, human victims, other werecreatures, and, of course, the inevitable parties of were-hunters.

Adventures for experienced werecreatures should test their abilities and encourage players to use their special skills. Require PCs to frequently transform from were-form and back again to attain the adventure's goal, or to remain in beast form for extended

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periods of time. Give the characters plenty of chances to earn experience points as lycanthropes—they'll need quite a few to attain high levels. On the other hand, don't neglect the human character classes. An entire adventure accomplished in human form can be a welcome break now and then.

HUMAN vs. LYCANTHROPIC Abilities

The best adventures are those that provide opportunities for glory both as a human and as a werecreature. Present the PCs with various problems, some of which are best solved in were-form and others in which transforming to beasts or beast-men would actually work against the characters.

The lycanthropes' immunity to normal weapons undoubtedly comes in handy, but it's not infallible. Tough monsters such as giants and dragons can do enough damage in one blow to overcome a werecreature's resistance to damage. Fire, magic, silver, and even normal weapons such as bolas and nets can be used against them as well. It's fairly easy to set up encounters where the PCs are in danger, even in were-form. Occasionally, you should let them go up against opponents who can't do much to hurt them—it makes them feel tough, and more likely to get into trouble at a later date.

If the PCs have a wide spread between their human and lycanthropic levels, you may have a hard time designing adventures that work well no matter what form the PCs take. You should avoid cases where high-level adventurers newly infected with lycanthropy find themselves stuck on the umpteenth level of a dungeon during a full moon.

HUMAN vs. LYCANTHROPIC ALIGNMENT

When in were-form, lycanthropes are subject to their weretype's alignment. As DM, you decide exactly how this affects a werecreature's behavior in your campaign.

Some great role-playing may result when a werecreature failing to retain his own alignment behaves just as a normal (but intelligent) animal of his weretype would. Rabbit-chasing, romping through the woods, and simply not taking any of the party's human goals seriously are all amusing possibilities. Award experience point bonuses to any player who, in your opinion, captures the attitude and behavior of a wolf, or tiger, or whatever, in his role-playing.

Give PC werecreatures plenty of chances to regain their human alignment if they lose themselves. Make sure the adventure won't be destroyed by the entire party failing to retain their alignment and going off to hunt wild pigs or romp in the meadows. It helps if at least one of the PCs has the Self Control skill. And any werecreature who retains his alignment can try to persuade, bully, or trick the other party members into pursuing the party's human goals.

Avoid situations where the player characters are forced to go on a rampage. Role-playing a werecreature who barely manages to retain control when every fibre of his beast form longs to rend and tear and feast on some helpless prey can be fun now and then. Even the remorse and guilt of a werecreature returning to human form after an uncontrollable rampage may be fun to role-play, once or twice. But don't over-do it unless you campaign treats lycanthropy as a dreadful curse to be avoided at all costs.

NPC werecreatures are an entirely different matter. Feel free to make NPCs of Chaotic weretypes as evil in their were-forms as you like. NPC werewolves who go on killing sprees every full moon can cause player characters endless trouble, whether or not the PCs are werecreatures themselves.

ROLE-PLAYING VS. HACK AND SLASH

One way to make sure your players have a good time no matter what form their characters take is to provide plenty of role-playing encounters. What can be more challenging, and thrilling, for a lycanthrope than encountering a known were-hunter on the streets and having him ask for information concerning local werecreatures? While the character tries to mislead the hunter with false information, one of the village dogs begins to bark . . .

Even in beast form, werecreatures can enjoy exciting role-playing encounters. Conflicts between werecreatures who have retained their human alignment and others who have lost themselves in their bestial nature can be just as fun as the quick exchange of insults between tavern-goers, just before the brawl begins.

On the other hand, nothing beats a good fight now and then.

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BALANCING ENCOUNTERS—RELATIVE CHARACTER LEVELS

Balancing encounters and adventures for werecreatures can be difficult. Lycanthropes have two experience levels—both their normal class and their lycanthropic level. In addition, a 1st-level lycanthrope is by nature more powerful than a 1st-level human. This is not to say that all werecreatures are equally tough. A 1st-level werefox is not as powerful as a 1st-level weretiger. What's a DM to do?

The “Relative Character Level of Wereform Table,” below, compares roughly how powerful or skilled a werecreature would be (if he remained in wereform all the time) in contrast to a human adventurer. These comparisons help the DM estimate the difficulty of a scenario, or compute Total Party Level for balancing encounters (see the D&D® Rules Cyclopedia, pp. 100-101).

To find a wereform’s relative level, find the column for the appropriate weretype. Look down the column until you find the character’s lycanthropic experience level (or negative XP total). Then look at the “H-Level” column. The number in the same row as the lycanthropic level is a human level equivalent to the wereform.

Progression at Higher Levels: Off the chart, or for relative experience levels over 20, assume a gain of one human level equivalent for every two lycanthropic levels. Once the actual and relative levels are the same (at 20th level for greater wererats and werefoxes, 21st level for werebats, werewolves, and weresharks, and so on), use the werecreature’s lycanthropic experience level.

Devil swine are obviously more powerful than the other weretypes. A 6th-or 7th-level devil swine is relatively equal to a 21st-level human; at 8th level, 22; and +1 for every two lycanthropic levels he gains thereafter. Devil swine experience levels won’t match human levels until 36th level!

Overall Relative Level: A werecreature’s overall relative level gives the experience of a lycanthropic character in terms of general character levels (for example, what is the equivalent character level of a 6th level fighter/4th level wereboar). To estimate this, take the human class level and add one half of the wereform’s *human-level equivalence* (round down). Thus the example character would be the equivalent of a 11th level human character ($6 + \frac{10}{2}$), because the “4” in the “Boar” column has an H-level of 10.

Relative Character Level of Wereform Table

H-Level	Bat	Bear	Boar	Fox	Rat (Greater)	Seal	Shark	Tiger	Wolf	Devil Swine
H1	cub	—	cub	cub	cub	cub	cub	—	cub	—
H2	whelp	—	—	whelp	whelp	—	whelp	—	whelp	—
H3	scamp	cub	whelp	scamp	scamp	whelp	—	cub	—	cub
H4	—	scamp	scamp	—	NM	scamp	scamp	whelp	scamp	—372,000xp
H5	NM	whelp	—	NM	—	—	—	scamp	—	—
H6	—	—	NM	—	1	NM	NM	—	NM	whelp
H7	1	scamp	1	1	2-3	1	1	NM	1	—336,000xp
H8	2	—	—	2-3	—	—	—	—	—	scamp
H9	3	NM	2-3	—	4	2	2-3	1	2-3	—
H10	4	—	4	4	5	3	4	—	4	—192,000xp
H11	5	1	—	5	—	4	—	2-3	—	—
H12	—	2-3	5	—	6	—	5	4	5	—
H13	6	—	—	6-7	7	5	6	—	6	NM
H14	7	4	6	8	8	6	7	5	7	—
H15	8	5	7	9-10	9-10	7	8	6	8	1
H16	9-10	—	8	11-12	11-12	8	9-10	7	9-10	2-3
H17	11-12	6	9-10	13-14	13-14	9-10	11-12	8	11-12	—
H18	13-14	7-8	11-12	15-16	15-16	11-12	13-14	9-10	13-14	4
H19	15-16	9-10	13-14	17-18	17-18	13-14	15-16	11-12	15-16	5
H20	17-18	11-12	15-16	19-20	19-20	15-16	17-18	13-14	17-18	—

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ENDING a CAMPAIGN

At some point, you and your players may decide to end a lycanthropic campaign. This may happen for a number of reasons: Werewcreatures may be too powerful at higher levels for your campaign style; the characters (and players) may tire of the problems surrounding lycanthropy; or they may reach the campaign goal.

Before ending your campaign, however, make sure you and your players are in agreement. Any dissatisfactions, either on your part or theirs, may be due to some factor easily changed.

If that's not the case, these suggestions may help you gracefully bring a lycanthropic campaign to a close.

CHANGING the WORLD

In a "Home of Our Own" or similar campaign, the actions of player-character werewcreatures may change the world. Once the campaign goal is reached—the establishment of a city, nation, or world of werewcreatures—the players may wish to retire their victorious characters to the drudgery of rulership while they start over with newly-created werewcreatures. The new society is quite different from the old. Adventuring werewcreatures now find themselves confronting different problems than those of their predecessors.

Campaign focus can also shift away from player character werewcreatures. Non-lycanthropic characters may wish to topple the new order, or simply to survive. In a werewcreature-dominated society, non-weres might look on with fear and distrust by most werewcreatures. After all, why would anyone in their right mind refuse the gift of lycanthropy?

FINDING a CURE

One of the simplest ways to shift the focus of the campaign away from lycanthropy is to have player characters who are unwilling lycanthropes cured. All you need is a suitable quest with the removal of the condition at the end.

Depending on the campaign so far, player characters may not want to be cured. Unless they're still cubs or whelps, prone to all the problems of lycanthropy with few of the advantages, werewcreatures may be reluctant to give up the special abilities lycanthropy gives them. The way around this is to make them want to be cured.

The direct method is to announce that the campaign won't be using lycanthropic player characters

any more. All lycanthropic PCs must seek a cure for the disease or be retired to NPC status.

The indirect method is to increase the frequency and danger of encounters with were-hunters, and have NPCs react with fear and hatred whenever they discover the character's nature. Role-play animal reactions, with barking dogs and runaway horses plunging wherever the werewcreature goes. Reward the character with lots of treasure—in the form of silver coins and jewelry. Exaggerate all the problems associated with lycanthropy, and soon the character will search for a cure himself.

If it is out of character for the lycanthropic character to wish to be cured, a plot development may force a cure on him. (Don't force one on the *player*, however. If you think the player will be angry or hurt, talk the situation over first). Introduce an experienced were-hunter into the campaign—one who cures the werewcreatures he captures. If the PC is a name-level character, his liege lord may call him to task about his suspected lycanthropy and demand that he seek a cure.

In a "Fighting the Curse" campaign, finding a cure means the campaign goal has been reached. If you've altered lycanthropy's resistance to magical curing, this can be quite a bit easier or tougher than usual. Once the cure is found, however, the werewcreature player characters become normal humans again, and the campaign focus shifts away from lycanthropy and onto other things.

Starting Over

Whether you've reached a campaign goal or have decided lycanthropic campaigns simply aren't your style, you may wish to start over. This is a rather drastic way to end a campaign. In essence, you abandon one campaign for another; the players create new characters and you start a new campaign.

If you wish to use the same setting, try not to change any events which occurred in previous role-playing. You may even wish to keep the original characters as NPCs. A "World Conquest" campaign which goes sour may make using the same setting difficult. You may wish to jump campaign time forward a few years. In the meantime, a powerful clerical order may succeed in destroying or controlling the lycanthropic threat . . .

If no other option is available, you may simply scrap the original campaign events. Wipe the slate clean, say it never happened, and get on with the campaign the way you want it to be.



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CAMPAIN SETTINGS

For a sample werecreature campaign setting, see "The Valley of Wolves." Set in the Principalities of Glantri, it will provide a "Home of Our Own" campaign background.

Atlas of Lycanthropy

Here's a list, by nation, of weretypes in the Known World. Of course, you may introduce any weretype you like into any nation.

Alfheim: The elves don't tolerate the presence of lycanthropes in their forest. Only werecreatures unfortunate enough to be captured for execution, display, or magical research are likely to find themselves in Alfheim. If you allow demihuman werecreatures in your campaign, a very careful and secretive community of elven werecreatures may inhabit the forest.

The Empire of Alphatia: Any and all weretypes may be found in Alphatia—including types hitherto unknown.

Atruaghin Plateau: Werecreatures haven't yet encroached upon this isolated plateau. There are rumors of clan members able to take the shape of their clan totem (tiger, bear, elk, turtle, or horse)—these may or may not be manifestations of lycanthropy.

The Broken Lands: Some werecreatures, fleeing from persecution, settled in the Broken Lands. The humanoid inhabitants tend to leave them alone as long as they prey only on wild game and passing humans or demihumans.

The Republic of Darokin: Darokin merchants have brought every weretype back from the far corners of the Known World.

The Five Shires: A colony of wererats inhabits the underways of Shireton and abandoned buildings of Shireton Port. Werewolves and werebears may be found in wilderness areas across the Shires—wherever human habitations are.

The Ethengar Khanates: Not many weretypes have established themselves on the steppes of Ethengar. A few solitary weretigers may be found here and there.

The Principalities of Glantri: The Valley of Wolves in northwestern New Averoigne is a werewolf sanctuary. Wereboars and werebears may be found in the hills as well. A growing weretiger population inhabits Glantri City itself, with some ties to the hills of Adlerturn. Any other weretype may also be found here—the subjects or results of magical experiments.

The Hollow World: Werejaguars and were sabre-tooths are native to the Hollow World—the result of a weretiger who managed to make his way into the Hollow World a century ago and infected the wild cat population. Other weretypes have not yet penetrated the *World-Shield*.

The Kingdom of Ierendi: Most werecreatures who inhabit these islands have been imported for use in the adventure parks and tourists' games. While this makes werecreatures semi-respectable (transformations are real crowd-pleasers), any werecreature publicly displaying his powers runs the risk of having a too-zealous tourist try to kill him.

The Grand Duchy of Karameikos: Werewolves, wereboars, and werebears thrive in the deep woods and mountains of Karameikos. Wererats have been discovered in the cities—primarily Specularum, although Kelvin, Penhaligon, and Threshold may harbor some as well. The Black Eagle Barony is a good source of employment for any weretype.

The Minrothad Guilds: Representatives of every weretype may be found on these islands and on the ships of Minrothad merchants. Wererats and devil swine are especially numerous.

The Northern Reaches: Wereseals are known to frequent the coastal waters of the Northern Reaches. Werebears, wereboars, and werewolves inhabit the hills and forests of the mainland. Other weretypes may occur in rare instances.

Rockhome: Although isolated incidents of nearly any lycanthropy may occur within Rockhome's borders, the scarcity of humans limits its transmission.

Teki-nura-ria: A small island southeast of Thyatis, Teki-nura-ria is home to devil swine worshiped as Immortals (see X8, Drums on Fire Mountain).

The Empire of Thyatis: Representatives of every weretype may be found in Thyatis City. An enormous dominion of wererats inhabits the sewers, zealously guarding the secret of their existence. Other territories have weretypes suitable to their terrain.

Undersea: Weresharks are the only werecreatures common in Undersea. The climate is too warm for most wereseals to be comfortable, although visiting wereseals aren't impossible.

The Emirates of Ylaruam: Some wererats may be found in coastal towns. There may be other weretypes in the hills, especially in the Emirate of Nithia. The desert nomads fanatically destroy any werecreatures they find.



WEREcreature Campaigning Guide

Lycanthropic Communities

Werecreatures are safest when their community tolerates lycanthropy, as the Alphatians once did.

In the Known World of 1000 AC, most communities consider lycanthropes unwelcome and often hunt them down—even those who inherited their abilities. Many werecreatures flee to establish new communities with other lycanthropes of their weretype. Occasionally, lycanthropes of differing weretypes band together for protection.

When creating a community of werecreatures, try to answer the following questions.

How large is the community? How much area does it occupy? What's its population? How do community members make their living? What weretypes are represented?

Are all members of the community lycanthropes? If not, how do they react to non-weres, and vice versa? Are normal humans and demihumans relegated to servitude or kept like cattle? (This is likely in any community of devil swine.) Or do the two factions have some understanding which keeps the peace?

How does the community interact with neighboring communities? Do they keep lycanthropy a secret, putting on airs of a normal human village or town? Are they isolated enough not to worry about outsiders? Do they raid neighboring communities? Have they fortified their community in case of attack? Are they at war?

What laws are enforced? Is it legal to transform within city limits, or must werecreatures go into surrounding wilderness when the moon is full? Are uncontrolled rampages accepted or condemned?

How are strangers treated? Are they unwelcome until infected with lycanthropy and brought into the fold? Are they viewed as fair game? Or are they encouraged to get out of town before they discover the community's secrets?

Who are the community's leaders? What is the government like? Is it a case of the strong ruling the weak, or does intelligence and good planning prevail? What powers do the rulers have?

Taking all these factors into account when determining the details of a lycanthropic community can make it a logical, exciting setting for lycanthropic adventures.



Why Haven't Lycanthropes Taken Over the World?

This is a question you must answer in your campaign.

In the Known World, a number of factors work against world domination by werecreatures—including some Immortals. Lycanthropy is a fairly recent development on Mystara. Six hundred years simply isn't very much time for a new race to gain enough power to dominate far older civilizations.

With the advent of new forms of lycanthropy, werecreatures became common—and dangerous. Most nations developed policies to control or eliminate lycanthropes. In the face of these efforts, werecreatures find it difficult to establish themselves anywhere for any length of time. Eventually, the full moon or something else exposes them for what they are, and the non-lycanthrope community rises up against them.

Behind the scenes are the Immortals. Koryis, although sympathetic to lycanthropes, is usually too busy with other plans to interfere much with the progression of lycanthropy. Ruaidhri Hawkbane actively works against werecreatures and lycanthropy, striving to wipe them off the face of the world. And Kaladan the Mastershaper, although not yet an Immortal, strengthens the popular fear and hatred of lycanthropes with his efforts to spread lycanthropy.

Meanwhile, Mrikitat is primarily interested in his wererats and seldom interferes with the affairs of other weretypes. Leo Variantia hasn't yet attained Immortality. When he does, he'll be kept busy putting out fires caused by Ruaidhri and Kaladan and learning the ins and outs of Immortality.

Of course, in some areas lycanthropes *have* taken over the world—at least a piece of it. Isolated communities of werecreatures are scattered all over the world, hiding from their neighbors and trying to live in peace. A few villages have been entirely taken over by werecreatures, and even managed to keep their secret for a while. More than one community has been ruled by a werecreature, and the citizens never knew.

Just because werecreatures haven't taken over the world yet doesn't mean they won't. If you decide you'd like lycanthropes to dominate the world, let them.

WEREcreature Campaigning Guide

The Wrath of the Immortals

If you intend to utilize the Wrath of the Immortals boxed campaign set in your campaign, here are some important events which may affect the werecreatures of Mystara.

The Wrath of the Immortals campaign embroils the Known World in Immortal conflicts and changes the faces of many nations—including Glantri, the setting for the Valley of Wolves campaign (see p. 27). Note that player character actions and DM decisions may modify or negate any of these events.

Year 1004: Thyatis City suffers an enormous riot by the poorer citizens, who have seen a steady decline in the quality and quantity of free bread passed out by city officials. This has little effect on anyone not in—or under—Thyatis City. Some wererats of Thyatis participate in the riot, as they depend on the free bread almost as much as Thyatis' poor do.

Relations between Glantri and the Empire of Alphatia become strained, as the Alphatian Council of Wizards accuses the Glantrian Great School of Magic of harboring followers of the Entropic Immortals and using forbidden, evil magics. Spies and counter-spies make matters worse. Prince Etienne d'Ambreville is swept up in the politics and espionage between the two magocracies, and may drag Sire Malachie and his werewolves into the intrigue.

Year 1005: Empress Eriadna of Alphatia issues a proclamation of war against Glantri. In return, Glantri, backed by the Empire of Thyatis and the Heldann Freeholds, declares war on Alphatia. Alphatian wizards travel secretly to Glantri, where they conjure and set loose hordes of monsters—many from other planes.

Meanwhile, the Master of the Desert Nomads takes advantage of the war and invades Darokin from the west. A substantial number of weretypes live secretly in Darokin—merchants and adventurers who contracted lycanthropy while abroad—and they're not likely to stand by while their home world is overrun by nomadic barbarians.

Year 1006: The forces of Karameikos—including some werecreatures, although they try to keep that secret—march to the defense of the city of Darokin.

A devastating meteor sent by the Master of Desert Nomads impacts on the Darokin/Glantri border,

destroys a mountain range, and raises an impenetrable cloud above the two nations. Crops fail, causing famine and economic collapse. The dwarves of Rockhome, dismayed at the events of the surface world, retreat into their subterranean communities—taking most of Sire Malachie's dwarven support with them. If Sire Malachie has not yet attained the title of Prince, this can seriously harm his plans.

Year 1007: King Thar of the Broken Lands leads his humanoid hordes in raids on southern Glantri, finally besieging Glantri City itself. Shadow Elves invade Alfheim, transmuting the forest and forcing the Alfheim elves to flee. Plague erupts in the Heldann Freeholds.

Year 1008: Plague spreads throughout the north, reaching Glantri through Ethengar. With little clerical magic to combat it, Glantri's population is devastated. Lycanthropes seem just as susceptible as normal folk, and the Valley of Wolves loses many werewolves.

Year 1009: Thyatis, hard-pressed by the Alphatian military juggernaut, sues Empress Eriadna for peace.

A storm of tremendous force deluges the Alphatian city of Sundsvall with rain, hail, and lightning—and drains the world of magic. For an entire week, no magic works, either on Mystara or in the Hollow World. Lycanthropes can no longer transform, and are stuck in whatever form they were in when the storm struck. When magic returns, so does lycanthropy and its effects. The storm and its after-effects were caused by an Immortal artifact, the *Nucleus of the Spheres*, the source of the *radiance*, a magical power unique to Glantri.

The Thousand Wizards of Alphatia teleport to the skies over Glantri City and begin a magical bombardment. The *Nucleus of the Spheres* is destroyed and Glantri is devastated. Immediately afterward, earthquakes rock Alphatia, and the continent sinks deep beneath the sea.

Year 1010: The nations of the Known World begin the long, difficult process of rebuilding. Wherever lycanthropes took active roles in defense of their nations—in Glantri, particularly—they may find themselves honored as heroes rather than reviled as evil monsters.

The Valley of Wolves

When Prince Innocenti asked me to relocate to the Fortresse d'Ylourgne, he had no idea the move would also advance my studies. To live so close to the hills of New Averoigne and the Valley of the Wolves, where werewolves are said to be a constant nuisance!

Officially, I am here to assist the Castellan with public relations. Unofficially, the Prince wishes me to keep an eye on Agostino, to make sure this dangerous young brother cannot further his plots unobserved. Innocenti may be aware I am not as inexperienced in my magic as I pretend, but I am sure he does not suspect the full extent of my powers.

It shall not be difficult to accomplish my tasks—both official and unofficial—while continuing my studies into the effects of Lycanthropy. The nearby hills afford ample solitude. I shall establish a hidden laboratory to conduct experiments, and my duties as public relations councilor shall provide excellent excuses to interview the local populace.

Niccolo Galateo,
Scholar Mage at Fortresse d'Ylourgne

Within the Principalities of Glantri, a nation run by magic-users for magic-users, lies *la Vallée des Loups*—the Valley of Wolves, named for its abundance of normal and dire wolves. The Baron of Morlay, the northernmost dominion of the valley, dreams of creating a Principality here, with himself as Prince.

If you don't use the Principalities of Glantri, you can place the Valley of Wolves in any mountainous region with abundant werewolves.

GEOGRAPHY

La Vallée des Loups is the northern extension of the Isoile Valley. Nestled between *Mont d'Ire* and *les Montagnes Noires* (the Black Mountains), the valley contains rolling hills, extensive forests, and many rapid streams. Even at its lower, southern end, the valley floor is roughly 5,000' above sea level.

Two main rivers cut through the valley. The *Loir* runs swiftly down the western edge of the valley and includes many rapids and waterfalls. North of *Lac d'Ire* the river is called *d'Enfer*. The *Luneau* meanders its down the eastern side of the valley, separating the rolling grassy foothills of *les Montagnes Noires* from the forested hills of the valley's center.

Tall basalt crags—called *aiguilles*—dot the valley in mute testimony of the volcanic nature of the region. Many small volcanoes in the area are now so weathered and overgrown as to be indistinguishable from the surrounding forested hills. Their rounded basins often contain good grazing lands.

To the west and northwest lie the wastelands. Although of fairly constant altitude from the *Loir*'s northern reaches across to the base of an escarpment forty miles away, this land has poor soil suitable only for tough grasses and weeds. Scattered tribes of barbaric nomads inhabit these plains.

CLIMATE

Weather in the valley is mild in summer (about 65°F) to very cold in winter (often sub-zero). Prevailing winds are from the south in spring and summer, and from the east in winter. *Les Montagnes Noires* keep the worst biting winds from the valley.

Precipitation is quite good in spring and summer, with moderate rains falling every few days. In winter, the mountain passes are blocked with tens of feet of packed snow, while along the rivers snow may collect in drifts of 6' or more.

Fog is common in summer, especially along stream banks and in the swamps. Mountainsides may be enshrouded in fog in spring or fall as well. Winter winds in *les Montagnes Noires* are dangerous, being very strong and often carrying hails of small stones. Avalanches are common here in the late winter and in the early spring.

GUIDE TO THE VALLEY

The large fold-out map shows *la Vallée des Loups* in a scale of 1 mile per hex. Symbols in each hex indicate the predominant feature in that square mile. When describing an area, keep in mind that the immediate terrain may differ from the map symbol. Mountain areas often have small caves, forested slopes, or alpine meadows not indicated on the map, and even the densest forests contain clearings. Many small pools, brooklets, and marshy ponds can also be found.

Only villages with populations of 100 or more are shown. Place hamlets and individual dwellings wherever you like. Average population densities per square mile are: flat terrain, 15; hilly terrain, 4; mountain areas, 1. Add 50% along the banks of the *Loir* or the *Luneau*, and halve them in wooded areas. Most families are small, typically having 5 members.

The Valley of Wolves

MONT D'IRE (Mount Wrath)

This enormous mountain rises 10,000' above the valley floor, and separates la Vallée des Loups from the wastelands to the west. Its gentle lower slopes support pine forests intermixed with larch, beech, birch, and willow. Halfway up the mountain, slender alpine firs and hardy alpine meadow grass thrive. The upper slopes consist mainly of tier after tier of granite cliffs and rocky outcrops. Snow clings to all but the steepest faces well into spring. It's most persistent on the eastern and northern slopes, lasting nearly to summer. The mountain peak itself is crowned in snow year-round.

Interesting Features: A miles-long escarpment known as *Saut des Sorcières* (Sorceresses' Leap) drops two to three hundred feet from Mont d'Ire to the banks of the Loir. Along its base, the *Cascades des Sorciers* (Sorcerers' Waterfalls) hurl the river down the slope of the valley in a series of waterfalls—the final of which, *Cascade Argentée*, thunders over an impressive 113' cliff.

In the *Vallon des Sorciers*, blackened ruins of five towers are linked with tales of a group of sorcerers who dabbled in magic beyond their abilities. Menhirs—strangely carved stone pillars—mark the

length of *Col des Charmes*, a narrow cleft which cuts through the heart of Mont d'Ire. Spaced every hundred yards, the stones are said to glow in moonlight. Hot springs keep the pass free of snow all winter.

The ruins of *l'Ermitage* mark the spot where, in AC 861, clerics fleeing from the enforcers of the new law against clerical practices established a retreat. Persistent tales of ghosts and hauntings keep sensible people away.

Villages: *Chichée* (pop. 235) and *Varenne* (pop. 198) are home to farmers, goatherds, and foresters. *Villette les Ruines* has been abandoned for at least a generation.

Encounters: The slopes and valleys of Mont d'Ire are home to many animals. Domestic herds of goats and their goatherds may be found in the alpine meadows during summer. Wild herds of deer, elk, moose, and mountain goats thrive in the forests and on the slopes. Other animals that thrive here include bats, bears, wolves, and dire wolves. A griffon has been reported near *l'Ermitage*. The usual cave-dwellers (bugbears, gnolls, ogres, etc.) and miscellaneous groups of men (brigands and bandits) also inhabit the area. In the foothills, animal herds and humans are more common, cave-dwellers and fantastic creatures much less so.



The Valley of Wolves

Le Vicomté de Malinbois

The Viscounty of Malinbois encompasses 392 square miles with a population of about 4,500. Dame Diane de Moriamis is Madame la Vicomtesse (see p. 47). The dominion's forests are primarily coniferous, with hardy species of deciduous trees thriving in the warmer valleys—birch, beech, maple, chestnut, and oak. A cart-road and the *Pont des Moulins* (Miller's Bridge) connect le Vicomté to the Principality of New Averoigne.

Interesting Features: The *Château de Malinbois* is a small castle protected on three sides—by the Loir, the stream *Malinru*, and an unfinished moat.

Along the central ridge of the valley, the basalt crags of the *Dents du Dragon* (Dragon's Teeth) rise abruptly from a gently-sloped, forested base to narrow, jagged peaks.

Villages: The villagers of *Malinbois* (pop. 962) support themselves with farming, weaving, and wine from their fine vineyards. The nearby woods provide abundant lumber, firewood, chestnuts, and acorns. Other villages within the dominion include *Grand Champ* (pop. 592); *Fontclairant* (pop. 233); *Ville-neuve* (pop. 220); *Vivier* (pop. 164); *Roche Torse* (pop. 145), in the shadow of the aiguille of the same name; and *le Châtelet* (pop. 101), dominated by a fortified manor-house.

Encounters: Mostly villagers and their livestock. The woods are home to deer and the less common elk and moose. Wolves and werewolves are known to raid the forests and, more rarely, the villages themselves.

Hills of les Perdus

The rolling foothills of les Montagnes Noires are covered with high grass, heathers, thistles, briars, and juniper. They're notorious for causing travelers to lose their way. Wolfsbane grows in abundance here, as do such alchemical treasures as mandragora, belladonna, lupin, sootleaf, and fireroot.

Interesting Features: To the south of the hills lurks *le Marais*, a low-lying moor treacherous with quicksand, peat bogs, and marshes. *Malmaison Abandonnée*, a ruined mansion, stands alone on the moor. It's said to be haunted by evil creatures.

Tour de Magibelle is said to have been built centuries ago by a beautiful enchantress. Lights can be seen in the tower every night, but no one knows who lives there now. A few brave souls who have examined the

tower have found the door locked and their knocks unanswered.

Ruins in the area of *Monts des Morts* supposedly harbor undead.

Villages: *Verdun* (pop. 686) is a small merchant town which controls all the trade up and down the Luneau. The Free Farmers (see p. 40) use *Fort Défi* (pop. 339) as their stronghold. *Argentine* (pop. 171) is renowned for a family of silversmiths who produce exquisite silver jewelry and utensils (especially knives). Most villagers of the area are farmers who till the soil and herd cattle in the neighboring hills.

Encounters: Near the rivers, local villagers and their livestock are the most common encounters. In the wilder hills, strange plant life (archer bushes, and patches of grab grass) threaten travelers. Wild dogs, foxes, bats, and wolves are common. Occasional humanoid raiding parties from the mountains also pose a threat.

Les Montagnes Noires (The Black Mountains)

This extension of the Wendarian Range separates la Vallée des Loups from the northeastern Principalities of Glantri. Individual peaks rise 5,000'-10,000' above the Perdus Hills, attaining altitudes of 10,000'-16,000'. As with Mont d'Ire, their lower slopes are forested with pine, yew, and larch. Their upper slopes support the lichens and wildflowers of alpine tundra. A few sport snow caps year round.

Interesting Features: The jet-black slopes of *Collines du Cheval Noir* dominate the southern arm of Les Montagnes Noires. Its rippled crater floor is warmed by steam vents and blanketed with lush grass year-round. Some ancient lava tunnels are believed to lead to extensive cave-systems and caverns deep within the earth.

A trail east through the *Grande Traversière* provides a short-cut to the Principality of Aalban. Travel is limited to summer months; early blizzards, icy snow up to 60' deep, avalanches and mud slides close the pass for the rest of the year. The twin *Citadelles Invincibles*, now in ruins, once kept the pass free of dangerous monsters.

Intrepid travelers may undertake the difficult journey north through mountain passes and valleys—starting with *Col des Goules* and *Vallée Solitaire*—to the Barony of Adlerturm, 40 miles away.



The Valley Of Wolves

Villages: The mountains are too inhospitable to support more than a few scattered communities of a dozen families or so. *Tour des Etoiles* (Tower of Stars) is home and observatory to Maximilien Debuisson, an astrologer.

Encounters: Similar to Mont d'Ire. There may be a small dragon still hiding from dragon-hunters, but there are no reports of griffons. Neanderthals and sasquatch have also been encountered.

La Baronne de Morlay

The Barony of Morlay is ruled by Sire Malachie du Marais (see p. 46). The dominion encompasses 392 square miles, with a population of about 3,000. Most of it is mountainous, with forests in the south. The *d'Enfer*, a swift and narrow river, curves down through the valleys from the base of *Mont Noir*.

Interesting Features: *Château de Morlay*, the Baron of Morlay's stronghold, perches atop *la Roche Noire*, an impressive basalt aiguille. The rock towers three hundred feet above the roofs of the stables and houses on its skirts. An impressively engineered path winds its way up the sheer sides.

Once a volcano, *Mont Noir*'s black slopes are rich with valuable minerals. The mountain supports an obsidian mine and quarries of basalt, granite, and quartz.

Villages: *Loupmont* (pop. 1,035) is the capital village of the Barony (see p. 30-36). *Beaufort* is both a village (pop. 318) and a fort (garrisoned by the Baron of Morlay's small full-time army). They guard the northern entrance to the valley and host the small trickle of merchants which ply the trail between Wendar and the Principalities. Other villages include *Roche Aigre* (pop. 137) and *Vignes* (pop. 429). The latter is known throughout Glantri for its excellent wineries.

Encounters: As for les Montagnes Noires in the mountainous areas. Villagers and their livestock may be encountered in the valleys and hills close to the villages. Werewolves are quite common, and often friendly. Game is scarce. The Baron tries to re-stock the forests, but hungry wolves and restless werewolves clear them out nearly as fast as he can draw animals to them.

The Midlands

These unclaimed lands lie between le Vicomté de Malinbois and la Baronne de Morlay.

Interesting Features: *Lac d'Ire* is kept well-fed by the waters of the *d'Enfer* and snowmelt from the heart of *Mont d'Ire*. The lake provides excellent fishing and bountiful ducks, geese, and other water fowl. It overflows its shores during spring thaws, but is otherwise usually calm. *Marais Malheureux*, the wet lowlands north of the lake, make life miserable for anyone unprepared for bogs, mires, and nasty denizens of the swamp.

Marking the highest point of the valley's central ridge, *le Grand Arc* is the most visible feature of the midlands. The mountain curves in a graceful arc around the densest forest of the valley. The rapid streams of the area are home to abundant trout.

Villages: The orchards and fields along the *Charmant* support two villages; *Chauffeur* (pop. 626) and *Trois-Fontaines* (pop. 134). Along the *Luneau* and its tributaries lie *Sans-souci* (pop. 227); *Sereine* (pop. 208); and *Lunegarde* (pop. 158). *Tour du Silence*, in the shadow of *le Grand Arc*, is home to a reclusive wizard. Locals call him *le Magicien du Silence* and tell all sorts of fanciful tales of what his research may involve.

Encounters: As per le Vicomté de Malinbois and la Baronne de Morlay. *Marais Malheureux* is home to lizard men, giant toads, giant leeches, and unpleasant plant life. Dangerous encounters may also occur with quicksand, bogs, and fog-enshrouded pits. The few faint trails through the swamp are apt to disappear when the traveler turns to retrace his steps. Various ghosts and spirits of the swamp's victims may also be found.

Moose may be discovered feasting on pond-lilies and other aquatic plants in the shallows of *Lac d'Ire* and the less dangerous edges of *Marais Malheureux*.

The Valley of Wolves

Life in the Valley

Although outside the official boundaries of the Principality of New Averoigne, inhabitants of the valley consider themselves Averoignians. Many are descendants of wizards and their vassals who fled from the Inquisition of Old Averoigne, a land much like medieval France. They hold Prince Etienne of Sylaire in high regard, even though they don't owe him taxes or fealty (see GAZ 3, The Principalities of Glantri).

Residents

Most people within the valley earn their living farming, herding, hunting, mining, or as woodcutters. Larger villages support craftsmen—blacksmiths, silversmiths, and cartwrights. A few wizards have built towers in the hills, but the valley has a lower proportion of magic-users than other areas of magic-rich Glantri.

The valley is rumored to be a sanctuary for werewolves, though few people outside the valley realize how extensive the "werewolf problem" is. In la Baronne de Morlay, roughly half of the adult population are werewolves. The proportions drop to 25% in the midlands, 20% in the Hills of les Perdus, and 15% within le Vicomté de Malinbois.

Resources and Economy

The primary coin of the Principalities of Glantri is the golden ducat (dc), roughly equal to the common gp. Other coins include the crown (cr), a glowing platinum coin worth 50 gp (only 5 if the dweomer is dispelled), the silver sovereign (sv), roughly equal to 1/10 of a gp, and large copper pennies worth one twentieth of a ducat (5 cp). These coins are accepted and used in the valley, although most small transactions are done by bartering and trading goods and produce.

La Vallée des Loups exports fine wines, woolen and leather goods, wolf skins, obsidian, and silver. It imports beer and salt pork from the Principality of Aalban, and luxury items such as tapestries and books from other areas of Glantri.

Each valley or mountain family generates 7 ducats worth of cash each month. Hills produce about 4 dc per month, forests about 3 dc (both valley and hills). These figures include both Resource Income and a 1 dc Tax—see the Rules Cyclopedia, pp. 139-140. Families living within la Baronne de Morlay or le Vicomté de Malinbois owe an additional 10 dc in

services (produce, raw materials, and military or personal service—Standard Income) each month. Taxes are collected quarterly.

La Baronne de Morlay: *Les Mines*, an obsidian mine, is an important resource. Other resources include quarries, the excellent winery at Vignes, agricultural produce, and deerskins. Each month, the Baron receives 3,440 dc cash in Resource Income and taxes and 5,600 dc in services. Of the monthly total, the Baron owes 20% (1,808 dc) to the Council of Princes.

The Free Territories: The resources of the valley's midlands are mostly vegetable (vineyards, staple crops, a few orchards, forest products) and livestock. In the hills, sheep and cows provide the most income. Mountain families generate income from animal products (herd animals and hunting), forest products, and a few private mines. The free territories of the valley have no lords, although they pay 20% of their Resource Income directly to the Council of Princes. Each month, roughly 3,000 inhabitants produce 3,128 ducats.

Le Vicomté de Malinbois: Located at the mouth of the valley, this dominion is the most densely populated area of the valley. Inhabitants generate income primarily from farming (crops and livestock) and forest produce. The chestnut groves near the village of Malinbois provide enough surplus every fall to market them to chefs throughout New Averoigne. Black walnut and curly maple groves within the forest by le Châtelet yield prized hardwoods. Each month the inhabitants owe their Vicomtesse 3,935 dc cash in Resource Income and taxes and 8,050 dc in services. Taxes due to the Council of Princes amount to 2,397 dc per month.

The Militias

La Vallée des Loups is a borderland area, with wilderness mountain areas to the north and barely inhabited wastelands to the west. As such, it has its share of troublesome trespassers. Every village of any size (ten or more families) has a militia composed of all the adults fit to fight. Militias are on active duty each month during the full moon, defending village livestock from wolf attacks. For War Machine purposes, most militias have a Troop Class of Poor. Human militias are often armed with silver weapons, while lycanthropic militias are often armed with wands of paralyzation and the like.

The Valley Of Wolves

The Brotherhood of Wolves

Most werewolves in the valley are loosely associated in *la Confrérie des Loups*—the Brotherhood of Wolves. Any werewolf who agrees to abide by the laws set forth by the White Wolf of Morlay, their leader, may be counted among the Brotherhood. Those who decline are politely asked to leave the valley, or face the Brotherhood's law-enforcers (see "Wolf Law").

Wolf Packs

Members of the Brotherhood form packs, usually numbering 4-8 werewolves. Pack members often hunt together, and look out for one another when the moon is full. The most experienced werewolf leads the pack, until he is beaten by a stronger werewolf. The stronger the leader, the larger the number of werewolves who follow him.

To determine the maximum number of werewolves in any one pack, add the leader's lycanthropic experience level to his Strength score in beast form. (Count *normal monster* level and below as level 0.) Divide the total by 2 and round down. Add +1 for

each of the following skills the leader has: Intimidation, Leadership, Self Control. Compare the result to the Charisma Adjustment Table, Rules Cyclopedia p. 10. Maximum No. Retainers refers to the number of werewolves that leader may have in his pack. Werewolves at 5th level and higher may have other pack leaders as their pack members, greatly increasing the number of werewolves they can influence.

Due to the high proportion of werewolves in the valley's population, nearly every village and hamlet is home to at least one pack. Where more than one pack hunts the same area, each pack leader finds his place in the Brotherhood's hierarchy. The stronger the leader, the higher his position—and the position of his pack. The hierarchy determines which packs can hunt in the best hunting grounds, and which must content themselves with rabbits or stray sheep.

Occasionally, a powerful pack leader "adopts" a smaller, weaker pack, allowing them to hunt with his own pack in the better hunting grounds.

Player character werewolves may form their own pack, or be members of a larger pack.





The Valley of Wolves

Wolf Law

The White Wolf of Morlay enforces a strict code of behavior among werewolves under his command. It's called Wolf Law, and those who break it earn the White Wolf's wrath.

Minor offenses are usually handled by pack leaders. The 18th of each month is known as *la Nuit des Comptes* (the Night of Reckonings). Pack leaders in each community meet this evening to report any misdoings of their pack members, and to pay all fines due. These revenues fund the Brotherhood's law-enforcement and victim compensation program.

Major offenses are handled by *le Tribunal des Loups* (the Tribunal of Wolves—see p. 39). The White Wolf has empowered these werewolves to investigate reports of major offenses, arrest suspects, hold trials, pass judgment, and carry out sentences. In some cases, where the identity of the law-breaker is well-known, the entire proceeding takes a matter of minutes.

Treasonous offenses and other matters of grave importance are often handled by *les Loups Noirs* (the Black Wolves), an elite secret arm of *le Tribunal*.

Never betray a pack-mate. This is the First Law of Wolves, and the most important. Without utter loyalty to one's own pack, the entire social structure of the werewolves of the valley would break down. Any surviving pack members will hunt down and kill a pack mate who breaks this law. If none survive, the White Wolf may send *les Loups Noirs* to make an example of the traitor.

Never hunt in the villages. Any werewolf who breaks this law—even while lost in the nature of his beast form—is subject to fines or punishment. Members of *la Confrérie des Loups* are expected to confess any attacks to their pack leader, who reports to *le Tribunal des Loups* monthly. Attacking livestock is assessed a fine equal to the fair market value of the animal if it survived, or twice the value if it died. Attacking a human or demihuman carries a fine of ten ducats (10gp) for an assault or ten platinum crowns (500 gp) for a kill. Any who break the law but do not confess are banished from the valley if found guilty by the *Tribunal des Loups*.

Victims of werewolf attacks may claim compensation from the Baron (funded, of course, by the fines). Compensation is usually half the actual fine.



Never pass *le Cadeau du Loup* (the Gift of the Wolf) to any but your immediate family. The White Wolf does not want lycanthropy spread indiscriminately. Renegade werewolves are a real problem in the valley. The White Wolf feels the best way to avoid them is to strictly control who becomes infected. Members of *la Confrérie des Loups* are allowed to deliberately spread lycanthropy only to immediate family members—a wife, brother, etc. Those who break the law are fined five ducats (5gp) if they spread lycanthropy accidentally (while defending themselves from an attack, for instance), or five crowns (250 gp) if they spread lycanthropy deliberately. (These fines are in addition to any attack-price due.)

Those wishing to infect friends or other non-family members with lycanthropy may petition their pack leader for acceptance of a new member. All such cases are referred to *le Tribunal des Loups*.

Maintain Control. Wolf Law discourages loss of control during transformations. Cubs are assigned an experienced mentor (a *normal monster* level werewolf or higher) to accompany them during all involuntary transformations. This mentor is responsible for the cub's safety and good behavior, and for teaching him Wolf Law. Any werewolf, of any level, who rampages three nights in a row, or during three full moons in a row, is assigned an experienced werewolf as guardian. If the culprit refuses to be governed by his guardian, or is uncontrollable in beast form, *le Tribunal* may banish him. If human or demihuman lives are lost due to the renegade's actions, the sentence may be death instead.

Any werewolf known to deliberately kill an innocent human or demihuman is hunted down by the official *Chercheurs des Loups-Garous* (werewolf-hunters) in the Baron of Morlay's employ.

Werewolves of New Averoigne

The Principality of New Averoigne has a substantial number of werewolves (roughly 10% of the adult population) who consider themselves members of the Brotherhood and follow Wolf Law. They have their own *Tribunal des Loups*, and are unofficially tolerated by Prince Etienne. Although the werewolves of New Averoigne support the White Wolf in many matters, their first loyalties are to their own Prince.

The Valley of Wolves

Loupmont

This fortified community sits beside the d'Enfer river, near Château de Morlay (see map, inside cover). It's the largest settlement in la Baronne de Morlay (pop. 1,035 and growing).

The White Wolf encourages werewolves to settle here; most of the population are lycanthropes. They distrust strangers. As Sire Malachie attracts other settlers to the area and increases trade between the villages of Morlay and the rest of Glantri, Loupmont should expand into a bona-fide town.

Few permanent residents remain unaware that Loupmont is a village of werewolves. Nevertheless, villagers are always closed-mouthed about themselves and their village, and careful to say nothing which may be overheard by strangers. Newcomers are carefully (but subtly) watched. Nothing quiets the boisterous atmosphere of the village's taverns faster than the entrance of a stranger.

Life in Loupmont is little different from that in any other large village. Loupmont's dogs bark at strangers, but not necessarily at every werewolf they see. Some look more like wolves than dogs, it's true, but that's to be expected this close to the wolf-infested mountains. Villagers are perhaps a little less friendly than those of New Averoigne, but that can be explained by their isolation and their proximity to wild borderlands.

There is little on the surface to announce that Loupmont is a village of werewolves, though anyone staying more than a few days is bound to notice a few odd occurrences now and then.

Key to the Map:

La Roche Noire and Château de Morlay: "The Black Rock" is a tall volcanic formation. Centuries ago, a clerical order built their stronghold atop the rock, fashioning and fortifying it with the help of clerical spells. Renamed the Château de Morlay, the stronghold is now held by le Baron de Morlay. (See the castle plans on the large fold-out map.) Stables and quarters for the Château's servants and guards nestle at the bottom of the rock. Sheep and cattle graze on the lower slopes of the hill south of la Roche Noire, cropping the grass too short to provide any cover for anyone thinking to sneak up on the castle.

l'Etang: This fish-pond was created to supply Loupmont with a steady source of river trout and other fish. Le Barrage (the dam) is a simple but strong affair made of basalt blocks. It can be opened to cause a sudden (though brief) flood down the d'Enfer.

Domaine de Morlay: The Baron's winery, famed for its sweet and sparkling white Vouvray wines.

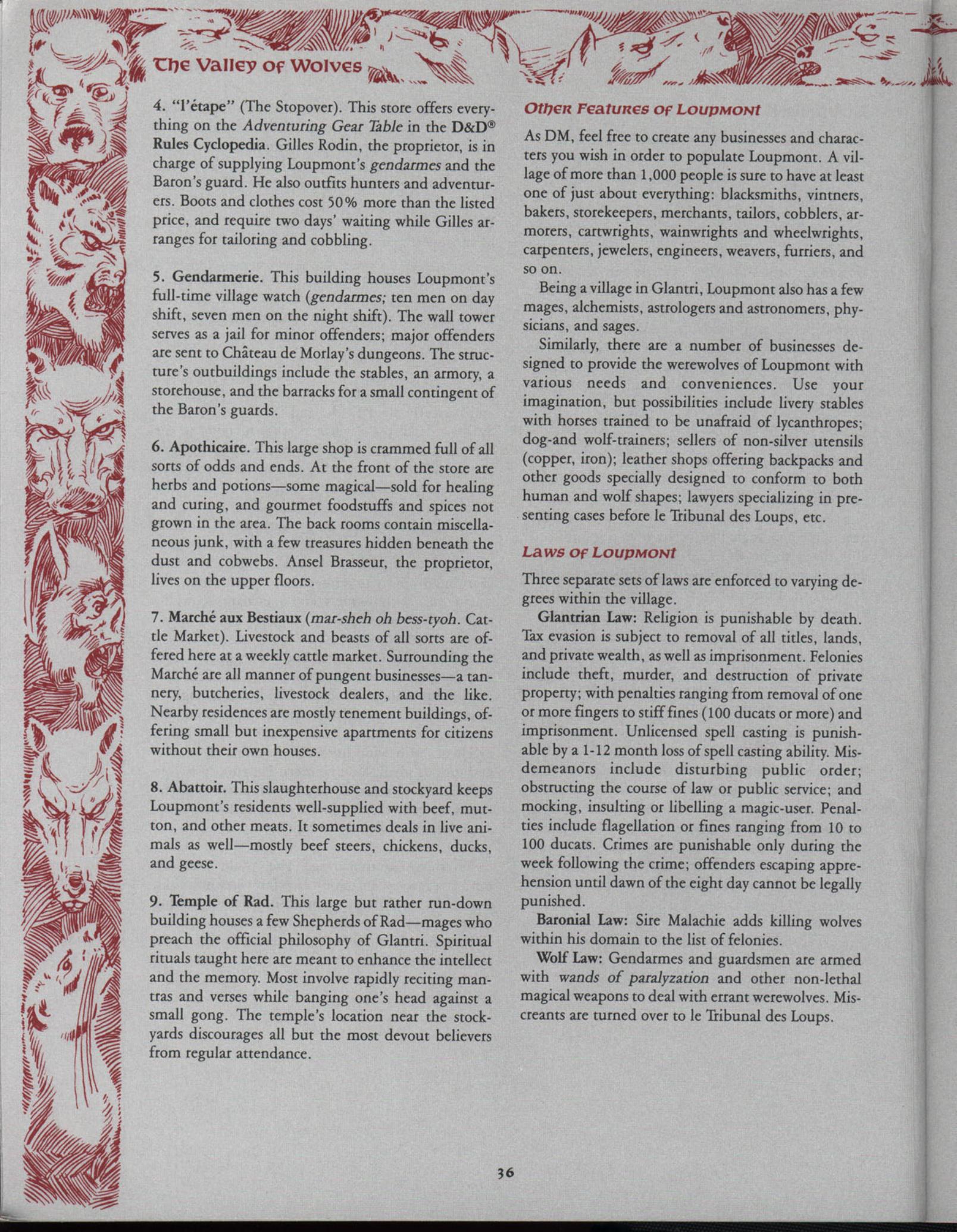
Tour Nord and Tour Sud: Twin towers protect Loupmont's main gates from attacks up the d'Enfer. In truth, the river is too shallow to allow navigation by anything but the smallest boats and canoes—or by magically-driven vessels.

Farming: Citizens of Loupmont grow wheat, oats, and barley in their fields, and hay for their cattle. Swineherds keep the villagers' pigs foraging in the forests to the southwest. The apple orchards yield plenty of fruit for the village, which exports cider, preserves, and dried fruit.

1. Place Publique. This village square and village hall is a favorite gathering-place of Loupmont's residents. The fountain in its center provides clear, cool water year-round—even in winter. Twice each week, the square fills with farmers and merchants hawking their produce and wares.

2. Auberge des Chasseurs. The "Huntsmen's Inn" caters to adventurers and travelers and any of the Baron's guests who aren't quite important enough to merit quarters in Château de Morlay. Rooms are clean, comfortable, and fairly spacious. The food is excellent, with wine from the Domaine de Morlay and various small, local vintners. Lodging costs 7 gp per night, and includes one meal. Mounts can be stabled for 5 gp per night, feed and hay included. Monsieur Auguste Villebois is proprietor.

3. Taverne du Loup Sauvage. The "Wild Wolf Tavern" is a favorite meeting-place for werewolf packs, both before and after a night's run. Valentin Saveroy, the proprietor, keeps the tavern open from noon until just after dawn. A few dusty rooms on the upper floors are available for lodgers.



The Valley of Wolves

4. "l'étape" (The Stopover). This store offers everything on the *Adventuring Gear Table* in the D&D® Rules Cyclopedia. Gilles Rodin, the proprietor, is in charge of supplying Loupmont's *gendarmes* and the Baron's guard. He also outfits hunters and adventurers. Boots and clothes cost 50% more than the listed price, and require two days' waiting while Gilles arranges for tailoring and cobbling.

5. Gendarmerie. This building houses Loupmont's full-time village watch (*gendarmes*; ten men on day shift, seven men on the night shift). The wall tower serves as a jail for minor offenders; major offenders are sent to Château de Morlay's dungeons. The structure's outbuildings include the stables, an armory, a storehouse, and the barracks for a small contingent of the Baron's guards.

6. Apothicaire. This large shop is crammed full of all sorts of odds and ends. At the front of the store are herbs and potions—some magical—sold for healing and curing, and gourmet foodstuffs and spices not grown in the area. The back rooms contain miscellaneous junk, with a few treasures hidden beneath the dust and cobwebs. Ansel Brasseur, the proprietor, lives on the upper floors.

7. Marché aux Bestiaux (*mar-sheh oh bess-tyoh*. Cattle Market). Livestock and beasts of all sorts are offered here at a weekly cattle market. Surrounding the Marché are all manner of pungent businesses—a tannery, butcheries, livestock dealers, and the like. Nearby residences are mostly tenement buildings, offering small but inexpensive apartments for citizens without their own houses.

8. Abattoir. This slaughterhouse and stockyard keeps Loupmont's residents well-supplied with beef, mutton, and other meats. It sometimes deals in live animals as well—mostly beef steers, chickens, ducks, and geese.

9. Temple of Rad. This large but rather run-down building houses a few Shepherds of Rad—mages who preach the official philosophy of Glantri. Spiritual rituals taught here are meant to enhance the intellect and the memory. Most involve rapidly reciting mantras and verses while banging one's head against a small gong. The temple's location near the stockyards discourages all but the most devout believers from regular attendance.

Other Features of Loupmont

As DM, feel free to create any businesses and characters you wish in order to populate Loupmont. A village of more than 1,000 people is sure to have at least one of just about everything: blacksmiths, vintners, bakers, storekeepers, merchants, tailors, cobblers, armorers, cartwrights, wainwrights and wheelwrights, carpenters, jewelers, engineers, weavers, furriers, and so on.

Being a village in Glantri, Loupmont also has a few mages, alchemists, astrologers and astronomers, physicians, and sages.

Similarly, there are a number of businesses designed to provide the werewolves of Loupmont with various needs and conveniences. Use your imagination, but possibilities include livery stables with horses trained to be unafraid of lycanthropes; dog-and wolf-trainers; sellers of non-silver utensils (copper, iron); leather shops offering backpacks and other goods specially designed to conform to both human and wolf shapes; lawyers specializing in presenting cases before le Tribunal des Loups, etc.

Laws of Loupmont

Three separate sets of laws are enforced to varying degrees within the village.

Glantrian Law: Religion is punishable by death. Tax evasion is subject to removal of all titles, lands, and private wealth, as well as imprisonment. Felonies include theft, murder, and destruction of private property; with penalties ranging from removal of one or more fingers to stiff fines (100 ducats or more) and imprisonment. Unlicensed spell casting is punishable by a 1-12 month loss of spell casting ability. Misdemeanors include disturbing public order; obstructing the course of law or public service; and mocking, insulting or libelling a magic-user. Penalties include flagellation or fines ranging from 10 to 100 ducats. Crimes are punishable only during the week following the crime; offenders escaping apprehension until dawn of the eighth day cannot be legally punished.

Baronial Law: Sire Malachie adds killing wolves within his domain to the list of felonies.

Wolf Law: Gendarmes and guardsmen are armed with *wands of paralyzation* and other non-lethal magical weapons to deal with errant werewolves. Miscreants are turned over to le Tribunal des Loups.

The Valley of Wolves

CALENDAR OF EVENTS

Life in la Vallée des Loups is greatly influenced by the cycles of the moon. As the Glantrian calendar follows lunar cycles as well, full moons are easy to keep track of—they happen on the 15th of every month. Village militias and herdsmen are sure to keep a close eye on the livestock every night from the 14th to the 16th of each month.

Main Calendar Key

- | | |
|----|---|
| 1 | New Moon |
| 2 | Quarter Moon Waning |
| 3 | Quarter Moon Waxing |
| 4 | Half Moon |
| 5 | Three Quarter Moon Waning |
| 6 | Three Quarter Moon Waxing |
| 7 | Full Moon |
| * | <i>La Foire Grasse</i>
(Verdun's monthly livestock fair) |
| \$ | <i>La Nuit des Comptes</i>
(The Night of Reckonings) |

Each Month

Lunadain	1 ¹	8 ⁴	15 ⁷	22 ⁴
Gromdain	2	9	16	23
Tserdain	3 ³	10	17	24
Moldain	4	11	18 ⁵	25
Nytdain	5 ³	12 ⁶	19 ⁵	26 ²
Loshdain	6	13	20	27
Soladain	7	14	21	28

Nuwmont

Average Temperatures: -20°F to 20°F

1: *Nouvel An* (New Year). First day of the year. Villagers celebrate with feasts and dances. In Vignes, elaborately masked and costumed vintners dump the warmed dregs of their wine presses in the village square to melt the snow. Accompanied by riotous laughter, they then chase after onlookers to drag them through the stinking mire.

2: Mid Winter.

Vatermont

Average Temperatures: 10°F to 35°F

1: First Tax Day. Citizens must deliver their quarterly taxes to the local Gendarmerie before midnight.

15: The day the rivers of la Vallée des Loups usually begin to free themselves of ice. Within the following two weeks, most of the ice cracks, breaks up, and rushes downstream, often in great chunks of ice and slush. Ice dams and flooding are common. Snow cover still hampers movement.

Thaumont

Average Temperatures: 25°F to 45°F

- 1: Early Spring.
5: *Fête des Fleurs* (Flower Festival). An annual celebration of spring. Larger villages host flower parades, horse races, and livestock markets. Everyone dresses in their most colorful clothes and decks themselves with flower wreaths.
15: The first full moon after a long winter invariably brings increased reports of werewolf depredations.
25: Arcanium. The annual wizards' fair in Glantri City. Many magic-users leave the valley to attend the convention, which lasts day and night until the end of the month.

Flaumont

Average Temperatures: 40°F to 55°F

1: Mid Spring.
3: Parliament Day. The House of Ministers and the Parliament of Glantri are closed to business.
20: Army Parade. The garrisons in each principality and in Glantri City organize military parades. Later in the afternoon, jousts are held between the rulers' knights, and magical duels are fought between magic-using army officers. The best fighter then confronts the best spell-caster, according to very strict duelling rules (the knight wins if he bleeds the magic-user before being trapped or rendered unconscious). Village militias traditionally drill in the morning, while the afternoon is filled with feasting, gambling, and sporting contests. In Loupmont, la Garde d'Obsidienne parades in full uniform.

Yarthmont

Average Temperatures: 50°F to 60°F

- 10: 2nd Tax Day.
18: *Fête des Feux* (Fire Festival). A celebration of late spring, in which villagers light tremendous bonfires to burn through the night. Earlier in the day, some villages celebrate a Broom festival, when all the

The Valley of Wolves

housewives set out their best brooms, gaily decorated with ribbons. Observant people may note that the village wise women seem to disappear for the day. In Grand Champ, the fishermen of Lac du Loup celebrate their trade with a fish feast.

Klarmont

Average Temperatures: 55°F to 65°F

1: Beginning of the summer season.

15: *Nuit de la Lune Rousse* (Night of the Red Moon). The common folk believe that evil spirits come out during the night to haunt them and cause catastrophes. The moon seems to turn red (a natural phenomenon), and it is true that animals and monsters become nervous this night. Lycanthropes are at an additional -2 to resist transformation and alignment change.

Felmont

Average Temperatures: 60°F to 70°F

1: Mid Summer.

Fyrmont

Average Temperatures: 50°F to 65°F

10: Third Tax Day.

15: *Vyonnese Carnival*. This is the national festival of New Averoigne, celebrated in la Vallée des Loups as well. The celebrants go along the streets of their towns or villages, waving scarecrows around, wearing colorful costumes and masks, laughing, dancing, banging on pan lids and making the most atrocious noise possible. The festival is meant to scare evil spirits away and mock the werewolf. Many of the scarecrows wear wolf skins or look like ugly wolfmen. The carnival starts at dusk and lasts until sunrise. Village elders and were-hunters keep a sharp eye out for anyone missing from the celebration. Despite the full moon, this night has the fewest werewolf incidents of any night of the year. (Werewolves in beast form can't stand the noise.)

Ambyrmont

Average Temperatures: 30°F to 55°F

1: Beginning of the early fall season.

28: *Fête des Vignes* (Festival of the Vines). An annual celebration of the year's grape harvest. Practically every hamlet has a small vineyard, and many amateur vintners bring their best vintage to the villages to en-

ter them in wine-tasting contests. Wine merchants from outside the valley attend these to make their selections. The largest festivals are held in Malinbois and in Vignes.

Sviftmont

Average Temperatures: 30°F to 45°F

1: Mid Fall. Everyone prepares for a long winter.

13. *Fête des Châtaignes* (Chestnut Festival). Malinbois' annual chestnut fair.

Eirmont

Average Temperatures: 20°F to 35°F

24: Fourth Tax Day. In la Vallée des Loups, officials are tolerant of late payments caused by the harsh winter. Most citizens ignore Fourth Tax Day—they pay double taxes on the third or first tax days.

27. Persistent ice first appears on the valley's lakes. Complete freeze-over occurs within 10-15 days.

Kaldmont

Average Temperatures: -10°F to -25°F

1: Beginning of the early winter season.

5: Most rivers and streams within the valley freeze over by this date. Deep snow and ice make travel virtually impossible.

27: Alexander Day. This is an official holiday to pay homage to the late Lord Alexander Glantri, founder of the Parliament. Everyone is supposed to stop working at noon and spend one hour in total silence (though this isn't strictly enforced in la Vallée des Loups).

28: Bells of Fate. This is the last day of the Glantrian year. At midnight, all the villages and towns ring their bells. At the same time, a shower of shooting stars appears. On occasion, one of these stars will fall from the sky and land somewhere in Glantri. These celestial objects are supposed to bring bad luck, so people frantically ring their bells to scare the evil spirits away. (This explains why all respectable houses or farms have at least one small bell or gong.) Mages covet these fallen stars, and often send parties of brave adventurers to recover them. There is no way to predict what may be found on the site; sometimes there is nothing, but at other times strange mushrooms and fungi, diseases, deadly creatures, or fabulous gems may be discovered.

The Werewolf Conspiracies

In any society whose members align themselves into groups of "us" and "them," there are bound to be conspiracies. La Vallée des Loups is no exception—werewolves and non-lycanthropes often find themselves at odds.

Sire Malachie's Dream

The Baron of Morlay dreams of establishing his own Principality—*la Principauté des Loups Libres* (the Principality of Free Wolves). To do this, he must get representatives of 5,000 inhabitants of la Vallée des Loups to petition the Council of Princes for an Act of Enfeoffment. If the Council passed the Act, it would create a new principality under the rulership of the noble chosen by the populace. As Prince, Sire Malachie could legalize lycanthropy within his principality—something he dearly wishes to do, as he himself is a werewolf.

But this isn't an easy dream to realize. In AC 1000, Glantri has ten Principalities, and few of the Princes wish to see their own influence compromised by the addition of new principalities. Many people oppose Sire Malachie's plans, each for their own reasons; power, greed, or fear are the most common of them.

Organizations

The following organizations are actively involved in the politics and plans of the werewolves of Glantri. Each has its own reasons to hinder or help the White Wolf's plans to establish a Principality of werewolves. Some are publicly known; most are secret. The DM may create any additional organizations desired.

La Garde d'Obsidienne (Public): "The Obsidian Guard" is the Baron of Morlay's personal guard. Their primary tasks are to protect Sire Malachie and the Château de Morlay. They also serve as an elite force in any situation within la Baronne which the local gendarmes can't handle. Their uniforms are black with gold trim, and each guard bears a *normal sword +1* with an obsidian blade.

Le Tribunal des Loups (Secret): "The Wolf Tribunal" is charged with enforcing Wolf Law in the valley. Members are all of *normal monster* level or higher in their werewolf abilities. They are appointed and employed by the White Wolf of Morlay, and have broad powers when dealing with members of the Brotherhood of Wolves. Tribunes receive monthly salaries of

250 ducats, plus 10 ducats per overall relative experience level. Most tribunes supplement this with work as craftsmen or farmers.

Les Loups Noirs (Ultra-secret): The existence of this elite branch of le Tribunal des Loups is not common knowledge, although most of the Brotherhood has heard rumors of such a force. "The Black Wolves" deal with the more troublesome opponents of the White Wolf's plans—often through assassination or by transmitting the gift of the wolf. Members receive salaries as per Tribunes, plus generous bonuses for each mission they accomplish.

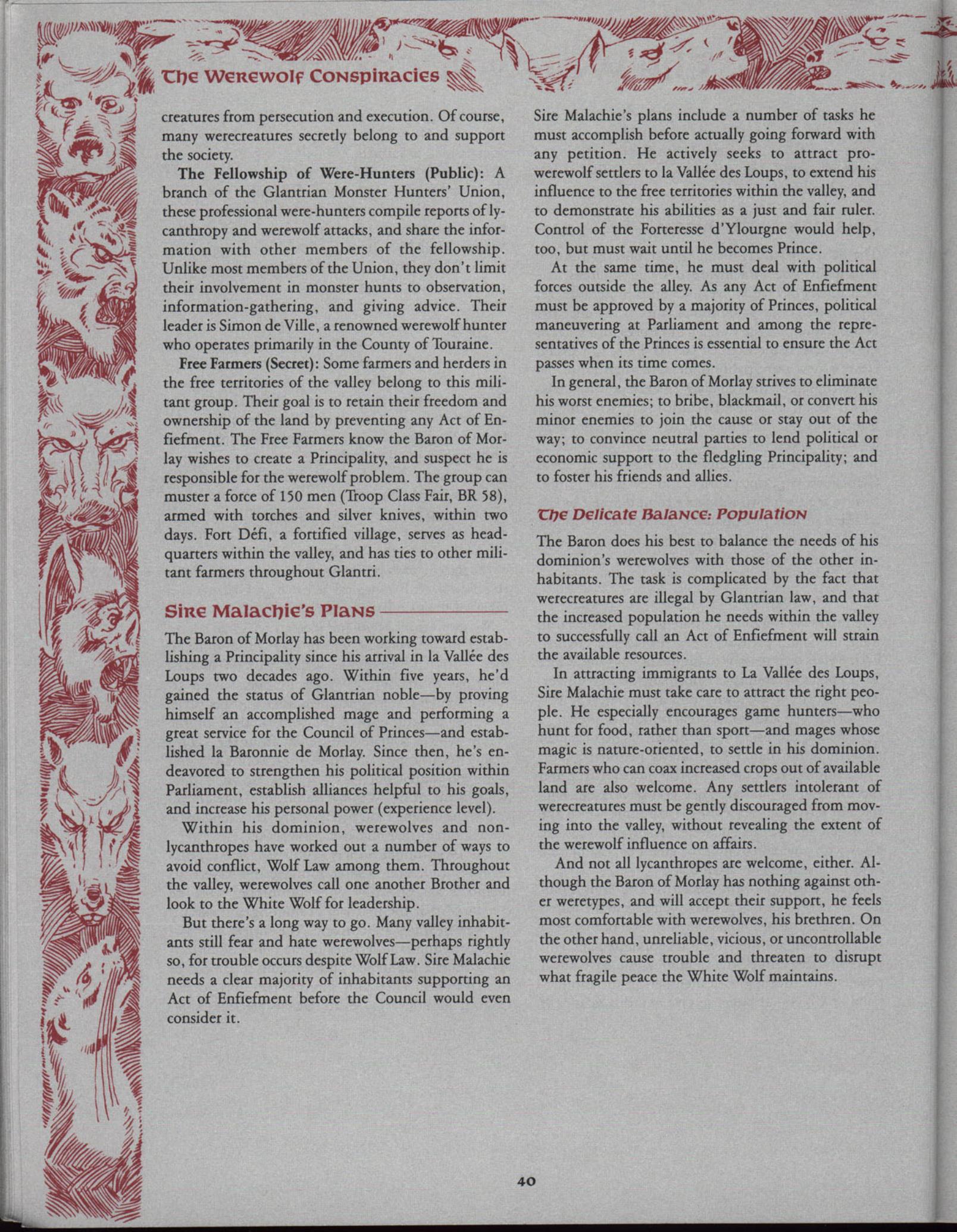
The Canine Protection Society (Secret): Members of this society follow Sire Malachie's dream of a Principality of werewolves. They view werewolves (i.e., themselves) as innocent victims of racial prejudice and persecution. Although calling themselves the Canine Protection Society, most members apply their philosophies to all lycanthropes.

The society has its secret headquarters at the Château de Morlay, and is led by the White Wolf. Membership bears an entrance fee of 180 ducats, and annual dues of 5 ducats. The money goes to support the campaign for the Principality of Free Wolves. Part of the societal oath is to protect dwarves and halflings (highly prized for magical research in Glantri) as a token of their similar plights.

Werewolves of Averoigne (Secret): A small subset of the Brotherhood of Wolves takes great pride in their "descent" from the White Wolf of Morlay. They realize the White Wolf is unique, having arrived from Old Averoigne on another world entirely. Inferring that the gift of the wolf brought by the White Wolf is somehow different from the "common" lycanthropy of Mystara, they scorn any werewolf who cannot trace his "descent" to the White Wolf. Many of the Werewolves of Averoigne are active in the Canine Protection Society. They tend to be more militant than the average werewolf.

The Lycanthropic Society (Public): Dame Magdalène, Prince Etienne's sister, founded this society. Its members are primarily non-lycanthropes who are convinced that the practices of hunting and executing werecreatures are barbaric. The society sponsors demonstrations and lectures in the hopes of encouraging more enlightened and humane treatment of werecreatures. They also sponsor petitions to the Council of Princes to enact laws protecting were-





The Werewolf Conspiracies

creatures from persecution and execution. Of course, many werecreatures secretly belong to and support the society.

The Fellowship of Were-Hunters (Public): A branch of the Glantrian Monster Hunters' Union, these professional were-hunters compile reports of lycanthropy and werewolf attacks, and share the information with other members of the fellowship. Unlike most members of the Union, they don't limit their involvement in monster hunts to observation, information-gathering, and giving advice. Their leader is Simon de Ville, a renowned werewolf hunter who operates primarily in the County of Touraine.

Free Farmers (Secret): Some farmers and herders in the free territories of the valley belong to this militant group. Their goal is to retain their freedom and ownership of the land by preventing any Act of Enfiefment. The Free Farmers know the Baron of Morlay wishes to create a Principality, and suspect he is responsible for the werewolf problem. The group can muster a force of 150 men (Troop Class Fair, BR 58), armed with torches and silver knives, within two days. Fort Défi, a fortified village, serves as headquarters within the valley, and has ties to other militant farmers throughout Glantri.

Sire Malachie's Plans

The Baron of Morlay has been working toward establishing a Principality since his arrival in la Vallée des Loups two decades ago. Within five years, he'd gained the status of Glantrian noble—by proving himself an accomplished mage and performing a great service for the Council of Princes—and established la Baronne de Morlay. Since then, he's endeavored to strengthen his political position within Parliament, establish alliances helpful to his goals, and increase his personal power (experience level).

Within his dominion, werewolves and non-lycanthropes have worked out a number of ways to avoid conflict, Wolf Law among them. Throughout the valley, werewolves call one another Brother and look to the White Wolf for leadership.

But there's a long way to go. Many valley inhabitants still fear and hate werewolves—perhaps rightly so, for trouble occurs despite Wolf Law. Sire Malachie needs a clear majority of inhabitants supporting an Act of Enfiefment before the Council would even consider it.

Sire Malachie's plans include a number of tasks he must accomplish before actually going forward with any petition. He actively seeks to attract pro-werewolf settlers to la Vallée des Loups, to extend his influence to the free territories within the valley, and to demonstrate his abilities as a just and fair ruler. Control of the Forteresse d'Ylourgne would help, too, but must wait until he becomes Prince.

At the same time, he must deal with political forces outside the alley. As any Act of Enfiefment must be approved by a majority of Princes, political maneuvering at Parliament and among the representatives of the Princes is essential to ensure the Act passes when its time comes.

In general, the Baron of Morlay strives to eliminate his worst enemies; to bribe, blackmail, or convert his minor enemies to join the cause or stay out of the way; to convince neutral parties to lend political or economic support to the fledgling Principality; and to foster his friends and allies.

The Delicate Balance: Population

The Baron does his best to balance the needs of his dominion's werewolves with those of the other inhabitants. The task is complicated by the fact that werecreatures are illegal by Glantrian law, and that the increased population he needs within the valley to successfully call an Act of Enfiefment will strain the available resources.

In attracting immigrants to La Vallée des Loups, Sire Malachie must take care to attract the right people. He especially encourages game hunters—who hunt for food, rather than sport—and mages whose magic is nature-oriented, to settle in his dominion. Farmers who can coax increased crops out of available land are also welcome. Any settlers intolerant of werecreatures must be gently discouraged from moving into the valley, without revealing the extent of the werewolf influence on affairs.

And not all lycanthropes are welcome, either. Although the Baron of Morlay has nothing against other weretypes, and will accept their support, he feels most comfortable with werewolves, his brethren. On the other hand, unreliable, vicious, or uncontrollable werewolves cause trouble and threaten to disrupt what fragile peace the White Wolf maintains.

The Werewolf Conspiracies

The Delicate Balance: Resources

Sire Malachie's plans include maintaining the unsettled forests of the valley. Werewolves are attracted by abundant game and wildlife. An abundance of wild prey also reduces the impact of werewolves on domestic livestock and village resources, and lessens resentment on the part of non-lycanthropes.

Unfortunately, the current werewolf population is far greater than what the game of the region would normally support. Killing wolves is illegal within la Baronne de Morlay, and the added pressure from normal wolf packs further strains the game resources of the dominion.

Increasing the human population necessitates some clearing of the forests to provide agricultural resources. The best farm land is in the valley floors, by the large streams and rivers—precisely where forests support the richest wildlife. Although some clearing must be accepted to expand villages and farmland, the Baron discourages extensive deforestation by imposing a 5 ducat tax on every acre of land cleared. This Land Tax helps alleviate the expense of restocking the heavily-hunted forests.

The Problem of Control

The Baron's control within Morlay is nearly absolute. Outside of his dominion, the Brotherhood of Wolves offers some control over the valley's werewolf population. The Baron realizes he must extend his influence to le Vicomté de Malinbois and most of the free territories before calling for an Act of Enfiefment. Currently, his attempts to control Malinbois are limited to placing spies and loyalists within the viscounty's government.

There are forces acting against the Baron in his attempts to determine the future of the valley. The Free Farmers blame him for the werewolf problem, and announce this in no uncertain terms. Dame Geneviève de Sephora—Sire Malachie's long-time enemy—is at least partly aware of his plans, and regularly sends trouble-makers into the valley to spread nasty rumors. And not far from the mouth of the valley stands la Forteresse d'Ylourgne, one of Glantri's principal fortresses, under the control of Prince Innocenti, enemy to Prince Etienne of New Avernoigne and all who support him.



The Werewolf Conspiracies

The Malinbois Problem

Sire Malachie would like nothing better than to become le Vicomte de Malinbois. It would put the southern end of la Vallée des Loups under his control, supply him with more income than la Baronne de Morlay, and generally give him more political power than he currently holds.

The problem, however, is that Malinbois is already claimed. In Glantrian politics, titles are earned—by gaining the most votes in an Awards Festival—rather than inherited. Sire Malachie cannot gain the position of le Vicomte de Malinbois unless Madame la Vicomtesse wins a higher title or dies without a magic-using heir. The first option is unlikely, as Dame Diane seems ill-inclined to leave her beloved Château de Malinbois. In the case of her death, le Vicomte de Malinbois would be up for grabs—to any Glantrian Baron. Sire Malachie can't afford the chance that some other Baron may win the number of votes in the Council of Princes and Parliament necessary to gain the title. Even if Sire Malachie won, his own Baronne de Morlay would then be contested by all the landless nobles in Glantri society. And that could prove disastrous.

The Baron has considered uniting his dominion with Malinbois by proposing marriage to Dame Diane de Moriamis. (Such political arrangements are unusual in Glantri, though not unheard of.) He would retain his Baronne, and would be in a position to influence Dame Diane and the government of Malinbois. He could then convince her to petition the Council to create a new County encompassing Morlay, Malinbois, and the free lands between. If he planned everything exactly right, he might even be able to convince the Council to grant him the title of le Comte of the new County, leaving Dame Diane with some honorary title and little real power.

Such a plan has a number of drawbacks. To begin with, la Vicomtesse is not an attractive woman, and Sire Malachie can find little in her personality and habits appealing to him. The only thing they have in common is Alchemy, as each has attained the third circle in the secret craft. And Sire Malachie can't think of anything to offer Dame Diane as enticement for such a proposition—other than his obsidian mine, which he cannot afford to give up.

The Problem of Exposure

One thing Sire Malachie must avoid at all costs is exposure as a lycanthrope. The White Wolf of Morlay's identity is well known by the inhabitants of the Château de Morlay and in Loupmont, and most of the Brotherhood of Wolves have at least heard rumors. Pack leaders enforce silence on the matter.

If any of the Baron's politically powerful enemies obtained proof, they could use the information against him. As a werewolf, Sire Malachie is subject to execution under current Glantrian law. His status as a noble in no way protects him. Although it seems impossible to stop the rumors within the valley, the Baron does whatever he can to disprove or discredit them. Without the support of the populace, his dream of a Principality is impossible.

The Rumor Machine

Words are a powerful tool in the struggle for werewolf independence, and Sire Malachie uses them to great effect. Of course, his enemies use them too.

According to rumors one can hear within la Vallée des Loups (and the rest of Glantri), the Baron of Morlay is a renegade cleric; an enigmatic creature from another world; a werewolf; the last of a race of albinos; a vampire; a polymorphed dragon; and an Immortal in mortal disguise. Sire Malachie encourages these rumors, especially the conflicting ones. With so many rumors flying about, many people assume none of them are true.

The Final Compromise

Sire Malachie du Marais strives to realize his dream of an independent nation of lycanthropes, where werewolves can live free of fear and persecution. Ideally, the only laws within the borders of this nation would be those set forth by Sire Malachie himself.

But the Baron may have to compromise. None of the other Princes are likely to tolerate such a powerful neighbor. They may, however, listen to proposals for a secret Principality—one which none but the Princes themselves (and the werewolves, of course) would know of. This Principality would have no official sanction; Sire Malachie's voting powers within the Council would be kept secret; and the common populace would be unaware it existed.

The Werewolf Conspiracies

The ONGOING Campaign

So many factors influence the Baron's chances of obtaining an Act of Enfiefment in his favor, it would be impossible to list them all here. Review the rules for Strongholds and Dominions (*Rules Cyclopedia*, Chapter 12) for determining Confidence Levels and possible events within la Vallée des Loups.

You should also keep track of Sire Malachie's income. As much of his experience comes from the management of his Baronne, this determines his level advancement as a Magic-User. You may assume the White Wolf also earns 1,000 XP per month as a lycanthrope—from a combination of hunting, exercising his transformation powers, and spending a great deal of his free time in wolf-man form.

If you wish to increase the Baron's rate of level advancement, allow him to "disappear" from the valley from time to time as he personally quests for items he needs (a *rod of dominion* or *rod of victory*, *displacer cloaks* which can be worn in either human or beast form, and so on). These behind-the-scenes adventures can be a source of experience and treasure for Sire Malachie. They may also generate new rumors, or launch adventures for the PCs—rescuing the Baron from dire straits, or following up on rumors he encounters while away.

As campaign time passes, try to keep all the underlying conspiracies and counter-conspiracies of the campaign in mind. Player character werecreatures may not always be actively involved in the politics and manipulations of the quest for independence, but they should be affected by related events now and then.

The Timeframe

It will take a minimum of five years for Sire Malachie du Marais to gain sufficient control and win enough allies to successfully petition the Council for his own Principality. In the meantime, events in Glantri may require him to alter or fine-tune his plans (see p. 27 for events connected with the *Wrath of the Immortals* campaign set).

These events are suggestions only. Feel free to alter, ignore, or expand on them. Player character actions may also change the time line or cause Sire Malachie to alter his plans.

Year 1001: Political lobbyists introduce a bill allowing the practice of clerical magic under very strict conditions. Clerics must obtain a letter of sanction from the ruler of the dominion they wish to practice clerical magic within. The ruler has free rein over the terms of the sanction—fees imposed, types of magic allowed (healing only, etc.), expiration of the letter, and so forth. Clerics are still forbidden to preach their beliefs, regardless of any letters of sanction, and only Parliament or the Council of Princes may grant a letter of sanction to clerics operating within the free territories of Glantri.

The Council of Princes is evenly split over the matter, and the measure goes to the House of Lords at Parliament. Sire Malachie du Marais votes against it, but the measure passes. The White Wolf prepares for an infestation of lycanthropy-curing clerics.

Year 1002: Sire Malachie learns of an enormous silver deposit in the bedrock beneath le Château de Malinbois. This is a serious obstacle to his plans to control Malinbois.

Year 1003: The Council of Princes approves an Act of Enfiefment in the economically depressed area of Bramyra, ending years of chaotic contests for control of the area. If Sire Malachie supports the winner's bid for the new title of Prince, he now has another ally in the Council of Princes. Otherwise, he may have an implacable enemy.

Year 1004: A gold strike in les Montagnes Noires leads to a rapid influx of population within the valley. Sire Malachie must contend with the fact that the majority of the newcomers are unwanted—they put a great strain on the already overtaxed natural resources of the valley, strip the mountains of precious minerals Sire Malachie hoped to control for himself, and clash with the resident population (both werewolves and non-lycanthropes).

The Council of Princes approves an Act of Enfiefment in the area of Fort Sablestone. Sire Malachie attempts to capitalize on the Council of Prince's current willingness to create new Principalities. The White Wolf is also amused at the implications—if the Council grants an Act of Enfiefment in the Valley of Wolves, it will become the thirteenth Principality.

Year 1005: The Council of Princes approves an Act of Enfiefment for la Vallée des Loups in favor of Sire Malachie du Marais (if all goes well). The new Principality may or may not be kept secret.

The Werewolf Conspiracies

Principal Players

Here are some NPCs the player characters may encounter. Most are embroiled in the politics and intrigues of the Canine Protection Society and the Glantrian werewolves' quest for independence. A few are only indirectly involved—for now.

Lycanthropes are listed with two character classes: their normal human class, and their weretype and experience level. Weretypes are abbreviated as a W, followed by the first two letters of the animal type—WWO *cub* for a werewolf at *cub* level, for example. All information is given first for the human form, followed by the beast form's information in parentheses (if it differs).

Several Glantrian NPCs are described as belonging to a "circle," or as High Masters of an order. These magical studies are described in the "Seven Secret Crafts of Glantri" section in GAZ 3, *The Principalities of Glantri*. Feel free to ignore this information if you do not use these secret crafts in your campaign.

The d'Ambreville Family: This is the princely family of New Averoigne. The d'Ambrevilles are all absolutely eccentric—more than a few of them are at least slightly insane. Few of them are active within la Vallée des Loups, but d'Ambreville family members hold great political power. Their support is crucial to Sire Malachie's plans.

Dame Camille d'Ambreville (M15, Neutral), is Prince Etienne d'Ambreville's mother. She is rather senile, and blissfully unaware of the canine politics rife throughout New Averoigne. Sire Charles (M9, Chaotic), Etienne's younger brother, remains at Parliament with his wife, Dame Isabelle (M12, Chaotic), handling the prince's paperwork. Sire Henri (M12, Chaotic), Etienne's youngest brother, plots against the Prince. If he knew of Etienne's tolerance of lycanthropes, he would use it to discredit and disgrace his brother.

Dame Catherine d'Ambreville, Prince Etienne's wife, left Glantri to hold the charge of Ambassador to Thyatis. Etienne provided a bodyguard—Sébastien Moncrieff (F12, WWO1). Sébastien's task is as much to investigate the lycanthrope situation in Thyatis (for Prince Etienne) and gain werecreature allies (for Sire Malachie) as to protect Dame Catherine.

d'Ambreville, Prince Etienne: (M35; St 9, In 18, Wi 16, Dx 13, Co 12, Ch 11; AL Lawful).

Called "le Prince-Magicien," Prince Etienne is the ruler of New Averoigne, Grand Master of the School of Magic, and Viscount of Sylaire. Etienne occasionally calls upon Sire Malachie du Marais to lend his lycanthropes to the political causes of the principality. In return, he does not oppose the enfeoffment of the Principauté des Loups Libres, and secretly supports the Canine Protection Society (see also *The Wrath of the Immortals* boxed set).

d'Ambreville, Dame Isidore—Exécitrice des Loups-Garous: (M11/WWO5; St 10(12), In 17, Wi 11(9), Dx 11, Co 14(15), Ch 15; AL Chaotic).

Dame Isidore is wife to Sire Richard, one of Prince Etienne's brothers. She and her husband are in charge of hunting down cases of lycanthropy within the borders of the Principality of New Averoigne. They are careful to allay suspicion by catching a werewolf now and then, but bring only renegade werewolves to justice.

d'Ambreville, Dame Magdalène: (F9/WWO3; St 14 (16), In 10, Wi 11 (9), Co 13 (14), Ch 16; AL Chaotic).

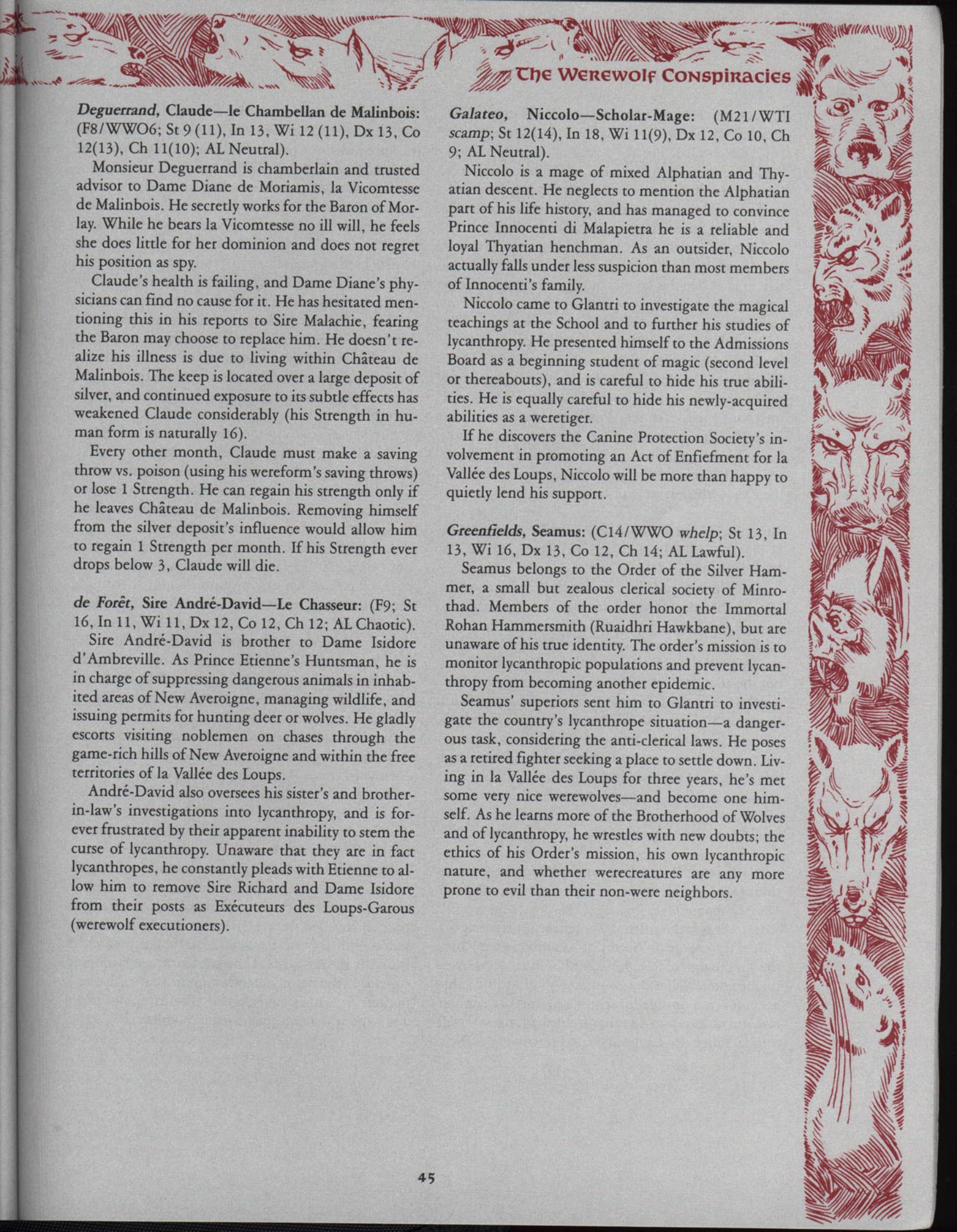
Dame Magdalène is Etienne's only sister. She's also a werewolf, and can be recognized by the white streak in her hair in both human and wolf form. She constantly tries to seduce Sire André-David de Forêt away for a moonlight serenade. Magdalène is founder and Présidente of the Lycanthropic Society.

d'Ambreville, Sire Richard—Exécuteur des Loups-Garous: (F10/WWO7; St 14(16), In 12, Wi 13(11), Dx 11, Co 13(14), Ch 12(11); AL Chaotic).

Sire Richard is Etienne's oldest brother. He and his wife are in charge of hunting down cases of lycanthropy in New Averoigne (see Dame Isidore, above).

du Bois, Gérard—Valet to Sire Malachie du Marais: (F2; St 13, In 11, Wi 10, Dx 13, Co 17, Ch 12; AL Neutral).

Gérard du Bois is the Baron of Morlay's personal assistant—a position he gained at the request of his uncle, an old friend of Sire Malachie. He is also a traitor, reporting to Dame Geneviève de Sephora.



The Werewolf Conspiracies

Deguerrand, Claude—le Chambellan de Malinbois: (F8/WWO6; St 9 (11), In 13, Wi 12 (11), Dx 13, Co 12(13), Ch 11(10); AL Neutral).

Monsieur Deguerrand is chamberlain and trusted advisor to Dame Diane de Moriamis, la Vicomtesse de Malinbois. He secretly works for the Baron of Morlay. While he bears la Vicomtesse no ill will, he feels she does little for her dominion and does not regret his position as spy.

Claude's health is failing, and Dame Diane's physicians can find no cause for it. He has hesitated mentioning this in his reports to Sire Malachie, fearing the Baron may choose to replace him. He doesn't realize his illness is due to living within Château de Malinbois. The keep is located over a large deposit of silver, and continued exposure to its subtle effects has weakened Claude considerably (his Strength in human form is naturally 16).

Every other month, Claude must make a saving throw vs. poison (using his werewolf's saving throws) or lose 1 Strength. He can regain his strength only if he leaves Château de Malinbois. Removing himself from the silver deposit's influence would allow him to regain 1 Strength per month. If his Strength ever drops below 3, Claude will die.

de Forêt, Sire André-David—Le Chasseur: (F9; St 16, In 11, Wi 11, Dx 12, Co 12, Ch 12; AL Chaotic).

Sire André-David is brother to Dame Isidore d'Ambreville. As Prince Etienne's Huntsman, he is in charge of suppressing dangerous animals in inhabited areas of New Averoigne, managing wildlife, and issuing permits for hunting deer or wolves. He gladly escorts visiting noblemen on chases through the game-rich hills of New Averoigne and within the free territories of la Vallée des Loups.

André-David also oversees his sister's and brother-in-law's investigations into lycanthropy, and is forever frustrated by their apparent inability to stem the curse of lycanthropy. Unaware that they are in fact lycanthropes, he constantly pleads with Etienne to allow him to remove Sire Richard and Dame Isidore from their posts as Exécuteurs des Loups-Garous (werewolf executioners).

Galateo, Niccolo—Scholar-Mage: (M21/WTI scamp; St 12(14), In 18, Wi 11(9), Dx 12, Co 10, Ch 9; AL Neutral).

Niccolo is a mage of mixed Alphatian and Thyatian descent. He neglects to mention the Alphatian part of his life history, and has managed to convince Prince Innocenti di Malapietra he is a reliable and loyal Thyatian henchman. As an outsider, Niccolo actually falls under less suspicion than most members of Innocenti's family.

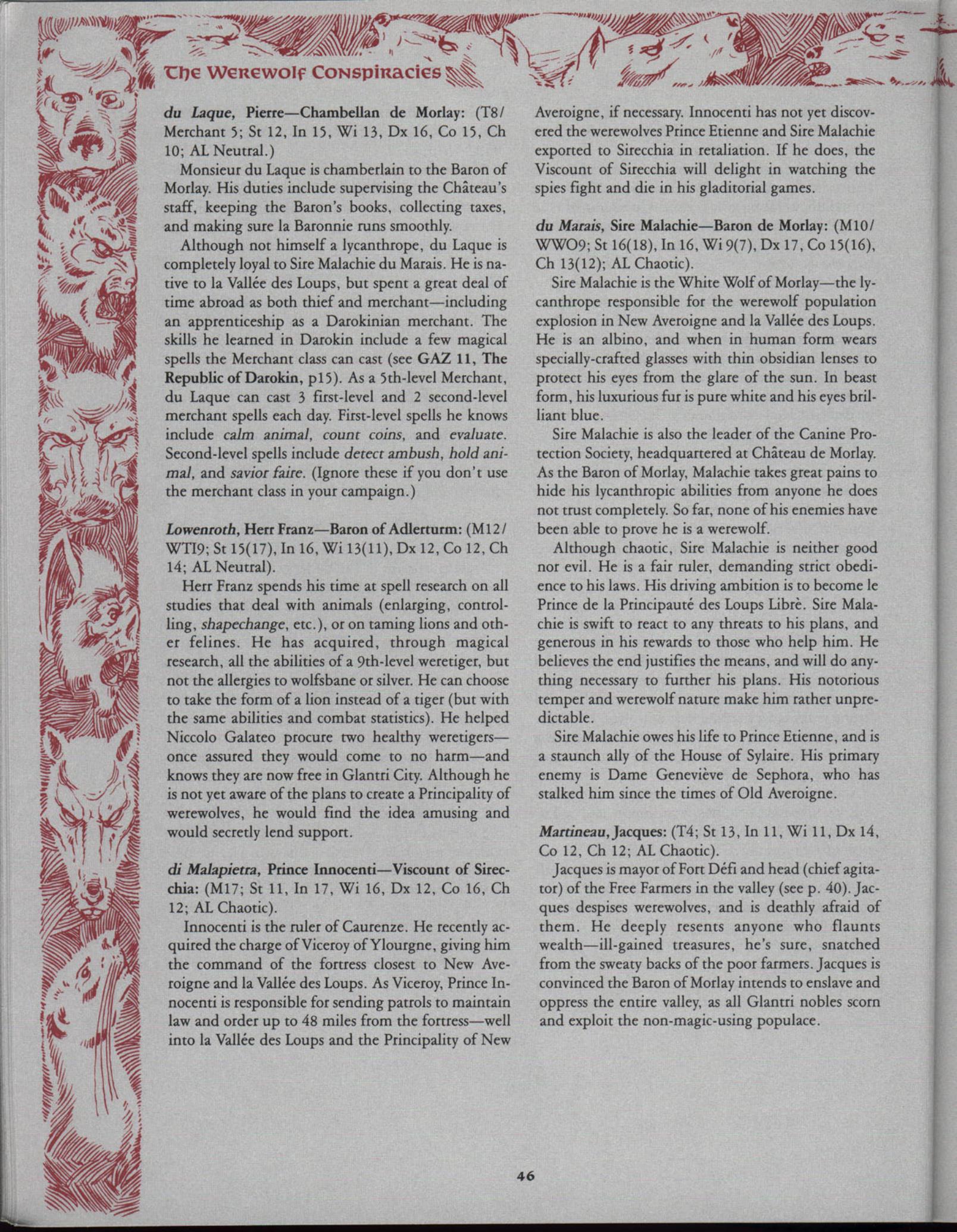
Niccolo came to Glantri to investigate the magical teachings at the School and to further his studies of lycanthropy. He presented himself to the Admissions Board as a beginning student of magic (second level or thereabouts), and is careful to hide his true abilities. He is equally careful to hide his newly-acquired abilities as a weretiger.

If he discovers the Canine Protection Society's involvement in promoting an Act of Enfiefment for la Vallée des Loups, Niccolo will be more than happy to quietly lend his support.

Greenfields, Seamus: (C14/WWO whelp; St 13, In 13, Wi 16, Dx 13, Co 12, Ch 14; AL Lawful).

Seamus belongs to the Order of the Silver Hammer, a small but zealous clerical society of Minrothad. Members of the order honor the Immortal Rohan Hammersmith (Ruaidhri Hawkbane), but are unaware of his true identity. The order's mission is to monitor lycanthropic populations and prevent lycanthropy from becoming another epidemic.

Seamus' superiors sent him to Glantri to investigate the country's lycanthrope situation—a dangerous task, considering the anti-clerical laws. He poses as a retired fighter seeking a place to settle down. Living in la Vallée des Loups for three years, he's met some very nice werewolves—and become one himself. As he learns more of the Brotherhood of Wolves and of lycanthropy, he wrestles with new doubts; the ethics of his Order's mission, his own lycanthropic nature, and whether werecreatures are any more prone to evil than their non-were neighbors.



The Werewolf Conspiracies

du Laque, Pierre—Chambellan de Morlay: (T8/Merchant 5; St 12, In 15, Wi 13, Dx 16, Co 15, Ch 10; AL Neutral.)

Monsieur du Laque is chamberlain to the Baron of Morlay. His duties include supervising the Château's staff, keeping the Baron's books, collecting taxes, and making sure la Baronne runs smoothly.

Although not himself a lycanthrope, du Laque is completely loyal to Sire Malachie du Marais. He is native to la Vallée des Loups, but spent a great deal of time abroad as both thief and merchant—including an apprenticeship as a Darokinian merchant. The skills he learned in Darokin include a few magical spells the Merchant class can cast (see GAZ 11, The Republic of Darokin, p15). As a 5th-level Merchant, du Laque can cast 3 first-level and 2 second-level merchant spells each day. First-level spells he knows include *calm animal*, *count coins*, and *evaluate*. Second-level spells include *detect ambush*, *hold animal*, and *savior faire*. (Ignore these if you don't use the merchant class in your campaign.)

Lowenroth, Herr Franz—Baron of Adlerlurm: (M12/WTI9; St 15(17), In 16, Wi 13(11), Dx 12, Co 12, Ch 14; AL Neutral).

Herr Franz spends his time at spell research on all studies that deal with animals (enlarging, controlling, *shapechange*, etc.), or on taming lions and other felines. He has acquired, through magical research, all the abilities of a 9th-level weretiger, but not the allergies to wolfsbane or silver. He can choose to take the form of a lion instead of a tiger (but with the same abilities and combat statistics). He helped Niccolo Galateo procure two healthy weretigers—once assured they would come to no harm—and knows they are now free in Glantri City. Although he is not yet aware of the plans to create a Principality of werewolves, he would find the idea amusing and would secretly lend support.

di Malapietra, Prince Innocenti—Viscount of Sirecchia: (M17; St 11, In 17, Wi 16, Dx 12, Co 16, Ch 12; AL Chaotic).

Innocenti is the ruler of Caurenze. He recently acquired the charge of Viceroy of Ylourgne, giving him the command of the fortress closest to New Averoigne and la Vallée des Loups. As Viceroy, Prince Innocenti is responsible for sending patrols to maintain law and order up to 48 miles from the fortress—well into la Vallée des Loups and the Principality of New

Averoigne, if necessary. Innocenti has not yet discovered the werewolves Prince Etienne and Sire Malachie exported to Sirecchia in retaliation. If he does, the Viscount of Sirecchia will delight in watching the spies fight and die in his gladiatorial games.

du Marais, Sire Malachie—Baron de Morlay: (M10/WWO9; St 16(18), In 16, Wi 9(7), Dx 17, Co 15(16), Ch 13(12); AL Chaotic).

Sire Malachie is the White Wolf of Morlay—the lycanthrope responsible for the werewolf population explosion in New Averoigne and la Vallée des Loups. He is an albino, and when in human form wears specially-crafted glasses with thin obsidian lenses to protect his eyes from the glare of the sun. In beast form, his luxurious fur is pure white and his eyes brilliant blue.

Sire Malachie is also the leader of the Canine Protection Society, headquartered at Château de Morlay. As the Baron of Morlay, Malachie takes great pains to hide his lycanthropic abilities from anyone he does not trust completely. So far, none of his enemies have been able to prove he is a werewolf.

Although chaotic, Sire Malachie is neither good nor evil. He is a fair ruler, demanding strict obedience to his laws. His driving ambition is to become le Prince de la Principauté des Loups Librè. Sire Malachie is swift to react to any threats to his plans, and generous in his rewards to those who help him. He believes the end justifies the means, and will do anything necessary to further his plans. His notorious temper and werewolf nature make him rather unpredictable.

Sire Malachie owes his life to Prince Etienne, and is a staunch ally of the House of Sylaire. His primary enemy is Dame Geneviève de Sephora, who has stalked him since the times of Old Averoigne.

Martineau, Jacques: (T4; St 13, In 11, Wi 11, Dx 14, Co 12, Ch 12; AL Chaotic).

Jacques is mayor of Fort Défi and head (chief agitator) of the Free Farmers in the valley (see p. 40). Jacques despises werewolves, and is deathly afraid of them. He deeply resents anyone who flaunts wealth—ill-gained treasures, he's sure, snatched from the sweaty backs of the poor farmers. Jacques is convinced the Baron of Morlay intends to enslave and oppress the entire valley, as all Glantri nobles scorn and exploit the non-magic-using populace.

The Werewolf Conspiracies



de Moriamis, Dame Diane—Vicomtesse de Malinbois: (M11; St 9, In 17, Wi 12, Dx 16, Co 10, Ch 11; AL Neutral).

"Madame la Vicomtesse" was born in Old Averoigne at the time when persecution of magic-users was at its height. She loves collecting ancient jewelry. A fat lady in her fifties, she usually appears in public covered with pearls, gems, and other glittering trinkets. If she can't buy them, she might have them stolen, especially if she knows them to be magical.

Diane unfortunately lost her hair, and wears a wig to avoid ridicule. She would pay dearly for a hair-growing spell. She studies alchemy, and is an Alchemist of the 3rd circle. She has no idea that Claude Deguerrand, her trusted advisor, is a werewolf working for the Baron of Morlay, but she delights in the monthly gifts of jewelry (usually obsidian and gold) Sire Malachie sends her.

Rodin, Gilles: (T14/WWO1; St 12(14), In 10, Wi 17(15), Dx 18, Co 16(17), Ch 14(13); AL Neutral).

Monsieur Rodin is proprietor of l'Etape, Loupmont's largest dry-goods store. As chief supplier of la Garde d'Obsidienne (and le Tribunal des Loups), he is sometimes away for a month at a time on purchasing trips. More often, he sends assistants to procure needed goods. He'll procure anything, for the right price.

Saveroy, Valentin: (M4/WWO7; St 14 (16), In 17, Wi 11 (9), Dx 13, Co 17 (18), Ch 14 (13); AL Neutral).

Monsieur Saveroy is proprietor of la Taverne du Loup Sauvage (the Wild Wolf Tavern) in Loupmont. He leads one of the strongest packs in the valley, and often runs with the White Wolf himself—when he's not seeing to the business of keeping customers well-supplied with wine and beer and fresh breads.

de Sephora, Dame Geneviève—Comtesse de Touraine: (M20; St 11, In 17, Wi 15, Dx 10, Co 13, Ch 11; AL Neutral).

Since arriving in Glantri from Old Averoigne, Dame Geneviève has managed to become the High Mistress of Alchemy, as well as the Comtesse de Touraine. She is very beautiful, with thick, curly chestnut hair bound with silver filigree. She has the power to charm any male if he fails a saving throw vs. spells.

Dame Geneviève is an ardent werewolf hunter. She has managed to keep the county of Touraine nearly free of lycanthropy. She knows Sire Malachie is the White Wolf of Morlay, and goes to great lengths in her efforts to capture him. As High Mistress of Alchemy, she allowed the Baron into the circle of alchemists primarily to keep an eye on him. Sire Malachie won't learn that she's High Mistress until he attains the fourth circle in Alchemy, and she has plans to delay his progress.

Much of her research into magical spells and alchemical formulae have to do with lycanthropes. Her latest research is near to completion. It involves a potion to permanently trap a lycanthrope in his beast form, even through death. She intends to display a white werewolf skin on her wall someday.

de Ville, Simon: (M9; St 13, In 17, Wi 16, Dx 13, Co 13, Ch 12; AL Chaotic).

Simon de Ville, known to the werewolf community as "Blackheart," is a professional werewolf hunter and the President of the Fellowship of Were-Hunters (see p. 40). He is primarily employed by Dame Geneviève de Sephora, and has effectively eliminated lycanthropy from her dominion. He has also served various Princes well in freeing them of lycanthropic troubles, and has recently petitioned for status as a Glantrian noble.

Simon's brother, Lucien, is also a professional were-hunter (F7, Chaotic). His sister, Circé de Ville (M13, Chaotic) has a tower in the hills southeast of Touraine. The family is quite close, and if anything happened to any one of them, the others would seek revenge.

Villebois, Auguste: (F8; St 15, In 12, Wi 12, Dx 12, Co 9, Ch 14; AL Neutral).

Monsieur Villebois is proprietor of l'Auberge des Chasseurs (the Huntsmen's Inn) of Loupmont. He's a retired adventurer, and a superb tracker and huntsman. During his adventuring career he contracted bear lycanthropy but was later cured. He supports the Brotherhood of Wolves and the plans for a new Principality, but has no desire to go through the pain and difficulties of becoming a werewolf himself.

Lycanthropic Adventures

Adventure Ideas

Here are a number of adventure plots to help you get a lycanthrope-based campaign off the ground. Most of them are set in the Valley of Wolves, although some may be adapted to any campaign and any were-type. Most are also playable from more than one point of view. Each plot includes the following information:

Adventure Level: The experience level recommended for the player characters. Levels referred to are *overall relative levels* of experience (see p. 23), except where noted. Adventures suitable for any characters may be played with non-lycanthropic PCs.

Topic: A short description of the main element of the adventure.

Summary: A brief summary of the adventure's background.

Solutions: Suggestions for the ways in which PCs may or must work towards the adventure's goal.

Complications: The primary obstacles the PCs must overcome, and repercussions their actions may have.

The DM is free to develop these plots into complete adventures. At the end of this section are the adventure sequence, "A-Hunting We Will Go," which may be played many times, and a fully-developed mini-adventure, "The White Wolf of Morlay." This last features a rescue attempt involving the White Wolf, and is suitable for player character werewolves who have already proven themselves within the Valley of Wolves.

Lupin Attack

Adventure Level: Any characters, overall relative experience levels 1-5.

Topic: Lupins (see p. 62) and werewolves are blood enemies. Lupins raid werewolf settlements, and werewolves raid lupin camps in turn.

Summary: Lupins and humans often ally against werewolves, so the PCs may join the lupins to help defend them against raiding werewolves, or accompany them on a raid to rid a small settlement of lycanthropes. Or the PCs may be werewolves (or wolf sympathizers) protecting a hamlet from lupins, or raiding a lupin camp in retaliation.

Solutions: The adventure can be run as a straightforward kill-the-bad-guys adventure (each side views the other as "bad"). Alternatively, the PCs can work

toward settling the misunderstandings and ending the feud with diplomacy and negotiations.

Complications: The number and strength of either lupins or werewolves may be adjusted to challenge the PC—regardless of which side they're on. If the lupins are defeated, survivors may pack up and move to Renardie, a kingdom of lupins far to the southwest—perhaps intent on returning with reinforcements.

The Moonflower Ruse

Adventure Level: A party of 2-8 werewolves, each with an overall relative experience level of 1-4.

Topic: The PCs hear of a patch of moonflowers growing amidst wolfsbane in les Perdus Hills.

Summary: Low-level werewolves prize moonflowers (see p. 63) for their ability to inhibit involuntary transformations. But the delicate plants are hard to find, harder to grow, and bloom only on the night of the full moon. Rumors of moonflowers found within the valley always set off a flurry of prospective flower-gathering activity.

Solutions: The PCs should investigate the rumors to find out whether or not they're true. Then they must find the actual spot and carefully seek out the moonflower plants without running afoul of the wolfsbane. If they find the plants, they must return on the night of a full moon to collect the blossoms. But once gathered, the precious flowers are worth gold to many werewolves.

Complications: The player characters are bound to expect some difficulties. The trails through les Perdus Hills are notorious for leading travelers astray. Monsters sometimes wander down from the mountains, making travel dangerous. And the fact that moonflowers can be harvested only during a full moon may pose further problems.

But the real complication lies in the nature of this particular patch of moonflowers. A mage (*not Niccolo Galateo*) has built his tower nearby, choosing the spot for its isolation and for its proximity to a werewolf population. He requires magical components gathered from lycanthropes to complete his research, and has carefully cultivated the moonflowers and spread the news of their location to entice werewolves into his trap. The PCs must elude his magical snares or they may find themselves held captive in his secret laboratory.

Lycanthropic Adventures

BRINGING IN THE HERD

Adventure Level: Any characters, overall relative levels 2-10.

Topic: The Baron of Morlay has advertised for a hunting party to go on a deer-hunt in the mountains—with instructions to bring back at least 50 live deer and elk to restock the valley.

Summary: This is an excellent way for PCs to enter the Baron's employment. He may hire them even if they're not members of the Brotherhood of Wolves. If the Baron isn't sure the PCs are pro-werewolves, he simply explains that he needs more deer to entertain visitors who are fond of the hunt.

Solutions: All the PCs have to do is go into the mountains, find some deer, and bring them back (see "A Hunting We Will Go," p. 51-53, for hunting procedures). Of course, this will not be nearly as easy as it sounds.

Complications: The PCs may have to go deep into the Black Mountains to find enough deer. Rounding them up won't be easy, as deer are likely to panic and run in every direction. PC werewolves may have an even tougher time than humans. Keeping the herd together requires constant supervision by the PCs. The herd can cover only about 6 miles a day; pushing them any faster than that exhausts them. There are river crossings, flash floods, thunderstorms, and rock slides to deal with. But the worst problems are with other denizens of the mountains. Orcs and the like see an easy meal, as do wolves and more fantastic carnivores. If the PCs are of sufficiently high level, you can even send a griffon or dragon after the herd with dinner in mind!

Sheep in Wolf's Clothing

Adventure Level: Any characters, overall relative levels 3-8.

Topic: A newly-infected lycanthrope asks the PCs to frame someone else for his recent raids—or frames one of the PCs!

Summary: A very important person (Glantrian noble, well-known mage, village elder, or someone else in a position of authority) has recently become infected with lycanthropy. Unable to retain control during the past few full moons, he has done a number of things he now regrets. His main concern, however, is to avert suspicion. Depending on the type of adventure you want to run, he may hire the PCs to prevent

his discovery—or hire someone to frame the PCs. If the V.I.P. gained lycanthropy due to deliberate disease transmission by les Loups Noirs (an ultra-secret commando team; see p. 39), the White Wolf himself may send the PCs to help this new cub.

Solutions: The PCs need to find something else to take the blame for the werewolf's raids. They can try to frame another (renegade) werewolf, infect an enemy with lycanthropy and blame him, or fabricate proof that the incidents were caused by something other than a werewolf (rabid wolf, evil sorcerer, etc.). Of course, if the PCs have been framed for the deeds, they need to discover the real culprit, gather evidence of their own innocence and of the werewolf's guilt, and convince the authorities, all without succumbing to Glantrian Law.

Complications: If the V.I.P. doesn't live within la Vallée des Loups, the PCs do not have the relative protection of the valley to help them. If they try to frame someone else, they may invite interference or revenge on the part of the victim's friends.

The Black Horse

Adventure Level: Any characters, overall relative levels 3-8.

Topic: Silver-shod horses in les Perdus Hills, led by a black stallion, have been attacking werewolves. Wherever they go within the valley, werewolves find even well-trained horses rebelling against them.

Summary: A chevall (see p. 62) has been organizing domestic horses in the foothills of les Montagnes Noires to fight against werewolves. He intends to rid the valley of the hated creatures. The PCs must find the black horse and stop the attacks.

Solutions: The easiest way to solve the problem is to eliminate the chevall. Without their leader, the horses revert to their normal, usually-obedient selves. If one of the PCs realizes the chevall could actually help the werewolf cause (he can train horses to accept lycanthropes in half the time it takes a werewolf to get one used to it, etc.), the goal becomes one of convincing the chevall that not all werewolves are bad. For instance, the PCs might point out that werewolves can control the (normal) wolf population and so keep horse-predation to a minimum.

Complications: The chevall knows the hills well, and can take his army of horses into the mountains to hide if necessary. He's very intelligent (Int 18), and



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uses clever tactics against the PCs as soon as he realizes they're after him. He won't be easily convinced to side with the Brotherhood of Wolves, or even to stop his campaign against werewolves—he lost his entire family to werewolves before moving to les Montagnes Noires.

GOOD INTENTIONS

Adventure Level: A party of 3-7 werewolves, each with an overall relative level of 5 or higher.

Topic: Werewolves have been disappearing from the hunting grounds, only to return a few days later—no longer lycanthropes!

Summary: A high-level cleric (at least 12th level) has moved into the Valley of Wolves and is bravely attempting to solve the “werewolf problem.” He's been capturing werewolves, using an unknown process to rid them of lycanthropy, and setting them free again. His captives remain unconscious throughout the process, and awaken near their homes—dressed in new clothes.

Solutions: The PCs must investigate the matter to discover who or what is curing werewolves, and why. Once they've discovered the cleric, they may want to continue gathering enough evidence to convict the cleric of religious practices (punishable by death in Glantri) without exposing the illegalities of their own lycanthropy. They may attack the problem directly, eliminating the cleric and his assistants. Or they may attempt diplomacy to convince the cleric that all werewolves aren't all bad, and most would really rather retain their special gifts.

Complications: The cleric sees werewolves as a threat to innocent villagers, and thinks of lycanthropy as a curse. (He may even have come to the valley at the request of the Free Farmers.) Actually, such a powerful healer could be infinitely useful to the Baron and the Canine Protection Society, providing healing and even curing werewolves who break Wolf Law. But protecting the law-abiding werewolves from the cleric, and the cleric from Glantrian law, won't be easy.



War in the Valley

Adventure Level: Any characters, any level.

Topic: War comes to la Vallée des Loups. The DM may wish to use the War Machine and Siege Machine rules (see Chapter 9 of the D&D® Rules Cyclopedia).

Summary: The Valley of Wolves is ripe for war. Two opposing factions within the valley struggle fiercely for control—the werewolves and the normal humans. Occasional skirmishes over werewolf depredations may erupt into more serious conflicts at any time. The limited resources of the valley ensure struggles between those who have and those who want, while whispering campaigns fan smoldering discontent into violence.

Even if the inhabitants of the valley itself manage to maintain relative peace, war may come to la Vallée des Loups from outside. Prince Innocenti di Malapietra would be within his rights to invade the free territories of the valley (Beaubois, Mont d'Ire, the Midlands, or les Perdus Hills) if he could prove to the Council that werewolves were a serious problem in the area. While the soldiers of Forteresse d'Ylourgne trample farmers' fields and ferret out werecreatures, Sire Malachie would need to do some fancy political footwork to save his plans for enfeoffment.

See p. 27 for Glantrian wars introduced in the *Wrath of the Immortals* campaign set.

Solutions: War can be the backdrop for many player character adventures. Low-level characters may be caught up in small skirmishes, or find themselves pressed into messenger and courier service. Higher-level characters who have already worked for the Baron of Morlay can be asked to undertake dangerous missions of espionage, sabotage, reconnaissance, and the like. If you are using the War Machine rules, PCs may lead rag-tag armies of werewolves or irate farmers into the fray, or make up elite companies of their own. If the player characters are on the side opposed to the werewolves of the valley, they may be charged with hunting down escaped lycanthropes, or investigating reports of werewolf identities.

Complications: The war may be as long or as short as the DM wishes. A long war may include sieges of Loupmont and the Château de Morlay, or even of Forteresse d'Ylourgne. Losing the war would be a serious blow to Sire Malachie's plans.

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A-Hunting We Will Go

This adventure sequence may be used whenever PC werecreatures go hunting in beast form. It utilizes modified versions of the Evasion and Pursuit and Unarmed Combat rules. There is little danger the player characters will be injured—unless they're hunting enchanted creatures or animals protected by silver- and magic-wielding herders.

To begin a hunt, the PCs must first choose their hunting grounds. They may follow rumors of plentiful game spotted in a particular area, or simply trot off until they stumble across a game trail.

The Prey

The DM may wish to determine the location of any animal herds within the hunting grounds prior to the hunt. The chance of a wild animal herd currently occupying any given square mile varies with terrain and proximity to human settlements. In forested areas (with or without hills) and with no significant human settlement within 5 miles, the chance is 50%. Within 5 miles of a village of 75 people or more, the chance drops to 25%. Within 1 mile of a village, the chance is only 10%. For clear areas or forested mountainsides, halve the percentages (round down).

In la Vallée des Loups, fallow deer are the most common prey. These medium-sized spotted deer have broad, flat antlers. They congregate in woodlands, emerging to browse in clearings and fields at dawn and dusk. See p. 61 for other prey animals.

FINDING GAME

Herd animals leave tracks and droppings easily followed by lycanthropes in beast form. Once the PCs are within the same square mile as an animal herd, allow a Tracking skill roll (or an Intelligence check at a -2 penalty) for them to pick up the trail. Failure delays the hunt by three turns, while the PCs cast about for some sign of game or travel on to another spot. At the end of half an hour, allow another Tracking skill roll. If unsuccessful, the PCs should conclude there are no wild animal herds in the area.

If the PCs are hunting livestock instead, they probably won't have any trouble finding a flock of sheep or herd of goats. An unprotected one is a different matter . . .

ENCOUNTERING A HERD

When the PCs first encounter an animal herd, check both the party and the animal herd for surprise. If the encounter occurs before the PCs find a trail (by stumbling across the animals without really looking, or by missing a Tracking roll), roll surprise normally. If the PCs are on the animals' trail, they are only surprised if they roll a 1 on 1d6.

If the PCs are surprised but the herd is not, the animals bolt before the party can give chase. If neither side is surprised, the PCs can try to approach the herd, beginning at a distance of $4d6 \times 20$ yards in daylight, or $2d6 \times 20$ yards at night. If the herd is surprised but the PCs are not, the PCs begin their approach at $1d4 \times 20$ yards. (These encounter distances are twice normal distances—prey animals are nearly always alert for predators.)

The Approach

When the PCs begin their approach, roll 2d6 once each round and consult the Herd Reaction Table to determine whether or not the herd runs away before the PCs can get close enough to catch an animal.

If the herd is surprised but the PCs are not, all reaction rolls are at +2. Each round, allow the lead party member a skill check against Stealth or Hunting skills (or a Dexterity check with a -2 penalty) to measure the PCs' success in approaching unobserved. On a successful check, add +2 to the reaction roll; on a failure, penalize the roll by -2. Penalize the roll by -2 on any round a hunter moves at more than half normal encounter speed. Further bonuses and penalties depend on the PCs' actions.

Animal Herd Reaction Table (Roll 2d6)

2-3	Herd runs away.
4-6	Herd is nervous; roll again in one round with a penalty of -4 to the roll.
7-9	Herd is cautious; roll again in one round.
10-11	Herd is calm; roll again in one round with a bonus of +4 to the roll.
12	Herd is unaware of danger.

If the herd runs away before the PCs get within 30 yards, they get away. Once you get a result of 12 or more, the herd remains unaware of danger until the PCs are within 10 yards; no further rolls are needed.

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The Chase

The PCs can begin their run at the herd whenever they're within 30 yards of the herd's perimeter or their target animal. Of course, the closer the hunters get the more likely they are to catch anything. Unless the herd animals' movement is less than that of the hunters, running to attack from more than 30 yards away automatically lets the herd escape.

A chase is similar to any evasion and pursuit (see the D&D® Rules Cyclopedia, pp. 98-100). The chances of success are figured differently, however. Use the Prey Evasion Table given here, rather than the normal Evasion Table, when the PCs are pursuing prey animals.

Contact: In a hunt, contact occurs when the herd becomes aware of the hunters—when the PCs approach within 10 yards, if the herd has not already begun to run.

Attempt to Escape: As soon as contact occurs, check the herd's morale. Success indicates the males (if any) attack their attackers to defend the herd while females and young run away. Otherwise, the entire herd attempts to evade. Compare the party size (including any NPCs or normal animals hunting with them) and the number of animals in the herd on the Prey Evasion Table. Modify the chance of escape according to any significant conditions in effect, as noted in the lower section. Regardless of penalties, the animal herd always has at least a 5% chance for all members to escape.

Roll for evasion every 5 rounds. During this time, the hunters are busy trying to separate an animal from the rest of the herd. Most prey animals are faster than their predators, so the hunters must try to anticipate any twists and turns the animal takes. The hunters can pursue for 30 rounds at most—six attempts—before they must give up the chase due to exhaustion. The herd can run longer. After all, they are running for their lives. The hunters are only running for their dinner.

Werecreatures with the Endurance skill can use it to increase their chances of catching an animal. In this case, they apply the skill toward running faster, rather than longer. Each hunter who successfully applies the Endurance skill penalizes the herd's chance of escape by -5%.

Finally, each five-round chase attempt the herd successfully evades increases its chances of evasion for

the next attempt. Compare the animal herd's running speed to the hunters' average running speed. For every 10' difference, modify the herd's chance of escape by 1%. This modifier accumulates with every attempt. Thus, fallow deer (MV 240') attempting to evade werewolves in beast form (MV 180') gain a +6% chance to escape on the first roll, a +12% chance to escape on the second, and so on. If the hunters' movement is greater than the prey's (perhaps due to magic) the modifier is negative.

Prey Evasion Table

Party Size	No. of Animals in Herd	Chance of Escape
1-4	1	50%
	2-10	70%
	11-50	90%
	51+	50%
5-12	1	35%
	2-10	50%
	11-50	70%
	51+	35%
13+	1	25%
	2-10	35%
	11-50	50%
	51+	25%

Condition in Effect	Adjustment to Chance
Wooded Terrain	+ 25%
Hunters are twice as fast as prey	- 25%
Prey is twice as fast as hunters	+ 25%
Hunters approached within 10 yds	- 25%
Hunters approached within 20 yds	+ 0%
Hunters approached within 30 yds	+ 15%
Hunters chase in relays	- 15%
Hunters surround prey	- 50%
Target animal is weak, sick, or old (DM's discretion)	- 10%
Successful Know Terrain skill check for prey	+ 15%
Successful Know Terrain Skill check for hunters	- 15%
Successful Endurance skill check (for each hunter)	- 5%
Each 10' difference in running speed (cumulative)	+ / - 1%



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The Kill

When a herd misses its chance to escape, the hunters get close enough to a single animal to attack. No more than 4 creatures can attack a single animal at one time.

First check the animal's morale. On a successful check, the animal attacks the closest hunter. Otherwise, the animal continues to run. While running, the animal may kick with its hind legs at -2 to the attack roll.

Although most werecreatures in beast form cannot be injured by a normal animal's attacks, they may be delayed, stunned, or knocked out (see "Unarmed Combat," Rules Cyclopedia, pp. 110-114).

Roll the animal's attack normally. If it hits a werecreature, it can do damage only if the werecreature has not yet gained full immunity to normal weapons, or has 8 Hit Dice or more. However, the werecreature struck must roll 1d20; if he rolls higher than his Constitution, the werecreature is stunned for one round.

The stunned werecreature must also make a saving throw vs. death ray with a +4 bonus to the roll, or suffer a knockout. The duration of the knockout (in combat rounds) is equal to the number of points by which he missed his Constitution roll.

If the werecreature makes his saving throw, but would have missed if it weren't for the +4 bonus, he is knocked off his feet instead. It takes him half as many rounds to regain his feet as it would had he been knocked out (round down).

Even if he avoids being knocked down or out, the stunned werecreature is out of the chase for a full round.

Wrestling Prey: To ensure a kill, the hunters may wish to pull the prey down. This works similarly to a human's wrestling abilities. As the hunters and their prey are both using natural weapons (teeth and hooves), initiative is rolled normally.

A werecreature's wrestling rating in beast form is equal to his Hit Dice (not counting pluses), plus 9 (unless he's wearing armor). The prey animal's WR is calculated the same way. (These calculations differ from those for either characters or monsters. This reflects the fact that animals don't have hands to grab with, but are better than humans at throwing their weight around.)

Each round, any hunters within reach of the prey may attempt to wrestle rather than attack normally (maximum 4 attackers). The prey may attack normally

at the same time it defends from a wrestling attack. Each opponent involved rolls 1d20, adding his WR to the roll. Results are figured normally for wrestling combat (see the D&D® Rules Cyclopedia, p. 112, and p. 113 if three or more hunters wrestle the same animal).

If the wrestling rolls result in a prey animal "grabbing" the hunter, the animal succeeds in shaking off the hunter for a moment. The hunter's attacks and wrestling attempts are at -4 for the next round only.

If the wrestling rolls result in a hunter "grabbing" the prey animal, the hunter has simply put himself in a good position to take the animal down. The hunter doesn't actually grab the animal, and no damage is inflicted.

If the wrestling rolls result in a "takedown," the hunter has bowled the animal off its feet. If the animal wins the next wrestling roll, it regains its feet, but the hunter is in a position to try a "takedown."

A result of "pinned" spells doom for the animal. Each round the prey is pinned, attacking hunters can inflict damage equal to their normal attacks (2d4 for werewolves)—no attack rolls are necessary.

Getting Away: If the prey animal successfully fends off the hunters for five rounds in a row, it gets away. This occurs only if it takes no damage for those five rounds, and is not taken down.

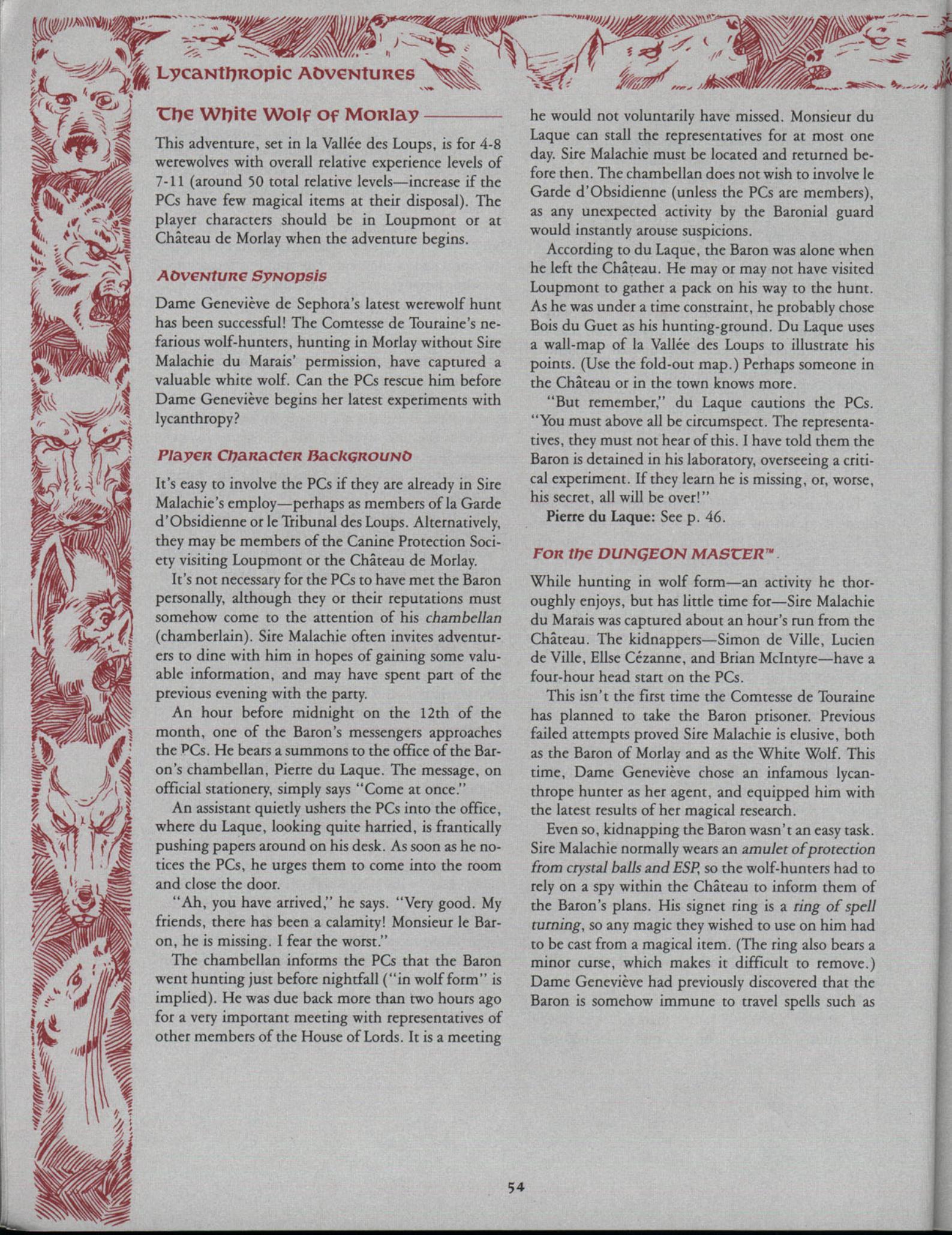
The Bounties of the Hunt

Hunters who make a successful kill gain experience points equal to the XP value of the animal killed. They also get a good meal.

Only those hunters who actively participated in the final kill gain any experience points. If there was an obvious leader in the hunt, he gains a double share of XPs—and gets twice as much to eat.

If there were more hunters involved in the kill than the animal's XP value, none of them gain any experience. They don't get much to eat, either—there simply isn't enough meat to go around.

For every 20 lbs body weight of a prey animal, one hunter may satisfy hunger for one day. Werecreatures who hunt with normal animals of their weretype must take care to satisfy their companions' feeding needs, or the animals may refuse to respond to their summons the next time the werecreatures call.



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The White Wolf of Morlay

This adventure, set in la Vallée des Loups, is for 4-8 werewolves with overall relative experience levels of 7-11 (around 50 total relative levels—increase if the PCs have few magical items at their disposal). The player characters should be in Loupmont or at Château de Morlay when the adventure begins.

Adventure Synopsis

Dame Geneviève de Sephora's latest werewolf hunt has been successful! The Comtesse de Touraine's nefarious wolf-hunters, hunting in Morlay without Sire Malachie du Marais' permission, have captured a valuable white wolf. Can the PCs rescue him before Dame Geneviève begins her latest experiments with lycanthropy?

Player Character Background

It's easy to involve the PCs if they are already in Sire Malachie's employ—perhaps as members of la Garde d'Obsidienne or le Tribunal des Loups. Alternatively, they may be members of the Canine Protection Society visiting Loupmont or the Château de Morlay.

It's not necessary for the PCs to have met the Baron personally, although they or their reputations must somehow come to the attention of his *chambellan* (chamberlain). Sire Malachie often invites adventurers to dine with him in hopes of gaining some valuable information, and may have spent part of the previous evening with the party.

An hour before midnight on the 12th of the month, one of the Baron's messengers approaches the PCs. He bears a summons to the office of the Baron's chambellan, Pierre du Laque. The message, on official stationery, simply says "Come at once."

An assistant quietly ushers the PCs into the office, where du Laque, looking quite harried, is frantically pushing papers around on his desk. As soon as he notices the PCs, he urges them to come into the room and close the door.

"Ah, you have arrived," he says. "Very good. My friends, there has been a calamity! Monsieur le Baron, he is missing. I fear the worst."

The chambellan informs the PCs that the Baron went hunting just before nightfall ("in wolf form" is implied). He was due back more than two hours ago for a very important meeting with representatives of other members of the House of Lords. It is a meeting

he would not voluntarily have missed. Monsieur du Laque can stall the representatives for at most one day. Sire Malachie must be located and returned before then. The chambellan does not wish to involve le Garde d'Obsidienne (unless the PCs are members), as any unexpected activity by the Baronial guard would instantly arouse suspicions.

According to du Laque, the Baron was alone when he left the Château. He may or may not have visited Loupmont to gather a pack on his way to the hunt. As he was under a time constraint, he probably chose Bois du Guet as his hunting-ground. Du Laque uses a wall-map of la Vallée des Loups to illustrate his points. (Use the fold-out map.) Perhaps someone in the Château or in the town knows more.

"But remember," du Laque cautions the PCs. "You must above all be circumspect. The representatives, they must not hear of this. I have told them the Baron is detained in his laboratory, overseeing a critical experiment. If they learn he is missing, or, worse, his secret, all will be over!"

Pierre du Laque: See p. 46.

For the Dungeon Master™

While hunting in wolf form—an activity he thoroughly enjoys, but has little time for—Sire Malachie du Marais was captured about an hour's run from the Château. The kidnappers—Simon de Ville, Lucien de Ville, Ellse Cézanne, and Brian McIntyre—have a four-hour head start on the PCs.

This isn't the first time the Comtesse de Touraine has planned to take the Baron prisoner. Previous failed attempts proved Sire Malachie is elusive, both as the Baron of Morlay and as the White Wolf. This time, Dame Geneviève chose an infamous lycanthrope hunter as her agent, and equipped him with the latest results of her magical research.

Even so, kidnapping the Baron wasn't an easy task. Sire Malachie normally wears an *amulet of protection from crystal balls and ESP*, so the wolf-hunters had to rely on a spy within the Château to inform them of the Baron's plans. His signet ring is a *ring of spell turning*, so any magic they wished to use on him had to be cast from a magical item. (The ring also bears a minor curse, which makes it difficult to remove.) Dame Geneviève had previously discovered that the Baron is somehow immune to travel spells such as



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dimension door and teleport, unless cast by himself. (She's still trying to figure out how he manages that.) Even without all his magical protection, the Baron is a formidable opponent.

Betrayal: Gérard du Bois, the Baron's valet, is in fact a spy for Dame Geneviève. Using a scroll with three *wind whisper* spells (see "New Magic," p. 63), he revealed the Baron's hunting plans to the waiting kidnappers. The DM is free to choose the reason for his betrayal—secret resentment of the Baron, threats to his family by Dame Geneviève, a *charm* or *geas* spell, or simply the promise of incredible riches.

Gérard du Bois: F2; St 13, In 11, Wi 10, Dx 13, Co 17, Ch 12; AL Neutral. See p. 44.

Off to the Hunt: Immediately after leaving the Château, Sire Malachie went to Loupmont and invited three other werewolves to join him in a night run (Thierry le Vardé, Henri Broidou, and Louis Duras). They walked to the base of Roc du Guet, transformed, and trotted off to hunt. The White Wolf called for normal wolves to hunt with them. Five responded.

Ambush: The White Wolf's pack loped to the eastern end of Bois du Guet in search of deer. When they'd been on the hunt for an hour, with nothing to show for it but a tiring chase after a buck that got away, the hunters heard the howl of an unfamiliar wolf. The White Wolf led the pack to investigate.

They found five strange wolves. As the White Wolf greeted them and asked where their normal hunting grounds were, two wolf-men stepped out from behind the trees. The Baron hesitated for a moment, pondering who these highly-experienced werewolves could be. In that moment, one of the wolf-men (a polymorphed Simon de Ville) fired a *wand of paralyzation* at the White Wolf. The other (Lucien de Ville, similarly polymorphed) directed the normal wolves in an attack on the White Wolf's pack.

The werewolves found themselves battling a wolf-man and an experienced fighter (Brian McIntyre) well armed with magical weapons. A woman appeared out of nowhere and attacked with blinding speed (Ellse, using a ring of *invisibility* and a potion of *haste*).

It took three charges of the *wand of paralyzation*—the latter two at point-blank range as Malachie tore at the wolf-man with his great jaws—to paralyze the Baron. In the end, the controlled wolves had killed or driven off the pack's normal wolves, the White Wolf was paralyzed, and three naked human forms lay in pools of blood in the clearing.

Simon de Ville quickly bound the White Wolf with a *muzzle of lycanthrope control* (see p. 63) and magically-locked silver chains. Lucien and Brian dragged Malachie into the woods to a waiting horse and a *travois of holding*—a stretcher with one end harnessed to the horse, enchanted to reduce the encumbrance of anything placed on it. They flung the White Wolf onto the travois and tied him there.

Simon and Ellse, meanwhile, splashed *distillate of wolfsbane* in various places about the clearing and on their trail (See "New Magic," p. 63). Then Simon polymorphed Lucien and himself back to human form, and the party moved off through the woods.

They returned to their camp at the base of Aiguille de Puissance. A reddish-brown volcanic spire, the "Pinnacle of Power" rises nearly 600' and is the tallest aiguille in the valley. (Local legends tell of lightning storms which strike down at the rock on certain nights of the year; or perhaps they surge up from the rock to the clouds.) There they transferred the Baron to a silver cage.

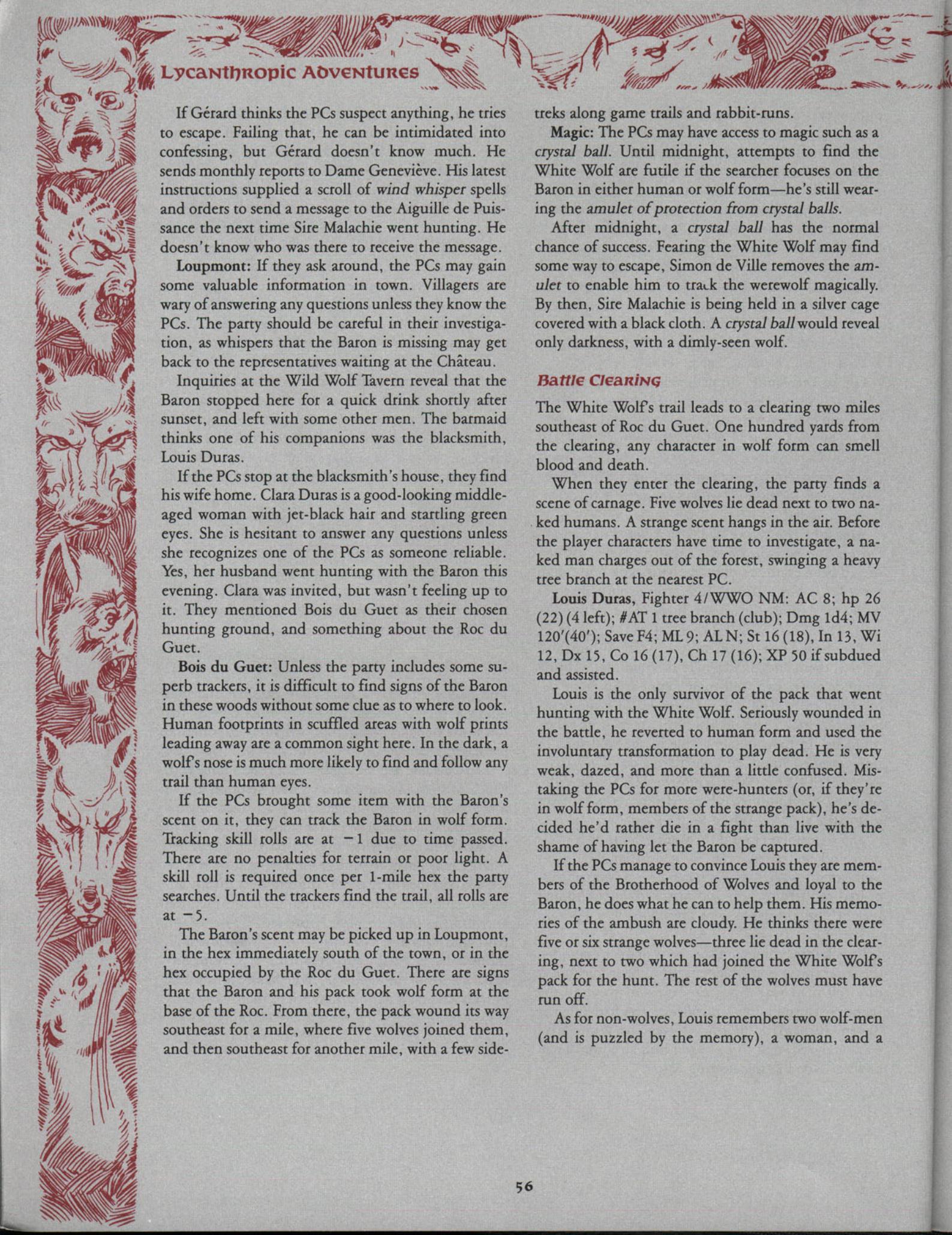
When the *paralyzation* wore off, the White Wolf discovered that the enchanted muzzle he wore prevented any transformations. Its interior was lined with small silver spikes; opening his jaw even slightly drove them into his face. The cage and the chains wrapped about his paws burned with the white fire of silver against were-skin.

Searching for the White Wolf

The player characters have four possible starting-points in their search for the Baron: the Château, the town, the woods, and attempts to gather information by magical means.

The Château: Gérard du Bois is a good source with which to start. As the Baron's valet, he often knows more about the Baron's personal plans than anyone else in the Château. The PCs shouldn't know Gérard betrayed the Baron when they start asking questions.

They may begin to suspect something, however, as Gérard becomes increasingly flustered. At first he admits to nothing, claiming the Baron didn't mention any hunting plans to him. If pressed, he hems and haws and says yes, perhaps he did overhear something about a hunt. But Gérard isn't privy to Sire Malachie's innermost secrets, so he has no idea where or with whom. What business is it of theirs, anyhow?



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If Gérard thinks the PCs suspect anything, he tries to escape. Failing that, he can be intimidated into confessing, but Gérard doesn't know much. He sends monthly reports to Dame Geneviève. His latest instructions supplied a scroll of *wind whisper* spells and orders to send a message to the Aiguille de Puissance the next time Sire Malachie went hunting. He doesn't know who was there to receive the message.

Loupmont: If they ask around, the PCs may gain some valuable information in town. Villagers are wary of answering any questions unless they know the PCs. The party should be careful in their investigation, as whispers that the Baron is missing may get back to the representatives waiting at the Château.

Inquiries at the Wild Wolf Tavern reveal that the Baron stopped here for a quick drink shortly after sunset, and left with some other men. The barmaid thinks one of his companions was the blacksmith, Louis Duras.

If the PCs stop at the blacksmith's house, they find his wife home. Clara Duras is a good-looking middle-aged woman with jet-black hair and startling green eyes. She is hesitant to answer any questions unless she recognizes one of the PCs as someone reliable. Yes, her husband went hunting with the Baron this evening. Clara was invited, but wasn't feeling up to it. They mentioned Bois du Guet as their chosen hunting ground, and something about the Roc du Guet.

Bois du Guet: Unless the party includes some superb trackers, it is difficult to find signs of the Baron in these woods without some clue as to where to look. Human footprints in scuffed areas with wolf prints leading away are a common sight here. In the dark, a wolf's nose is much more likely to find and follow any trail than human eyes.

If the PCs brought some item with the Baron's scent on it, they can track the Baron in wolf form. Tracking skill rolls are at -1 due to time passed. There are no penalties for terrain or poor light. A skill roll is required once per 1-mile hex the party searches. Until the trackers find the trail, all rolls are at -5.

The Baron's scent may be picked up in Loupmont, in the hex immediately south of the town, or in the hex occupied by the Roc du Guet. There are signs that the Baron and his pack took wolf form at the base of the Roc. From there, the pack wound its way southeast for a mile, where five wolves joined them, and then southeast for another mile, with a few side-

treks along game trails and rabbit-runs.

Magic: The PCs may have access to magic such as a *crystal ball*. Until midnight, attempts to find the White Wolf are futile if the searcher focuses on the Baron in either human or wolf form—he's still wearing the *amulet of protection from crystal balls*.

After midnight, a *crystal ball* has the normal chance of success. Fearing the White Wolf may find some way to escape, Simon de Ville removes the *amulet* to enable him to track the werewolf magically. By then, Sire Malachie is being held in a silver cage covered with a black cloth. A *crystal ball* would reveal only darkness, with a dimly-seen wolf.

Battle Clearing

The White Wolf's trail leads to a clearing two miles southeast of Roc du Guet. One hundred yards from the clearing, any character in wolf form can smell blood and death.

When they enter the clearing, the party finds a scene of carnage. Five wolves lie dead next to two naked humans. A strange scent hangs in the air. Before the player characters have time to investigate, a naked man charges out of the forest, swinging a heavy tree branch at the nearest PC.

Louis Duras, Fighter 4/WWO NM: AC 8; hp 26 (22) (4 left); #AT 1 tree branch (club); Dmg 1d4; MV 120'(40'); Save F4; ML 9; AL N; St 16 (18), In 13, Wi 12, Dx 15, Co 16 (17), Ch 17 (16); XP 50 if subdued and assisted.

Louis is the only survivor of the pack that went hunting with the White Wolf. Seriously wounded in the battle, he reverted to human form and used the involuntary transformation to play dead. He is very weak, dazed, and more than a little confused. Mistaking the PCs for more were-hunters (or, if they're in wolf form, members of the strange pack), he's decided he'd rather die in a fight than live with the shame of having let the Baron be captured.

If the PCs manage to convince Louis they are members of the Brotherhood of Wolves and loyal to the Baron, he does what he can to help them. His memories of the ambush are cloudy. He thinks there were five or six strange wolves—three lie dead in the clearing, next to two which had joined the White Wolf's pack for the hunt. The rest of the wolves must have run off.

As for non-wolves, Louis remembers two wolf-men (and is puzzled by the memory), a woman, and a



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man in chain-mail armor. He saw the White Wolf attack one of the wolf-men, but lost consciousness shortly after that.

When he awoke, he dragged himself into the woods to search for the hunting pack's gear, which Henri Broidou had been carrying. (Henri lies dead in the clearing, along with Thierry le Vardé, but there's no sign of the wolf-form backpack.) That was when he heard the party arrive, and attacked.

If the party can heal and equip Louis, he joins them in their search for the Baron. Otherwise, he goes home. His wounds need to be bandaged before he has a chance of making it back to Loupmont alone.

On the Trail of the Kidnappers

There's not much more the PCs can discover in the clearing. Wolf-form senses tell of normal wolves, werewolves, and humans in the area. In addition to scents left by the White Wolf's pack, discriminating noses can sort out four individual human smells—three male and one female. They left the clearing to the east.

The strange smell the characters noticed upon entering the clearing was the faint odor of the *distillate of wolfsbane* Simon and Ellse splashed over their trail (see "New Magic," p. 63). Any lycanthropic characters touching the still-damp liquid, or smelling it up close, must save vs. poison or run away in fear. Attempts to follow the tracks are at -4, as the *distillate* masks the trail. Tracking through contaminated ground takes two turns and requires a Tracking skill roll each turn. Any missed roll adds 1 turn to the time it will take.

Two successful tracking rolls lead the characters to a spot, smelling of horse, with foot-and hoof-prints and strange grooves in the dirt (made by the travois). Simon sprayed *distillate of wolfsbane* at irregular intervals over the next mile. Roll 1d6 five times as the party follows the trail—rolling a 1 or 2 indicates the character doing the tracking encounters a patch of the distillate, and must make a saving throw vs. poison or run away in fear.

The trail leads through the woods north of the footpath to the Aiguille de Puissance.

Movement: The PCs have to decide whether the group follows the trail in wolf or human form, or if some characters go on foot while the others travel on paws. Traveling on horseback is difficult; horses shy

at unseen things in the moonlit shadows, characters need to dismount to see the trail, and so on.

Assume a werewolf can travel at three miles per hour in wooded hills, while humans can manage about two. This includes factors such as terrain, detouring around thickets and other obstacles, and traveling as quickly as possible when the trail is easy to follow. Any pauses to rest and so forth increase the time used.

TIMING the Chase

The timing of this adventure is critical; the PCs must rescue the Baron before Simon de Ville can smuggle him out of the valley. If they don't rescue the Baron in time, Dame Geneviève may have him in her grasp; getting him back would be almost impossible. (Dame Geneviève is a 20th-level magic-user, and her stronghold is not a safe place for lycanthropes!)

If the PCs are extraordinarily quick in pursuing the kidnappers, they may catch them all in the camp at the base of Aiguille de Puissance. (Try to avoid this, as the encounter may prove too tough for the PCs.)

At midnight, Simon and his group prepare to leave their camp at the base of Aiguille de Puissance. With the cage lashed to the *travois of holding*, Simon, Ellse, and Brian travel southeast to the Luneau, then south down the valley. Simon de Ville doesn't know of the Baron's important meeting with Parliament members, and isn't expecting anyone to miss Sire Malachie until dawn. As a precaution, Lucien and a band of lupins (see p. 62) stay in the camp at Aiguille de Puissance to stall any followers. Lucien rides to catch up with his brother at dawn.

Meanwhile, the kidnappers—now mounted—take the White Wolf to Lunegarde. There they stop to refresh themselves and trade their travois in for a cart. (Even with magic, the travois is harder for the horse to pull than a cart.) Their stay in Lunegarde may be as brief as an hour or as long as half a day. If the PCs catch up to Simon and his group within the village, they have the added burden of worrying about damage to life and property of the villagers. Simon himself has no such concerns.

There's one more chance for the PCs to catch the wolf-hunters before they reach Lac du Loup and a waiting boat. Simon stops at an abandoned farmhouse northwest of the lake to rest until Lucien catches up—midnight at the latest. If the PCs don't stop him there, they're unlikely to stop him at all.

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Aiguille de Puissance

Lucien de Ville and a band of lupins have made camp at the base of Aiguille de Puissance (see White Wolf Map 1, inside cover, and "New Monsters," p. 62). Lucien is by the fire when the PCs first encounter the camp. The lupins have ranged themselves around the perimeter, constantly sniffing the air for any scent of werewolves. There is a 1 in 6 chance that a lupin sentry smells a wererelation within 20 yards.

Lucien isn't expecting trouble. He and Simon have killed dozens of werewolves in the past, and he has developed an unhealthy contempt for them. He's likely to waste a lot of breath taunting the PCs and boasting of his intent to slice them to ribbons. If Lucien realizes he and the lupins are outmatched, he mounts his horse (not easy with so many werewolves about) and flees downstream to the Luneau.

Lucien de Ville, Fighter 7: AC -1; hp 39; #AT 1; Dmg by weapon; MV 90' 30', mtd 240' (80'); Save F7; ML 10; AL C; St 18, In 10, Wi 12, Dx 13, Co 13, Ch 10; XP 850. Weapon Mastery (Optional): Normal Sword (Skilled), for 1d12 damage (+1/+3 vs lycanthropes due to magic), -2 to AC against 1 attack/round, 1 deflect/round, disarm.

Lucien is armed with a normal sword +1, +3 vs. lycanthropes. He's wearing chain mail +2, a ring of protection +3, a ring of spell turning (7 spells), and boots of speed.

Lupins (6): AC 6; hp 8, 8, 7, 7, 6; #AT 1; Dmg 1d8; MV 120' (40'); Save F2; ML 9 (8 if Lucien is killed); AL L; XP 20.

These dog-headed creatures are fierce enemies of werewolves. Each is armed with a silver sword. They have no treasure. (Feel free to change the number of lupins to match the PC party's strength.)

After the Battle: There are signs in the camp that three riders and a draft horse, drawing a travois, left in a southerly direction. Among Lucien's belongings are two potions of extra healing (heals 2d6+3), a non-magical gold ring (500 gp), and 14 gold crowns (700 gp). The book he was reading, dropped by the campfire, is entitled *The History of the Principalities of Glantri, as Pertaining to the Effects of the Spread of Magical Items and Spell Research into Neighboring Nations*. Other than a few bed rolls, some rations, miscellaneous camping gear, and a lantern, there's nothing of interest in the camp.



ROB FEER

LUNEGARDE

Lunegarde is a small village snuggled between the Luneau and the Douve (see inside cover). About 30 families live in and around the village. Important residents include a miller, a blacksmith, a cartwright, and a baker. Most of the other villagers are farmers, raising sheep in as their primary livestock. Jules Savetroy, the village "mayor," is a retired adventurer (F6/WWO5). He's built a small manor-house which doubles as village hall and tavern.

Lunegarde's populace is fairly evenly divided between werewolves and non-lycanthropes who have come to accept one another. Some support the Canine Protection Society, while others support the Free Farmers, but they all agree that violence isn't the way to settle their differences. Most mind their own business and distrust strangers.

The PCs may catch up to Simon and his gang here. This would turn the village into a battlefield, however, and have serious repercussions when all was said and done. Although any villager who realized what was happening would side with the Baron and those helping him, the violence would disturb the delicate balance in the village.

More likely, Simon and his group have already left the village. Nearly every villager noticed their arrival and departure, though none of them asked any questions. If asked, villagers may admit they "didn't like the looks of those people." Brian McIntyre kept everyone well away from the enshrouded cage while they transferred it from the travois to a cart. One of the village children heard something whining under the black cloth, but no one investigated.

There are a few interesting role-playing encounters you may introduce in the village. The village sheep have gotten so used to the scent of werewolves that they no longer bleat or run at their smell. Even the sheepdogs are trained to recognize villager werewolves. The dogs do bark at normal wolves and strange werewolves, but they won't attack unless commanded by their masters.

Among villagers that the PCs may encounter are Francois le Monnier, the miller (F2, W1), and Mathilde Lépine, the old village wise woman (M5). Mathilde may mutter strange things to the PCs, such as "Ven ze moon blooms and ze wolfsbane eez full, ze mark of ze wolf can be no more."

LEVEREAU'S FARM

This abandoned, burnt-out farmhouse in the Monts des Morts is the most likely place for the PCs to catch up to the White Wolf and his kidnappers (see **White Wolf Map 2**, inside cover). Simon used this as his base when first entering the valley, and he waits here for his brother Lucien to catch up to them. (He won't wait past midnight of the day after capturing the White Wolf, however.)

The farm, and the family that owned it, were destroyed by neighboring farmers. They believed the Levereaus were practicing unlicensed necromancy and were harboring undead in their midst. The upper story of the farm house, now badly burned, was the living quarters. The lower level housed animals, farm equipment, and feed, and is still mostly intact. Simon and Brian are inside, resting, with their horses and the White Wolf. The cart is outside. If it's close to midnight, or if Lucien escaped the PCs and has caught up with Simon, the draft horse is already harnessed to the cart in preparation for leaving.

Ellse Cézanne is patrolling the yard, *invisible* and silent (due to *elven boots*), watching for any trespassers. She may be spotted by someone watching the grasses, or smelled by a werewolf in beast form. If Ellse spots anyone, she chooses one PC (hopefully away from the others) to sneak up on and attack with a backstab.

Simon de Ville, Magic-User 9: AC 2; hp 33; #AT 1; Dmg by weapon or spell; MV 120' (40'); Save M9; ML 10; AL C; St 13, In 17, Wi 16, Dx 13, Co 13, Ch 12; XP 3,000.

Spells memorized: *charm person*, *read magic*, *sleep*, *continual light*, *entangle*, *web*, *dispel magic*, *fireball*, *fly*, *polymorph other*, *wall of fire*, *animate dead*.

Simon de Ville is armed with an impressive array of magical items. He has a *staff of power* (14 charges); a *wand of paralyzation* (4 charges); a *wand of fear* (8 charges); a *ring of protection +3*; a *robe of protection +3* (which works like a *ring of protection*); an *amulet of protection from crystal balls* and *ESP* (stolen from the Baron); a potion of *animal control*; a potion of *super-healing* (heals 3d6 + 3); and a *dagger +1* (poisoned).

Simon de Ville is cruel and sadistic, especially toward werewolves. He orders Ellse and Brian (and Lucien, if here) to fight the PCs before engaging in combat himself. With his arsenal of magic, he feels

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quite confident. He taunts the Baron's rescuers as he hurls *lightning bolts* at them with his staff.

Simon has discovered six dead bodies in shallow graves in the dirt floor of one of the out-buildings. If the fight goes against him, he *animates* them to occupy the PCs while he flees. If at all possible, he takes the Baron with him—perhaps combining his *fly* spell with his staff's *telekinesis* power.

In addition to his magical treasures, Simon has 16 gold crowns in coinage and miscellaneous travel gear.

Ellse Cézanne, Thief 8; AC 1; hp 29; #AT 1; Dmg 1d8 + 2; MV 120' (40'); Save T8; ML 8; AL C; St 13, In 12, Wi 15, Dx 18, Co 14, Ch 11; XP 650.

Ellse is wearing *leather armor* +1, a *ring of protection* +2, a *ring of invisibility*, and *elven boots*. She's armed with a *normal sword* +2. In addition, she has a *ring of regeneration* and 15 gold ducats coinage in her pockets.

Brian McIntyre, Fighter 7: AC 0; hp 38; #AT 1; Dmg by weapon; MV 120' (40'); Save F7; ML 8; AL N; St 18, In 14, Wi 11, Dx 13, Co 13, Ch 15; XP 850. Weapon Mastery (Optional): Two-handed sword (Skilled), for 2d6 +1 damage (+3 due to magic), stun or deflect 1 attack/round; Light crossbow (Skilled), for 1d6 +2 damage (+2 due to magic), -1 to AC against 1 attack/round, stun at short range.

Brian is wearing *chain mail* +3 and a *ring of protection* +2. He's armed with a *two-handed sword* +3 and a *light crossbow* +2. There are 20 quarrels in his quiver, including one +1 and a silver quarrel. In any combat with the PCs, he fights openly and with honor.

In addition to weapons and armor, Brian has a potion of *extra healing* (2d6 +2) and 1,700 gp in coins and gems (half payment for this job).

Brian wasn't told what this job entailed until the kidnappers were well within La Vallée des Loups. If he knew Simon planned to capture the Baron of Morlay, he wouldn't have accepted the job. (Simon has been far from close-mouthed about the White Wolf's identity.) He surrenders to the PCs if Simon is killed or flees.

CONCLUDING the ADVENTURE

Once Simon and the others are dealt with, the Baron must be freed. The silvered bars and lock of the cage may hamper any werecreature's attempts to pick the lock or bend the bars. Then there's the lock on the silver chains binding the White Wolf's paws. There's also the matter of the *muzzle of lycanthrope control*,

which can only be removed with a *remove curse* spell, a *wish*, or by speaking the command word. (Each of the kidnappers know the command—if any remain alive and in a position to tell the PCs.) Its magic protects the muzzle from knives and other normal weapons, although inflicting 6 points of damage with a magical weapon severs the straps. (Any missed attack roll hits the White Wolf instead). If the PCs are unable to remove the muzzle, they have to transport Sire Malachie back to Château de Morlay, stuck in wolf form and unable to speak.

If the PCs rescue the Baron, he rewards them with appropriate treasure or favors, providing the PCs don't request anything outrageous or which would compromise the Baron's plans. His first thought is to return to the Château in time to meet with the Parliament representatives. He pursues his revenge against any surviving kidnappers at his leisure.

Possible Ramifications

Dame Geneviève de Sephora is less than pleased if the player characters successfully rescue the Baron. She attempts to determine who spoiled her plan—something which shouldn't be too difficult, with her spy network and magical spells. Her future plans to capture or kill the White Wolf of Morlay now include the PCs as well.

The de Villes are still a problem, as well. Even if both Simon and Lucien de Ville are killed or captured in the course of the rescue operation, their sister Circé remains to cause trouble. (As a 13th-level magic-user, Circé de Ville can cause a lot of trouble.) She would prefer to lure the player characters to her tower in the hills southeast of Touraine, where she could deal with them at her leisure. If either Simon or Lucien escaped the valley, she'd send them back to kidnap the PCs.

The trek of the kidnappers and their captive were-wolf through les Perdus Hills may have stirred up additional trouble in the area. Many farmers and villagers along the Luneau distrust the Baron of Morlay, having heard the rumors of his plans to seize the valley as his own Principality. If the player characters were recognized as agents of the Baron, irate villagers may begin voicing their worries more emphatically—especially if their farms or property were damaged by the PCs or the kidnappers. Increased unrest in les Perdus Hills and other free territories may require some quick diplomacy on the part of player characters to turn public opinion in favor of Sire Malachie.

MONSTERS AND MAGIC

ANIMAL HERD

See the D&D® Rules Cyclopedia, p. 157, for general information on animal herds.

When determining individual animals' hit points, males have at least 3 hit points per Hit Die; females have normal hit points; young have only 1-4 hit points per Hit Die. Males must succeed at a morale check to defend a herd.

Cows: AC 7; HD 2; #AT 1 kick or butt; Dmg 1d4 (kick), 1d6 (gore); MV 180' (60'); Save F1; ML 5; AL N; XP 20. Cows may kick with one hoof for 1d4 damage, or with both (1 attack roll) for 2d4. Bulls have ML 8, and can gore for 1d8 points of damage. Herds of 5d20 animals are usually protected by 1d4 cowherders. Body weight: $2d20 \times 10 + 1,000$ lbs.

Elk: AC 7; HD 4; #AT 1 kick or butt (males only); Dmg 1d6 (kick), 2d4 (butt); MV 240' (80'); Save F1; ML 7; AL N; XP 75. Body weight: $5d10 \times 10 + 500$ lbs.

Elk range far up the mountainsides in spring and summer, retreating down the slopes to wooded areas in fall and winter. Herds are composed of 3d20 animals; a lone male may be encountered instead (10% chance). Males live separately from the females and young except during the fall.

Fallow Deer: AC 7; HD 2; #AT 1 kick or butt (males only); Dmg 1d4 (kick), 1d6 (butt); MV 240' (80'); Save F1; ML 5; AL N; XP 10. Body weight: $1d100 + 140$ lbs (males); $3d20 + 60$ lbs (females).

In fall and winter, herds contain 4d10 animals, of which 25% are male, 50% are female, and 25% are young. In spring and summer, herds contain 1d20 males or 2d20 females and young.

Goats: AC 7; HD 1; #AT 1 kick or butt; Dmg 1d2 (kick), 1d4 (butt); MV 210' (70'); Save F1; ML 5; AL N; XP 10. Herds of 5d10 goats are protected by 1d4 herders. Body weight: $1d6 \times 10 + 50$ lbs.

Moose: AC 7; HD 4; #AT 1 kick or butt (males only); Dmg 1d8 (kick), 2d4 (butt); MV 180' (60'); Save F1; ML 7; AL N; XP 75. Body weight: $4d20 \times 10 + 800$ lbs.

Moose may be found singly (50% chance) or in herds of 2d4 animals, with 25% being male, 50% female, and 25% young. They feed on aquatic plants in ponds and at lake edges, and in forested areas.

Mountain Goats: AC 7; HD 1+1; #AT 1 kick or butt; Dmg 1d2 (kick), 1d6 (butt); MV 150' (50'); Save F1; ML 7; AL N; XP 15. Herds of 2d20 may be

found on the steep mountainsides at the edge of the snow line. If pursued by non-flying predators, they gain a +25% chance to evade due to their incredible agility on dangerous cliff terrain.

Pigs: AC 7; HD 1; #AT 1 kick or bite; Dmg 1d2 (kick), 1d4 (bite); MV 180' (60'); Save F1; ML 5; AL N; XP 10. Herds contain 5d4 animals, and will be protected from attack by 1d2 pigkeepers. Body weight: $1d20 \times 10 + 100$ lbs.

Sheep, Domestic: AC 7; HD 1; #AT 1 kick or butt (rams only); Dmg 1d2 (kick), 1d4 (butt); MV 180' (60'); Save F1; ML 5; AL N; XP 10. Herds contain 5d20 animals, and are protected by 1d2 shepherds and 2d4 trained dogs. Body weight: $2d6 \times 10 + 50$ lbs.

Sheep, Wild: AC 7; HD 1+1; #AT 1 kick or butt; Dmg 1d2 (kick), 1d6 (butt—females butt for 1d4); MV 210' (70'); Save F1; ML 7; AL N; XP 15. Herds contain 3d20 animals. Body weight: $1d6 \times 10 + 125$ lbs.

Yaks: AC 7; HD 4; #AT 1 kick or butt; Dmg 1d8 (kick), 2d4 (butt); MV 180' (60'); Save F1; ML 8; AL N; XP 75. Body weight: $4d20 \times 10 + 1,000$ (males); $2d20 \times 10 + 500$ lbs (females).

Herds of 1d8 yaks may be found in the mountains above the tree line.

Animal Herd Encounter Table

Clear, Pastureland	Hills
1-2 Cows	1-2 Sheep
3-4 Sheep	3-4 Cows
5 Pigs	5 Goats
6 Goats	6 Horses
7 Horses	7 Fallow Deer
8 Fallow Deer	8 Elk

Forest	Heavy Forest
1 Cows, sheep, or goats	1-6 Fallow Deer
2 Pigs	7 Elk
3-5 Fallow Deer	8 Wild Boar
6-7 Elk	
8 Moose	

Hills with Forest	Mountain
1 Domestic herd	1 Goats
2-4 Fallow Deer	2-3 Wild sheep
5-6 Elk	4-5 Mountain Goats
7 Moose	6-7 Elk
8 Wild Boar	8 Yak

MONSTERS AND MAGIC

Chevall

	Horse Form	Centaur Form
Armor Class:	2	5
Hit Dice:	7*	7*
Move:	270' (90')	180' (60')
Attacks:	2 hooves/1 bite	2 hooves/1 weapon
Damage:	1-6/1-6/1-8	1-6/1-6/by weapon
No. Appearing:	0 (1-3)	9 (1-3)
Save As:	Fighter:7	Fighter:7
Morale:	11	9
Treasure Type:	C	C
Intelligence:	12	12
Alignment:	Neutral	Neutral
XP Value:	850	850

A chevall can change at will between two forms: an intelligent horse, and a powerful centaur. Chevalls may have been the result of a strain of lycanthropy infecting centaurs. They are immune to normal weapons in both the horse and the centaur form. Silver and magical weapons do normal damage. Chevalls do not pass lycanthropy on through their bite or any other attack, nor can their shapechanging abilities be "cured."

Although animals such as dogs are wary of the scent of chevalls, horses have no fear of them. In either of their two forms, chevalls can talk to and understand horses, using sounds which, to human ears, are nothing more than neighs and whinnies. Using this whinnying language, a chevall can command any horse, wild or domesticated, to do its bidding. Once per day, a chevall can also summon 1d3 war horses (magically transporting them to the area if none are in the vicinity) which arrive in 1d4 rounds.

While in centaur form, they can speak the languages of both humans (common) and centaurs, as well as being able to speak with horses. They usually arm themselves with wooden clubs or short bows.

Chevalls often concern themselves with striving for the good of all horses. They may go about in horse form, checking on the welfare of horses in the service of humans, demihumans, and humanoids. They hate wolves and are the blood enemies of werewolves, primarily due to the reputation these creatures have as horse-killers.

Lupin

Armor Class:	6	Save As:	Fighter: 2
Hit Dice:	2	Morale:	8
Move:	120' (40')	Treasure Type:	C
Attacks:	1 Weapon	Intelligence:	10
Damage:	by weapon	Alignment:	Lawful
No. Appearing:	2-12 (5-40)	XP Value:	20

Lupins are bipedal dog-like creatures with canine heads. They are lawful and do not normally attack unless threatened or alarmed. They are often found in alliance with humans. They hate werewolves and attack them on sight (recognizing a werewolf by scent, even in its human form). In battle, lupins sometimes ride trained dire wolves, and attack with a mounted lance charge. When fighting werewolves, lupins employ silver weapons—lances with silver heads, silver swords and silver-tipped arrows being their favored weapons. They may coat these weapons with aconite—poison from the wolfsbane plant—which adds +1 to any damage done and requires lycanthropes to save vs. poison or run away in fear.

Lupins have a tribal society whose members are formed into "packs" of 2d6 lupins, each with its own "elder" who has 3-4 Hit Dice. Each tribe is formed from an alliance of several packs. The tribes are held together by mutual trust, with each elder having an equal say in the running of the tribe.

The lupins of Glantri are nomadic. Where they do make settlements, these consist of a number of lodges made of tree-bark fastened onto wooden frames. These lodges are often arranged around a central fire which serves as a meeting place for the tribe. Each lodge normally houses a single pack, but some large lodges are home to as many as four packs.

There are tales of a lupin kingdom, called Renardie, very far away to the southwest, in a place called the Savage Coast. Some lupin elders, alarmed at the continuing depredation by Glantri's werewolves, are urging their packs to flee the mountains of Glantri and brave the long trek to Renardie.



MOONFLOWERS

(New Monster)

Armor Class:	9	Save As:	Normal Man
Hit Dice:	1 hp	Morale:	12
Move:	0	Treasure Type:	Nil
Attacks:	0	Intelligence:	0
Damage:	Nil	Alignment:	Neutral
No. Appearing:	4d10	XP Value:	0

Monster Type: Lowlife (Rare) Moonflowers are small, delicate plants sometimes found growing next to wolfsbane. Their primary value lies in their blossoms, which bloom every full moon from spring thaw to first frost. Each plant has a 50% chance of producing 1d4 blossoms per month.

Something within the blossoms inhibits the transformation processes of lycanthropy. Eating a blossom within an hour of an involuntary transformation adds +4 to a werecreature's saving throw to resist the transformation. Consuming ten blossoms makes the save automatic, and prevents voluntary transformations for 6d4 hours.

Although moonflowers may be cultivated, transplanted plants have a 50% chance of dying within a week.

WOLFSBANE

(New Monster)

Armor Class:	9	Save As:	Normal Man
Hit Dice:	1 hp	Morale:	12
Move:	0	Treasure Type:	Nil
Attacks:	0	Intelligence:	0
Damage:	Nil	Alignment:	Neutral
No. Appearing:	4d10	XP Value:	0

Monster Type: Lowlife (Common)

Wolfsbane, known as aconite in New Averoigne and as monkshood in other nations, is a poisonous plant related to buttercups. The flowers are helmet-shaped, and come in blue, yellow, white, and occasionally a mixture of two colors.

Aconite, the active poison within the plant, may be extracted from the roots. Weapons coated with aconite do +1 damage, whether or not the opponent is a lycanthrope. Lycanthropes hit with an aconite-coated weapon must save vs. poison or run away in fear (use the were-form's saving throws).

New Magic

Wind Whisper

(2nd-level Magic-User's Spell)

Range: 1 mile/level of caster

Duration: Up to 1 turn/level

Effect: Whispered message

This spell enables the caster to send a message of up to 25 words to a known location. The caster's spoken message is carried on the wind. It travels one mile every turn. When the wind reaches the stated destination, it softly whispers the message whether or not there is someone there to hear it. The whisper can be heard within a yard of the exact location the caster had in mind. The message cannot be overheard on the wind before reaching its destination.

Muzzle of Lycanthrope Control

(Miscellaneous Magical Item)

This item, like a *muzzle of training*, is a device of leather straps with metal buckles and may be fastened over the mouth of any lycanthrope in were-form. It locks in place with a command word (treat as a *wizard lock* by a 15th level caster) and it unlocks and falls off with a second command. While wearing the muzzle, a werecreature cannot bite, talk, or transform.

Distillate of Wolfsbane

(Alchemical Poison)

This liquid is poisonous to lycanthropes. Any werecreature who smells or touches the liquid must save vs. poison or flee, as per the *fear* spell. (Lycanthropes in human form get +2 to their save.) If a werecreature drinks it, he must save vs. poison or die.

Any non-lycanthrope who drinks *distillate of wolfsbane* feels a tingling in his mouth, lips, and throat. Within one turn he becomes nauseous and dizzy (-2 to attack rolls, saving throws, and ability or skill checks). The next turn he has difficulty breathing (-4 to actions); he collapses unconscious the following turn. Bed rest alleviates the symptoms, and complete recovery occurs in 24 hours.

Distillate of wolfsbane retains its potency for only 1d4 days if kept in a bottle or 6d4 hours in open air.

GLOSSARY AND PRONUNCIATION GUIDE

Aiguille—(eh-gwee-yuh) Pinnacle, crag, needle (of rock)
Argent—(ahr-jahn) Silver
Beau—(boh) Beautiful, excellent, good
Bois—(bwa) Woods
Carrière—(kah-ree-air) Quarries
Cascade—(kass-kahd) Waterfall
Chasseur—(sha-suhr) Hunter
Chasses—(shas) Hunting Grounds
Charrière—(shah-ree-air) Cart-road
Cheval—(shuh-val) Horse
Chevalier—(shuh-val-yeh) Knight
Chien—(shee-en) Dog
Col—(kohl) Pass
Colline—(kohl-leen) Hill
Combe—(kohmhb) Valley
Coteau—(koh-toh) Hill
Cours—(koor) Course, stream
Dent—(dahn) Tooth, mountain pinnacle or crag
Donjon—(dohn-john) Keep
de, du, des—(duh, dü, deh) of, of the
Eau—(oh) Water, river
d'Enfer—(dahn-fair) Infernal
étang—(eh-tahn) Pond, small lake
étoile—(eh-twäl) Star
Faux—(foh) False, treacherous
Forêt—(foh-reh) Forest
Guer—(geh) Watch, look-out
Haute—(oht) High
Homme—(om) Man
Inculte—(ehn-kült) Uncultivated, uncouth
Lac—(lahk) Lake
le, la, les—(luh, lah, leh) The
Loup—(loo) Wolf
Loup-Garou—(loo-gah-roo) Werewolf
Malin—(mah-lehn) Malicious
Malheureux—(mahl-uh-ruh) Misfortunate
Manoir—(mah-nwahr) Manor-house
Marais—(mah-reh) Swamp, marsh, bog
Mont, Montagne—(mohn, mohn-ta-nyuh) Mountain, hill
Mort—(mohr) Dead, death
Noir—(nwahr) Black
Nuit—(nü-ee) Night
Ombre—(ohm-bruh) Shadow
Pendu—(pahn-dü) Hanged man
Perdu—(pair-dü) Lost
Piton—(pee-tohn) Peak
Pont—(pohn) Bridge
Puissance—(püee-sahns) Power
Retour—(ruh-toor) Return

Roc, Roche, Rocher—(rohk, rosh, rosh-eh) Rock
Ronceveaux—(rohn-suh-voh) Brambly place, thorny
Ru, Ruisseau—(rü, rüee-soh) Stream
Saut—(soh) Leap, fall
Sorcier—(sor-see-yeh) Sorcerer
Torse—(tohrs) Twisted
Tour—(toor) Tower
Traversière—(trah-vehr-see-air) Crossing
Vignes—(vee-nyuh) Vineyards

Helpful Phrases:

Oui—(wee) Yes.
Non—(nohn) No.
Sil vous Plaît—(seel voo pleh) Please.
Merci—(mair-see) Thank you.
Bonjour—(bohn-joor) Good morning, Good day.
Bonsoir—(bohn-swahr) Good evening.
Au revoir—(oh ruh-vwahr) Goodbye.
Au secours!—(oh suh-coor) Help!
Ala garde!—(ah lah gard) Help! Constable!
Bonne nuit—(boh-nuh näee) Good night. (Among werewolves, this also means "Good hunting.")
Au clair de la lune—(oh klair duh lah lü-n') By the light of the moon. (Often used as an expletive.)
Le Cadeau du Loup—(luh kah-doh dü loo) The gift of the wolf (lycanthropy).
Exécuteur des Loups-Garous—(egg-zeh-kü-tuhr deh loo gah-roo) Werewolf Executioner. (An official title granted by Prince Etienne or Sire Malachie to those charged with hunting down werewolves.)
La Confrérie des Loups—(lah kohn-freh-ree deh loo) The Brotherhood of Wolves.
Entre chien et loup—(ehn-tr shee-en eh loo) Between dog and wolf; in the dusk of the evening; half one thing, half another; dubious, suspicious. Also, *entre homme et loup*—(ehn-tr ohm eh loo).
Ni vu ni connu—(nee vü nee koh-nü) Neither heard nor seen, perfectly unknown. (Often heard by werewolf-hunters questionning residents of la Vallée des Loups).
La Nuit des Comptes—(lah näee deh kohnt) The Night of Reckonings.
Nouvelle lune—(noo-vel lü-n') New moon.
Pleine lune—(plehn lü-n') Full moon.
Sans lune—(sahn lü-n') Moonless.
Rayon de lune—(ray-ohn duh lü-n') Moonbeam.

When affecting a "stage" French accent, it may help to hold your nose, speak gutturally, and swallow the final consonants of most words. The last syllable of a word is usually the one that is accentuated.

WEREWOLVES' MANUAL

From the Notes of Niccolo Galateo,
Scholar-Mage in Glantri:

As I prepare these notes, my hand trembles. The saliva, and the poison it carries, courses through my veins. The wound on my thigh is tightly bound; my own blood, infected now, has nowhere to go but back into my bloodstream. My studies have shown that it takes days for the disease to manifest itself. Yet already it has begun. My body is hot and flushed; the skin of my face and hands itches; many of my joints ache as though with fever. Zirchev preserve me from my folly! What have I done?

• • • •

It is morning, and I am exhausted. I know now I should not have infected myself on the very night of the full moon. Ah, the pain! The memory of it causes me to shudder.

The transformation seemed more violent than those I had witnessed before. I suspect the cause to be the forcibly rapid onset of the disease.

But I endured, and pain soon turned to exhilaration. I gazed into the mirror as my teeth and ears grew long, hair sprouted from my face and body, and claws extended from my fingertips. What a magnificent specimen I became!

But, alas, nothing was familiar. My first step tumbled me to the floor, hopelessly tangled in the remnants of my clothing. The bestial nature of the creature I'd become seized hold of me. I remember little else, except hunger, and anger, and frustration. When at last I awoke, naked and shivering on the cold stone floor, it was to a scene of devastation beyond imagining. In my bestial rage I shattered my office furniture, rent great scratches in the door frame, and gnawed my best pair of riding boots to ruin. The destruction stands in mute testimony to the power of the beast.

I shall retire to my bed now. My body is bruised and shaken, and I am fatigued to my very bones. But before summoning the servants to repair the mess, I shall let loose the poor souls in my menagerie. There is much I could learn from them still, yet I can no longer bear to keep my brethren caged.

Lycanthropy

Lycanthropy is a dreadful disease. Its victims gain the ability to transform into beasts, but at a terrible cost! They find themselves the enemies of mankind, tracked by hunters and feared by all. Even devoutly Lawful humans succumb to the urge to hunt and kill when the curse of lycanthropy falls upon them.

Lycanthropes may be found throughout the Known World. Werewolves, wereboars, weretigers, werebears, and wererats are most common. Lesser known lycanthropes include werebats, werefoxes, wereseals, weresharks, and devil swine. There are undocumented reports of other weretypes as well.

Lycanthropy infects victims wounded by a werecreature's natural attacks—teeth, tusks, and claws. Remarkably, only a werecreature's beast form seems capable of spreading lycanthropy. Any human who loses more than half his hit points to a lycanthrope's natural attacks becomes a lycanthrope of the same type in 2d12 days, or with the full moon (whichever comes first). Signs of lycanthropy appear in half that time. Aching joints, elongated teeth, and sudden hair growth are common symptoms. Restlessness, strange cravings, and stranger dreams inevitably plague the victim's nights.

The victim may be cured if he can find help before lycanthropy runs its course and turns him into a full-fledged lycanthrope. A cleric of 11th level or greater can cure lycanthropy with a *cure disease* spell. Once a lycanthrope has undergone the first transformation to beast form, not even a *wish* is a guaranteed cure.

Demihumans learn from an early age that lycanthropy means death to them. Lycanthropy acts as a poison to elves, dwarves, halflings, and most humanoids (save vs. poison or be infected). A demihuman infected with lycanthropy immediately feels feverish and weak, suffering a -2 on all rolls to hit and on saving throws. He can survive for 1-6 days, during which the condition will worsen. A stricken character unable to find a cleric of 11th level or greater to cure the disease within that span will die.

Lycanthrope hunters are adept at diagnosing lycanthropy. They keep an eye out for humans who avoid silver and wolfsbane, or are disliked by dogs and horses. And they're highly suspicious of any animals exhibiting greater than normal intelligence.



Were-Heroes



In the past, characters with lycanthropy became NPCs, to be run by the DM. Now, if your character contracts lycanthropy you can continue to role-play him as a werecreature, with all the special abilities—and trouble—that come with lycanthropy!

This booklet provides information needed for player-character lycanthropes. The DM may infect existing characters, or have players create new characters who already have lycanthropy. In the latter case, the DM decides what experience level the player characters start at, what type of lycanthropy they have, and what experience level they've reached as lycanthropes (see "Creating High-Level Player Characters" in the D&D® Rules Cyclopedia pp. 129-131.)

Normal Monsters

The term "normal monster" (NM), used throughout this book, refers to a werecreature who has mastered the same powers and abilities as the lycanthropes described in the D&D® game Challenger series rule books. Some werecreatures advance beyond that, gaining special powers which normal werecreatures don't have.

Were-forms

When a lycanthrope transforms into a beast, he takes the shape of a large animal of his weretype. This *beast form* is larger and stronger than a normal animal, but has the same physical abilities and limitations. High-level lycanthropes master a second were-form—the *beast-man* form. This intermediate form combines characteristics of both the human and the beast.

Character Creation

To keep track of a lycanthropic character's abilities, you need to keep two sets of information—one for his human form and another for his were-form. (Use the new character sheet on p. 32.) All the character's normal abilities apply when he's in his own form; a thief is still a thief. Refer to the character's weretype information for his werecreature abilities, special skills and powers, and saving throws. Keep track of experience points separately, too. Those earned while in human form apply toward the human character class; XPs earned in were-form apply toward level advancement as a lycanthrope.

Ability Scores

The ability scores of your character's were-form are based on his human ability scores, modified according to the following chart. Do not adjust any ability score to below 3 or above 18. Record the modified ability scores on the lycanthropic side of the sheet.

Lycanthropic Ability Modifiers

Abilities	St	In	Wi	Dx	Co	Ch
Werebat	—	—	—	+1	+1	-2
Werebear	+3	—	-2	-2	+2	-1
Wereboar	+2	—	-1	-1	+2	-2
Werewolf	-1	+1	—	+1	-1	—
Wererat	—	—	—	—	+1	-1
Wereseal	—	—	+1	-1	—	—
Wereshark	+2	-1	—	-1	+2	-2
Weretiger	+2	—	-2	—	—	—
Devil Swine	+2	+1	—	-1	—	-2

Strength: Normal Strength adjustments apply to a were-form's Open Doors roll. Strength adjustments do not apply to a lycanthrope's natural attacks.

Optional Rule: The DM may decide Strength adjustments do apply to a lycanthrope's natural attacks.

Intelligence: Most lycanthropes retain their Intelligence when in were-form, but apply it more toward avoiding capture than intellectual pursuits.

Wisdom: A lycanthrope's Wisdom reflects his "common sense" and affects his natural ability to resist magical spells.

Dexterity: Dexterity measures the beast form's agility rather than manual dexterity. Dexterity adjustments apply to the lycanthrope's Armor Class. The DM may allow an ability check against the beast form's Dexterity (with penalties ranging from -1 to -10) whenever the lycanthrope wishes to use his mouth or paws in place of hands. Drawing in the dirt, turning a doorknob, and untying a knot are examples of actions requiring an ability check against Dexterity, with suggested penalties of -1, -3, and -5, respectively.

Constitution: Normal Constitution adjustments apply to hit points a lycanthrope gains with each new hit die, until the maximum number of hit dice has been reached. See the *Level Advancement Tables*.

Charisma: Normal Charisma adjustments apply to NPC reactions only when speaking to animals or other lycanthropes of the character's weretype.

Prime Requisites

Most lycanthropes use their Strength scores as their prime requisites; werefoxes and devil swine use Intelligence. A prime requisite of 13-15 grants an experience bonus of 5%; a prime requisite of 16-18 grants an experience bonus of 10%. This bonus applies only to experience earned while in were-form.

Languages

Lycanthropes understand the languages they know as humans, but can neither speak nor write them while in beast form. With a little practice, werecreatures can learn to speak with animals of their weretype. Only a lycanthrope in beast-man form can speak with both humans and animals.

Alignment

While in were-form, a lycanthrope's alignment changes to that of his weretype.

Most Chaotic lycanthropes are driven by the same impulses that affect normal animals of their weretype. During the full moon, however, they hunger for blood, especially human blood. In the throes of this bloodlust, chaotic werecreatures will roam the countryside, attacking and feasting on anything in their paths.

Neutral lycanthropes, while still driven to hunt or fish to assuage their hunger, do not crave human flesh. They forage for their food as normal animals of their weretype would, even when the moon is full. (Weresharks are the exception.)

Alignment Language: A lycanthrope's current alignment affects the alignment language the character knows. When a character changes alignment, he forgets the old alignment language and starts using the new one immediately. When he resumes his normal form, he once again knows his normal alignment language, and is unable to use his weretype's alignment language (unless, of course, they're the same).

Resisting Alignment Changes: Some lycanthropes overcome the inherent natures of their beast forms. When transforming, a lycanthrope can make a saving throw vs. spells (use the were-form's saving throws) to avoid an alignment change. Transforming voluntarily adds +4 to the saving throw.

On a successful saving throw vs. spells, the character retains his human alignment and interests. Failure means the character is far more interested in things like hunting, running with a pack, or seeking

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out other werecreatures than in human concerns. Lycanthropes who are Chaotic in forms require a saving throw vs. spells if they wish to maintain control over their beastly urges. Likewise, lycanthropes who are Neutral in both human and were-form require a saving throw vs. spells if they wish to retain their interests in things other than food.

Natural Armor Class

All lycanthropes' beast and beast-man forms have a natural Armor Class due to their fur, skin, and inherent fighting abilities. Normal Dexterity adjustments apply.

Lycanthropes rarely wear armor, even in human form, as it interferes with their shapechanging. They can wear armor in beast form only if it's custom-made. Donning or removing such armor requires assistance from someone with hands. Once a lycanthrope masters the beast-man form, he may commission a special suit of armor wearable in either human or beast-man form.

If a lycanthrope has usable armor, his were-form's Armor Class is the better of the two Armor Classes provided by his natural and artificial armor.

Starting Hit Dice

The *Level Advancement Tables* for each weretype show the starting Hit Dice of newly-infected werecreatures.

Optional rule: The DM may allow a special bonus when rolling starting hit points. Roll 1d6 (instead of the usual d8): with a roll of 4-6, the lycanthrope has eight hit points; with a roll of 2 or 3, he has six hit points; on a 1, the lycanthrope has four hit points. Lycanthropes starting with two or more Hit Dice gain this benefit on only their first HD. Roll the remaining HD normally.

Combat

Lycanthropes in beast form fight as monsters of whatever HD they may have reached. For example, a newly-infected werewolf cub fights as a 1 HD monster, while a 5th-level werewolf fights as an 8 HD monster. The beast form can use only natural attacks (bite, tusk slash and/or claws—and hugs in the case of werebears).

Because after 8th level they gain hit points, not additional hit dice, for combat purposes only lycanthropes are treated as having one extra HD for every

two additional levels (after 8th). Thus, a 10th level werewolf attacks as an 11 HD monster, while a 36th level werewolf attacks as a 24 HD monster.

In beast-man form, a lycanthrope may use any weapon his human form can. Attack rolls are based on the character's human character class, level, and weapon mastery. If the beast-man uses natural attacks instead, use the beast form's attack rolls. A beast-man's hit points are based on the beast form as well.

Optional rule: The DM may allow a beast-man's attack rolls with weapons to be adjusted according to his lycanthropic Strength and Dexterity scores, rather than his human ability scores.

Morale

Although player characters aren't normally subject to morale checks, players with lycanthropic characters may use a weretype's typical morale as a guide for role-playing the were-form. Lycanthropes who lose themselves in their weretype's nature generally run away from combat if they fail a morale check. See the "Morale" section of Chapter 8 in the *D&D® Rules Cyclopedia* to determine when morale checks are appropriate.

Saving Throws

Lycanthropes in beast form save as fighters at a level equal to their Hit Dice. Upon gaining maximum Hit Dice for their weretype, werecreatures may apply either their Hit Dice or their lycanthrope experience level (whichever is higher) to the Fighter Saving Throws Table to determine their saving throws.

For example, a werewolf cub with 1 HD in beast form saves as a first-level fighter. An 8th-level werewolf saves as a 10th-level fighter. Once he attains 11th level as a werewolf (still only 10 HD), he may start saving as a fighter of equal level to his werewolf experience level, if that is higher.

A lycanthrope in beast-man form uses whichever is better—his human or his lycanthropic saving throws.

Hit Points

Players should keep careful track of their characters' hit points in both lycanthropic and human forms (they rarely match.) When injured, a character subtracts hit points from the form he's currently in—human or were. Lycanthropic hit points apply to both beast and beast-man forms.



Damage received remains constant between forms. When a lycanthrope changes shape, any injuries sustained in one form affect the other. Subtract the total damage sustained by the character from the current form's base hit points. For example, a werewolf taking 8 hit points of damage in lycanthropic form has 8 fewer hit points in his natural form when he reverts. If he then sustains 3 hit points as a human, and transforms once more, his were-form has 11 fewer hit points than normal.

It's possible for a lycanthrope to be reduced to 0 hit points in one form, yet have hit points remaining in another form. In this case, the lycanthrope automatically changes to the form with the most hit points. For example, a lycanthrope with 24 hit points in human form and 19 hit points in were-form can suffer 19 hit points of damage while in were-form. When his were-form is reduced to 0 hit points, he automatically transforms back to his natural (human) form, with five hit points remaining.

When the form with the most hit points is reduced to 0 hit points, the lycanthrope is dead. If killed while in were-form (i.e., the were-form had more hit points than the human form), the lycanthrope automatically reverts to his natural form upon death.

Healing and Rest

Lycanthropes regain hit points the same way normal humans do—with magical healing or by resting. A full day and night of complete rest restores 1d4 hit points. At 3rd level, lycanthropes gain the natural ability to recover more hit points, though only if they remain in their were-forms. See "Special Abilities."

Lycanthropes often require rest after transforming to were-form and back again. After night's rampage, the lycanthrope should rest for a full day afterward. If a lycanthrope misses too much sleep (i.e., doesn't rest after a night spent running around in were-form), the DM may apply penalties to the character's actions until he rests for a full day. Penalties apply to both human and were-forms and should reflect the amount of sleep missed. Suitable penalties include a temporary reduction of Strength or Intelligence; -2 to all damage rolls when the character hits an opponent; +2 to opponents' attack rolls; a reduction of the character's Movement; or inability to regain spells. Going without sleep for two or more days invites multiple penalties. Characters can try to avoid exhaustion by resting up for their beastly activities while in human form.



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Level Advancement

Just as with other character classes, lycanthropes gain experience points and advance in level (to a maximum of 36th level). Only experience points earned while in were-form apply, however. Experience points earned in human form apply toward the character's level advancement in his normal character class.

Experience From Role-Playing

When players role-play their lycanthropic characters exceptionally well, the DM might grant extra experience (see the *Rules Cyclopedia*, p.127). Remember, experience earned in lycanthropic form is weretype experience!

Weretype Alignment Play: Regardless of the character's normal alignment, lycanthropes in were-form should adhere to their weretype's alignment—or suffer occasional lapses into animal-like behavior if successfully retaining their alignment. Role-playing the struggles between the character's wishes and his beastly nature may be worth bonus experience points.

Other Exceptional Role-Playing: When a player performs some role-playing that really impresses the DM, he should receive bonus experience points. Remember that lycanthropes in beast form are restricted to animal noises (grunts, growls, howls, and the like). This makes conversations with humans and demihumans difficult!

Experience From Exceptional Actions

If a player character lycanthrope tries something unexpected and succeeds, he should earn bonus experience points. The bonus is at the DM's discretion.

For example, a werewolf in beast form meets a human on the road. Struggling with the inability to speak, the werewolf manages to enlist the man's help distracting pursuers while he escapes. The Dungeon Master fully expected combat between man and werewolf, yet the lycanthropic character managed to save himself in an unexpected and unlikely way.

Most exceptional actions occur when a lycanthrope successfully retains his normal alignment. In the example above, a werewolf in the throes of his beastly nature might run away or attack the man instead. While that wouldn't count as an exceptional action, the player may be rewarded for good role-playing: he adhered to the weretype's alignment rather than his character's normal behavior.

Experience From Combat

This remains the same as in the *Rules Cyclopedia*. Defeating opponents (or prey) earns experience points equal to the XP Value of the creature fought, multiplied by the number of opponents. Valiantly fighting (but not defeating) opponents earns one-fourth of the calculated experience points.

Experience points earned are divided by the number of player characters and NPCs who participated in the opponents' defeat. NPC lycanthropes (such as members of a pack of werewolves led by a PC, for example) might only be given half the usual number of experience points. (They get less to eat, too!)

Experience From Achieving Goals

When characters achieve the principal goal of an adventure or campaign, the DM should give them experience bonuses. Normally, this is equal to the XP value of the monsters defeated in reaching that goal. Some DMs may substitute a flat experience award for an adventure instead calculating standard experience for monsters and treasure.

Optional Lycanthropic Experience Bonuses

Lycanthropes also earn experience points by attempting to master their lycanthropic abilities. Every change from human to beast (or back again) is worth 5 experience points, as is retaining the character's normal alignment. Successfully resisting an involuntary change is worth 10 experience points. (The DM may ignore these experience bonuses if satisfied with the rate of experience gain provided by normal means, or if players abuse them—by transforming solely to gain experience, for instance.)





Special Abilities

The following table shows the special abilities common to all lycanthropes, and the experience levels at which they're gained. See each weretype's Level Advancement Table for XPs, hit dice, and abilities.

Lycanthropic Special Abilities	
Experience Level	Special Abilities
Cub	I
Whelp	II, III
Scamp	IV, V
Normal Monster	VI, VII
1	
2	
3	VIII
4	
5*	IX

*At 9th level, a lycanthrope gains the ability to transform into a beast-man.

Special Abilities:

- I. Must take beast form the night of the full moon, as well as the preceding and following nights. Can take beast form any night the moon is visible.
- II. Normal weapons do half damage (round up). Can transform at night (even without the moon).
- III. Can speak with other lycanthropes and creatures of own weretype while in beast form.
- IV. Can take beast form at any time, including daytime.
- V. Normal weapons do only $\frac{1}{4}$ damage (round up).
- VI. Immune to normal weapons.
- VII. Can summon 1d2 animals of own weretype, provided some are in the area. Animals arrive in 1d4 rounds if in the immediate vicinity; otherwise 1d4 turns. At 2nd level, the lycanthrope can summon 1d4 animals; at 4th level 1d6; at 6th level 1d8; and at 8th level 1d10. Every four levels thereafter, add 1d10.
- VIII. Can recover 1d4 + 1 hit points for every full day and night of rest while remaining in were-form; increase by +1 every 3 additional levels (1d4 + 2 at 6th level, 1d4 + 3 at 9th, etc.).
- IX. Can summon lycanthropes of own weretype, as well as normal animals. The total number of creatures summoned is the same as for ability VII. Of those summoned, the DM determines how many are lycanthropes and how many are normal animals.
- X. Special ability unique to the type.

The Transformation

Matera, the moon which shines over the Known World, rules the lives of lycanthropes—a full moon causes involuntary transformations to beast form. The moon's influence is also strong on the nights immediately preceding and following the full moon. Voluntary changes are possible, as well.

Changing Involuntarily:

All lycanthropes are subject to involuntary changes around the time of the full moon, although they get better at resisting the change with experience. At sunrise, lycanthropes involuntarily change back to their natural forms. The DM may also decide that unusual stress might trigger an involuntary change at other times. All involuntary transformations take 1 round.

Resisting the Change: A lycanthrope can try to resist an involuntary change. This requires a saving throw vs. spells (use the were-form's saving throws.) The saving throw is at -4 if there's a full moon, -2 on the night just before or just after a full moon, and no adjustment for sunrise.

The transformation caused by the reduction of a form's hit points to 0 and involuntary changes to the natural form cannot be resisted. Weretypes of less than normal monster status cannot resist the change at sunrise.

Changing Voluntarily:

Newly-infected lycanthropes (*cubs*) are able to change form only at night with the moon shining. Cloud cover may interfere with voluntary transformations. *Whelps* can change anytime during the night, even without the moon. *Scamps*, normal monsters, and higher-level lycanthropes can transform themselves during day or night.

Making the Change: A voluntary change requires a Constitution check (use the Constitution score of the current form). A lycanthrope at monster level or less can try to change once per hour. At first level and above, the lycanthrope can try once per turn. At name level, no check is required. The Constitution check is at +2 the week of the full moon, -2 the week of the new moon, and -2 whenever the moon isn't up. The change takes 15 rounds, minus 1 round per level above cub (minimum: 1 round). This can be affected by Transformation and Quick Change skills.

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The Beast-Man Form

At 9th level, a lycanthrope masters his were-form to a point where he can transform himself into something part human, part beast. This "beast-man" form combines the best of both human and were-forms. The beast-man has all of the special abilities of the were-form, *plus* the abilities of the human form.

A beast-man can speak any language he knows, cast spells, wield weapons, summon normal animals and other lycanthropes of its weretype, and is immune to normal weapons. The beast-man's ability scores are equal to the human form's Strength, etc., although hit points are based on the were-form.

Optional Rule: The DM may allow a beast-man's ability scores to be based on the beast form.

Optional Rule: The DM may allow 20th-level beast-men (and higher) to have the best of all ability scores, effectively gaining all positive Lycanthropic ability score modifiers with none of the negative modifiers.

Alignment: A beast-man has the same alignment as his weretype, unless the character successfully resists the alignment change.

Involuntary Transformations: If a high-level lycanthrope unsuccessfully attempts to resist an involuntary change, he assumes his beast form—not his beast-man form.

Immunity to Normal Weapons

Lycanthropes do not become immune to normal weapons with the first onset of lycanthropy. Instead, it's a gradual process as the werecreature gains experience and power. *Cubs* have no immunity to normal weapons at all. *Whelps* take only half damage from normal weapons (round all fractions up), while *scamps* take only $\frac{1}{4}$ damage. Lycanthropes gain full immunity to normal weapons upon reaching the *normal monster* experience level.

This immunity affects the lycanthrope only while in were-form, not in his human form.

Communication

While in beast form, lycanthropes can make the same sounds normal animals of their weretype make, but can't speak human languages. *Whelps* learn to speak with other lycanthropes and normal animals of their weretype. At *normal monster* level, werecreatures can speak with and command normal animals of their weretype.

The beast-man form allows a lycanthrope to speak any languages he knows, including both human and animal languages.

Spellcasting

Although a lycanthrope may be a magic-user, cleric, or druid in human form, he may not use any spells while in were-form. The transformation into beast form causes him to forget all his spells as though they've been cast. Once regaining human form, a spell-casting lycanthrope must rest and rememorize his spells before he can cast any magic.

There are three exceptions to this general rule: Werewolves and devil swine can *charm* creatures in any form; devil swine don't forget their spells when they transform; and beast-men can remember and cast spells as easily in beast-man form as they can in their human form.

Immunity to Charm

Lycanthropes are normally immune to *charm person* spells, even when in human form. Werewolves and wereboars are the exception. *Charm person* works on them when in human form—but the *charm* is broken as soon as they transform to their were-form. *Charm monster*, on the other hand, works on any lycanthrope in any form (unless they successfully save vs. spells), and continues to have effect even if the lycanthrope transforms. Neither the werefox's *charm person* ability nor the devil swine's *charm person* spell works against other lycanthropes.

Special Disabilities

Lycanthropy inflicts many social problems on its victims—especially the threat of death sentence most cultures impose on werecreatures! In some areas, lycanthropes are so feared citizens don't bother with such things as trials or evidence before executing suspected werecreatures.

Lycanthropes have some unusual physical vulnerabilities, too, including an unreasoning fear of wolfsbane. They can be harmed by silver or magical weapons, fire, and spells. (Weapons which are silver and magical do not do extra damage—just their normal damage plus magical bonus.) Cursed weapons do normal damage, modified by the magical penalty.

Wolfsbane: The touch of wolfsbane causes terror to lycanthropes in any form. The effect is the same as for a *cause fear* spell and lasts for two turns. Werecreatures must save vs. poison to avoid fleeing in fear. (Use the were-form's saving throws, even when the werecreature is in human form.)

Silver: Lycanthropes are allergic to silver—it acts as a poison. Silver weapons do normal damage to a lycanthrope in any form. A lycanthrope touching silver for more than one turn (even in human form) must make a saving throw vs. poison to avoid breaking out in a painful rash (use the were-form's saving throws.)

Other Inconveniences: Many normal animals (especially horses, dogs, and cats) can tell a lycanthrope by his smell, no matter what form he takes. Horses react with fear, usually shying away. Dogs bark at a newly-infected lycanthrope, even if they've known and loved him for years. Cats may hiss and arch their backs, or (in the case of weretigers) become very affectionate. In all cases, devoting time and patience to an individual animal may overcome its fear. In the meantime, the lycanthrope might have a hard time explaining why he can't ride a horse or play with his dogs anymore!

Role-Playing Were-Heroes

A lycanthrope should be role-played as two very different characters—a human and a beast—whose destinies are entwined.

Role-playing the conflicting natures of a lycanthrope can be difficult. Keep in mind that while in were-form, your character's behavior, beliefs, and desires may be entirely different from his normal behavior. Even when he successfully retains his own alignment through the transformation, your character's first impulse in any matter is that of the beast he's become. The DM may gently caution you if he thinks your character is acting too human while in were-form.

Failing to retain his normal alignment doesn't mean the character automatically goes on a rampage, killing everything in sight (although he may if the moon is full). But he is easily distracted by animal interests such as prey and (in certain seasons) werecreatures and animals of his weretype who are members of the opposite sex.

Whenever a werecreature is faced with a conflict between bestial and human urges, the DM may allow a Wisdom check (use the were-form's Wisdom score). If unsuccessful, the character gives in to the beast form's urges—chasing rabbits or raiding a village—rather than fulfilling any mission the character had in mind. This check may be modified according to circumstances, but should be at -4 or more if the moon is full.

Each individual lycanthrope has his own mannerisms, virtues, and vices, in addition to those common to his weretype. Some of these individual traits stem from the character's human personality, others from his lycanthropic nature. A cleric in beast form may avoid temples—or be drawn to them. Werewolves or weretigers in human form often develop a taste for very rare steaks; wereboars may become temperamental in their human form, and werebears may become gruff. These peculiarities are up to the player, but are subject to DM approval.

Above all, keep in mind that while lycanthropy grants certain advantages to those it afflicts, there are many disadvantages as well. Werecreatures must take care to avoid discovery, and should try to be discriminating as to where and what they hunt. A werecreature's survival depends as much on intelligence and caution as on physical abilities.

WEREWOLVES

Ah, you ahr confused an' scared, no? It eez ze way with all cubs. Pairhaps a leetle excited, as well. Ze beast has great power. It can be fright'ning, to lose oneself in ze beast. But nev'r fear! In time, you will lairn to control eet.

It eez not zo bad, being ze Loup Garou, ze werewolf. Oh, at fairst eet eez hard. Ze full moon, eet will change you. But with a leetle practice, you will master ze change. Zen you can roam ze forest when you like, no? With les Frères, ze Brethren. You will run with my pack. We will be frien's, no?

But you must tak' care, my friend! Ze people, zey will kill you, eef zey discov'r you ahr ze Loup Garou. An' ze steel, eet will not spare you! Zat eez a power which comes later, when you ahr strong. Ze wolfsbane, zat eez something you must beware. Ev'n more, you must not touch ze silver. Eet will burn, and ze wolf-hunter, he will know you!

Werewolves are perhaps the most numerous lycanthropes in the Known World. They're especially common in the Principalities of Glantri and the hills of Karameikos. Like most wolves, werewolves prefer wooded terrain. In beast form, their hearing and sense of smell are excellent. Their wolf vocabulary includes yips, barks, growls, whines, and howls. The howl can be heard up to five miles away, and causes unease in those who hear it.

Werewolf Alignment

Werewolves are Chaotic creatures. Their beastly nature urges them to hunt and kill. According to many tales, werewolves are cursed to hunt the ones they love. In truth, when the moon is full a werewolf may become lost in the blood-lust of his beast form and kill any prey he finds alone or vulnerable—including people he knows.

The Pack

The Brethren—werewolves and their wolf followers—gather in packs, each with its own leader, hierarchy, and territory. A pack generally consists of 1d4 werewolves and 2d4 wolves with a territory of about 56 square miles (an 8-mile hex). Territories can support larger packs only if the werewolves hunt domestic animals or import more wild animals. The werewolves dominate the normal wolves, and may fight among themselves for the right to lead the pack. Despite this squabbling, a strong bond unites

the pack. When one member is threatened, the entire pack responds.

Occasionally, neighboring werewolves unite their packs into a single devastating force. The leaders of each pack may challenge one another for positions within the chain of command. The hierarchy generally falls along experience levels, with the most experienced werewolf commanding the entire pack. Any werewolf who wishes to be above another werewolf in the chain of command must challenge him. If the opponent accepts the challenge, they must fight to the death, or until one submits. Declining a challenge indicates acceptance of the other werewolf's authority.

Werewolves usually know the human identities of their fellow pack members. They vow to guard this knowledge with their lives, for discovery would jeopardize the entire pack.

Player Character Werewolves

When in human form, many werewolves try to hide their nature and live normal lives. This can be difficult. Werewolves must take care to avoid silver and wolfsbane—their reactions to these substances may expose their secret.

Equally noticeable are the reactions animals have to werewolves. Horses show fear, and may strike out or bolt from a werewolf's presence. Dogs may challenge a werewolf intruding on their territory—to them, a werewolf smells more like a rival dog than a human.

Wild wolves, on the other hand, may be drawn to the werewolf's abode. It's not uncommon for werewolves to have "pet" wolves hanging around.

Werewolves may retain some physical characteristics of their human form when in wolf form. For instance, a human who limps may also limp in wolf form. Black-haired werewolves are black-furred in wolf form; auburn-haired werewolves have a touch of red in their gray fur. As with normal wolves, most werewolves are paler on their underside (throat, chest, and belly). Eye color remains the same in human or were-form.

Generally, the larger a werewolf is in human form, the larger he is in beast form. Most werewolves weigh, in wolf or wolf-man form, 1.5 times their human weight. A 6' werewolf weighing 170 lbs (in human form) stands about 3' at the shoulder in wolf form, weighs 255 lbs, and is a little over 6' long (including tail).

Werewolf Level Advancement Table

Experience	XP	HD	Special Abilities	AC
Level				
Cub	- 12,000	1d8	I	7
Whelp	- 9,000	2d8	II, III	7
Scamp	- 6,000	3d8	IV, V	6
(NM)	0	4d8	VI, VII	5
1	12,000	5d8	—	
2	36,000	6d8	—	
3	84,000	—	VIII	
4	180,000	7d8	—	
5	372,000	8d8	IX	
6	672,000	9d8	—	
7	972,000	—	X (Wolf)	
8	1,272,000	10d8	—	
9*	1,572,000	+ 2 hp	Wolf-Man	

* + 300,000 XPs per level thereafter

+ 2 hit points per level thereafter

Constitution bonus no longer applies

Special Abilities

- I. Must take wolf form the night of the full moon, as well as the preceding and following nights. Can take wolf form any night the moon is visible.
- II. Normal weapons do half damage (round up). Can transform at night (even without the moon).
- III. Can speak with wolves and other werewolves while in wolf form.
- IV. Can take wolf form at any time, including daytime.
- V. Normal weapons do only $\frac{1}{4}$ damage (round up).
- VI. Immune to normal weapons.
- VII. Can summon 1d2 normal wolves, provided some are in the area. Wolves arrive in 1d4 rounds if in the immediate vicinity; otherwise 1d4 turns. A werewolf can summon 1d4 wolves at 2nd-level; 1d6 at 4th level; 1d8 at 6th level; and 1d10 at 8th level. Every four levels thereafter, add 1d10. Werewolves at 1st level and higher can summon and command Dire wolves as well as normal wolves.
- VIII. Can recover 1d4 + 1 hit points for every full day and night of rest while remaining in were-form; increase by + 1 every 3 additional levels.
- IX. Can summon werewolves as well as normal wolves. The DM determines how many of the creatures summoned are werewolves.

Werewolf Special Ability—**The Howling**

X. (Wolf)—*The Howling*. At 7th level and above, werewolves can utter an eerie howl so terrifying that any creature hearing it must save vs. spells or run away in fear. Intelligent creatures lucky enough to be inside when a werewolf *howls* frantically lock all entrances and take similar precautions.

The effects of *howling* have a range of 180 yards (180' if the sound must penetrate buildings or other barriers to reach the victim) and last for one turn. Each day, a werewolf can *howl* once. Werewolves can't select individual victims—everyone within range may be affected. Creatures with as many Hit Dice or experience levels as the howler are immune.

The Wolf-Man

At 9th level (1,572,000 XP), a werewolf gains the ability to transform into a wolf-man. This beast-man form has the head of a wolf and the body of a human with thick fur and elongated, claw-tipped fingers. A wolf-man has all the capabilities that come with mastering the beast-man form: see "Were-Heroes."

Combat

A werewolf's natural Armor Class at *normal monster* level and above is 5, plus or minus any Dexterity bonuses for the beast form. His move is 180' (60').

Werewolves attack with one bite per turn, doing 2d4 points of damage (cubs do only 1d4). When running with a pack, preferred tactics include surrounding the prey, attacking from all directions simultaneously; luring the prey into an ambush (a favorite when hunting were-hunters); or chasing the prey in relays until the weakest or slowest victim succumbs to exhaustion.

A werewolf's morale is normally 8.

Carrying Capacities

A werewolf can carry 1,000 cn at full speed; 2,000 cn at half speed. This assumes some method of securing the load to the werewolf's back—a rider clinging to his fur, or a pack harnessed around his chest. For werewolves with beast-form armor, the barding multiplier is $\times \frac{1}{2}$.

Werebats

Welcome to the night! We are the Princes of Darkness, you and I. Come, join your brothers in a twilight feast! Tonight, we sup on the blood of adventurers foolish enough to seek our lairs!

Werebats are found throughout the Known World. They are omnivorous, relishing blood foremost, fresh meat, and occasionally fruits.

Werebats are sometimes confused with vampires, but don't normally associate with the undead. They frequent caves and abandoned buildings in giant bat form, seeking out other bats and fellow werebats.

Unlike giant bats, werebats have normal vision as well as the ability to "see" using echolocation. They must be unable to either see or hear before they become truly "blind."

Werebat Alignment

Werebats are Chaotic creatures, fond of the night and the secrets it holds. They crave blood—particularly that of humans. They are cautious in their pursuit of prey, however, often choosing lone and vulnerable victims.

Echolocation

Werebats "see" by emitting ultrasonic squeaks and listening to the echoes. When flying with other bats or werebats, each alters the frequency of his squeaks just enough to keep track of his own signals.

Echolocation can tell the werebat the dimensions of an enclosed space, such as a room or cave, and his position within it. Up to 60' the information gained includes the size, outline, distance, and movement of objects. Werebats can use their echolocation to recognize an individual only if they are within 10'—unless the individual is very distinctive.

Player Character Werebats

The bite of a werebat may transmit a non-magical disease if the injury isn't severe enough to transmit lycanthropy. Werebats are immune to these diseases themselves, and are not contagious in human form.

Werebats are slightly shorter in giant bat form. They weigh the same in either form, but are thicker through the body as giant bats. Wingspan is about 25'. Their fur is often the same color as the werebat's human hair; their wings are usually black.



Werebats

Werebat Level Advancement Table

Experience Level	XP	HD	Special Abilities	AC
Cub	-6,400	1d8 + 1	I	7
Whelp	-3,200	2d8 + 2	II, III	6
Scamp	-1,600	—	IV, V	5
(NM)	0	3d8 + 3	VI, VII, IX	4
1	6,400	4d8 + 4	—	
2	19,200	5d8 + 5	—	
3	44,800	—	VIII	
4	96,000	6d8 + 5	—	
5	198,400	7d8 + 5	—	
6	403,200	8d8 + 5	—	
7	700,000	—	X (Bat)	
8	1,000,000	9d8 + 5	—	
9*	1,300,000	+ 2 hp	Bat-Man	

* + 300,000 XPs per level thereafter

+ 2 hit points per level thereafter

Constitution bonus no longer applies

Special Abilities

- I. Must take bat form the night of the full moon, as well as the night immediately preceding or following. Can take bat form any night the moon is visible.
- II. Normal weapons do half damage (round up). Can transform at night (even without the moon).
- III. Can speak with bats and werebats while in bat form.
- IV. Can take bat form at any time, including daytime.
- V. Normal weapons do only $\frac{1}{4}$ damage (round up).
- VI. Immune to normal weapons.
- VII. Can summon 1d2 giant bats (or 10d2 normal bats), provided some are in the area. Bats arrive in 1d4 rounds if in the immediate vicinity; otherwise 1d4 turns. At 2nd-level, the werebat can summon 1d4 giant bats (10d4 normal bats); at 4th level 1d6 (or 10d6); at 6th level 1d8 (or 10d8); and at 8th level 1d10 (or 10d10). Every four levels thereafter, add 1d10 (or 10d10).
- VIII. Can recover 1d4 + 1 hit points for every full day and night of rest while remaining in were-form; increase by + 1 every 3 additional levels.
- IX. Can summon 1d4 werebats, in addition to normal and giant bats. Every five levels, add 1d4.

Werebat Special Ability—The Shriek

X. (Bat)—*The Shriek*. At 7th level and higher, a werebat can use its voice (normally applied to echolocation) to utter a high-pitched shriek loud enough to stun creatures and shatter glass. All creatures within 120 yards (120' if indoors) must make a saving throw vs. spells or be stunned for 1d6 rounds. Each day, a werebat can *shriek* three times.

The Bat-Man

At 9th level (1,300,000 XPs), a werebat gains the ability to transform into a bat-man. This beast-man form looks like an upright giant bat with very flexible, usable wings. A bat-man's claw-like hands extend from the middle of the top edge of his wings (in the same position a normal bat's claws appear). A bat-man has all the capabilities that come with mastering the beast-man form: see "Were-Heroes."

Combat

A werebat's natural Armor Class at *normal monster* level is 4. In giant bat form, they can waddle upright on their hind feet or crawl on all fours, supporting their weight on the clawed top edge of their wings. Move is 60' (20') when walking or crawling; 180' (60') when flying.

Werebats prefer to swoop and land before hopping to the attack. They bite once per round for 1d4 points of damage. Each successful bite has a 1 in 6 chance of infecting the victim with a non-magical disease (DM's choice), in addition to possibly spreading lycanthropy. Werebats feast on the blood of their slain foes.

A werebat's morale is normally 7.

Carrying Capacity

Werebats can carry up to 500 cn at full speed; 1,000 cn at half speed. Their leathery wings provide a real challenge to any armorer attempting to create armor for a werebat's bat form. The barding multiplier is × 1.

Werebears

So, it's counsel you seek, eh? You are wise.

Always remember your great strength. Be careful where you are when the change comes upon you, or you may blunder about damaging things. It's best to go into the forest, alone, a day or two beforehand.

If you remain near your home, you may harm someone. A wise old lycanthrope gave me this same advice, many years ago. I didn't listen. My young nephew thought it would be grand fun to tease the bear. I've not lived among humans since.

Live with me, if you like, while you learn to master the bear within you. Until then, you'll be dangerous—to yourself, and to others.

Werebears prefer mountains and forests. Some inhabit the wilderness areas of The Shires and the Northern Reaches. They are omnivorous, eating roots, berries, fish, plants, and occasionally game animals or livestock. Werebears have poor eyesight and barely adequate hearing, but a keen sense of smell. They communicate with grunts, growls, whuffles, rumbles, and, when annoyed, a loud squalling roar.

Werebear Alignment

Werebears are Neutral. They prefer not to be disturbed, but may be friendly if peacefully approached. They're quite dangerous if annoyed. In bear form, they spend most of their time looking under rocks for grubs and other good things to eat.

Player Character Werebears

Werebears rejected by society often reject society in turn. Even in human form, they prefer to live alone or with wild bears. Only rarely do werebears form a community of their own.

The long, shaggy coat of a werebear's beast form is predominantly one color—the same color as the werebear's human hair. The beast form of a 6' werebear is 5' at the shoulder, 9' from nose to stubby tail, and weighs 4 times his human weight.

The rare polar werebears are always white. They're good swimmers, moving 60' (20') in calm water. The beast form weighs 5 times the werebear's human weight, and is a littler longer in the body than a normal werebear. Polar werebears hunt seals, and are bitter enemies of wereseals.



Werebear Level Advancement Table

Experience	XP	HD	Special Abilities	AC
Cub	- 54,400	3d8	I	5
Whelp	- 40,800	4d8	II, III	4
Scamp	- 27,200	5d8	IV, V	3
(NM)	0	6d8	VI, VII	2
1	54,400	7d8	—	
2	163,200	8d8	—	
3	380,800	—	VIII	
4	680,000	9d8	—	
5	980,000	10d8	IX	
6	1,280,000	11d8	—	
7	1,580,000	—	X (Bear)	
8	1,880,000	12d8	—	
9*	2,180,000	+ 2 hp	Bear-Man	

* + 300,000 XP per level thereafter

+ 2 hit points per level thereafter

Constitution bonus no longer applies

Special Abilities

- I. Must take bear form the night of the full moon, as well as the night immediately preceding or following. Can take bear form any night the moon is visible.
- II. Normal weapons do half damage (round up). Can transform at night (even without the moon).
- III. Can speak with bears and other werebears while in bear form.
- IV. Can take bear form at any time, including day-time.
- V. Normal weapons do only 1/4 damage (round up).
- VI. Immune to normal weapons.
- VII. Can summon 1d2 normal bears (except cave bears), provided some are in the area. Bears arrive in 1d4 rounds if in the immediate vicinity; otherwise 1d4 turns. A werebear can summon 1d4 animals at 2nd-level; 1d6 at 4th level; 1d8 at 6th level; and 1d10 at 8th level. Every four levels thereafter, add 1d10. Werebears at 1st level and higher can summon and command cave bears as well as other bears.
- VIII. Can recover 1d4 + 1 hit points for every full day and night of rest while remaining in were-form; increase by + 1 every 3 additional levels.
- IX. Can summon werebears, as well as normal bears. The DM determines how many of those summoned are werebears.

Werebear Special Ability—Plant Path

X. (Bear)—*Plant Path*. At 7th level and higher, werebears gain a magical ability similar to the druidic *plant door* spell. Each day, a werebear can cause plants and trees to bend or move aside for a number of turns equal to his experience level. Thus, a 7th level werebear can move through dense growth without hindrance for up to seven turns. The werebear may use this ability any number of times each day, provided the total turns the ability is in effect doesn't exceed the daily maximum.

The werebear can carry equipment while moving through such organic barriers, but no other creature can use the passage. Note that, unlike the *plant door* spell, the *plant path* ability does not allow a werebear to hide inside a tree.

The Bear-Man

At 9th level (2,180,000 XP), a werebear gains the ability to transform into a bear-man. This beast-man form has the head of a bear and the body of a very large human with thick fur and claw-tipped fingers. A bear-man has all the capabilities that come with mastering the beast-man form: see "Were-Heroes."

Combat

A werebear's natural Armor Class at *normal monster* level and higher is 2. Move is 120' (40').

In combat, werebears have three attacks: 2 claw attacks for 2d4 points of damage each; and 1 bite for 2d8 points of damage. *Cubs* can utilize only one attack per round, though they may choose which attack to use. Their bite does only 1d8 points of damage. *Whelps* can make two attacks per round; *scamps* can make three attacks per round. At *normal monster* level and higher, werebears can hug for 2d8 points of damage (in addition to normal damage) if both paws hit the same target in one round.

A werebear's morale is normally 10.

Carrying Capacity

Werebears can carry up to 2,500 cn at full speed and 5,000 cn at half speed. Their barding multiplier is × 1.

Wereboars

Snnrrrtt? Hrrmph! Go 'way. Don't bother me.

What? Still here? Go find your own truffle patch.

Well? What do you want? Advice? Hrrmph!

Oh, all right. First thing you do is get used to it. Learn to use your tusks. Try to keep your head when you change. Watch out for wolfhounds—they're just as happy chasing boars. Mind your own business. Stay out of Olaf's midden heap. Never annoy another wereboar. And get lost!

**

Hmmph! Amateurs!

Wereboars prefer wooded areas, often near isolated human settlements. Some wilderness areas in Karametos are known to have wereboar populations. In beast form, wereboars have keen senses of smell and can hear very well. Their vocabulary consists of squeaks, chirrups, grunts, and squeals.

Wereboar Alignment

Wereboars are Neutral. In beast form, they're more interested in rooting around for ferns and truffles than rampaging after prey. They particularly enjoy fungi, tender grasses, fruits, and earthworms. Wereboars tend to be bad-tempered, however, and may attack anyone who threatens or disturbs them.

Player Character Wereboars

Wereboars usually avoid all creatures, even other wereboars, while in boar form. They may keep to themselves in human form, as well, not caring to mingle with those who don't approve of their lycanthropic abilities. A few keep wild boars as pets.

A wereboar who's 6' in human form becomes a boar measuring 4' at the shoulder, 6' from head to tail, and weighing 2 times his normal weight. The beast form has a large head with small eyes and a short neck. Its prominent snout sports two sharp tusks for fighting. The short, bristly coat is usually brownish-gray, brown, or black.

Wereboars are Neutral. They make no alliances.

They are not known to be aggressive.

Wereboars

Wereboar Level Advancement Table

Experience Level	XP	HD	Special Abilities	AC
Cub	-12,800	1d8+1	I	7
Whelp	-9,600	2d8+1	II, III	6
Scamp	-6,400	3d8+1	IV, V	5
(NM)	0	4d8+1	VI, VII	4
1	12,800	5d8+2	—	
2	38,400	6d8+2	—	
3	89,600	—	VIII	
4	192,000	7d8+2	—	
5	396,800	8d8+2	IX	
6	696,000	9d8+3	—	
7	996,000	—	X (Boar)	
8	1,296,000	10d8+3	—	
9*	1,596,000	+2 hp	Boar-Man	

* + 300,000 XP per level thereafter

+ 2 hit points per level thereafter

Constitution bonus no longer applies

Special Abilities

- I. Must take boar form the night of the full moon, as well as the preceding and following nights. Can take boar form any night the moon is visible.
- II. Normal weapons do half damage (round up). Can transform at night (even without the moon).
- III. Can speak with boars and other wereboars while in boar form.
- IV. Can take boar form at any time, including daytime.
- V. Normal weapons do only 1/4 damage (round up).
- VI. Immune to normal weapons.
- VII. Can summon 1d2 normal boars, provided some are in the area. Animals arrive in 1d4 rounds if in the immediate vicinity; otherwise 1d4 turns. A wereboar can summon 1d4 animals at 2nd-level; 1d6 at 4th level; 1d8 at 6th level; and 1d10 at 8th level. Every fourth level thereafter, add 1d10. Wereboars at 8th level and higher can summon great boars as well as normal boars.
- VIII. Can recover 1d4 + 1 hit points for every full day and night of rest while remaining in were-form; increase by +1 every 3 additional levels.
- IX. Can summon wereboars, as well as normal boars. The DM determines how many of the creatures summoned are wereboars.

Wereboar Special Ability—

The Stamp of Doom

X. (Boar)—*The Stamp of Doom*. At 7th level and above, wereboars in were-form can stamp a foot and magically cause the earth to shake for one turn. The effect spreads out from the wereboar's forefoot in the shape of a cone. Each day, a wereboar can *stamp* three times, plus once for every two experience levels gained after 7th level. The wereboar's experience level determines the size of the area—the cone (measured in feet) is four times as long as the wereboar's experience level and half as wide as it is long. Thus, a 7th-level wereboar can cause the earth to shake in a cone 28 feet long and 14 feet wide at the fat end. All creatures within the area of effect are at -2 to hit due to the shaking and cracking of the ground. In addition, there is a 2 in 6 chance per creature that the creature loses its footing and falls down.

The Boar-Man

At 9th level (1,596,000 XP), a wereboar gains the ability to transform into a boar-man. This beast-man form has the head of a boar and the body of a human with thick skin, bristly hair, and cloven hooves for feet. A boar-man has all the capabilities that come with mastering the beast-man form: see "Were-Heroes."

Combat

A wereboar's natural Armor Class is 4 at the normal monster level, plus or minus any Dexterity adjustments. Move is 150' (50'). When entering combat, wereboars in either human or were-form must make a Wisdom check. Failure means the wereboar goes berserk, attacking at +2 to hit and fighting to the death. Use the Wisdom of the current form.

Wereboars attack with their tusks, slashing their opponents for 2d6 points of damage (*cubs* and *whelps* do 1d6). If they charge for 20 yards before reaching their prey, they inflict double damage when they hit.

A wereboar's morale is usually 9 (12 if berserk).

Carrying Capacities

A wereboar can carry 2,000 cn at full speed; 4,000 cn at half speed. For wereboars with beast-form armor, the barding multiplier is $\times \frac{3}{4}$.

WEREFOXES

I say, old chap, why look so glum? It's not all bad. Sure, the dogs may get you, sooner or later, if you slip up. But just remember, you can outfox 'em!

It's a far cry from being a werewolf, you know. We aren't hated and feared like those poor fellows. Fox-hunts aren't rife with the excess of grand hysterics and panic you'll find in werewolf hunts. Most are jolly good shows—when the quarry gets away, of course.

You might even get to like it, after a while. Having the huntsmen and their hounds after you can be quite a thrill! Just make sure you know the terrain inside out, and plan more than one escape route. Keep track of the resident skunk population, as well. One good spray will keep the dogs home for a week!

Werefoxes may be found throughout the Known World. They prefer woods and fields with dense undergrowth, although city-dwelling werefoxes aren't unknown. A number of werefoxes inhabit the city of Thyatis, keeping low profiles. These urbanites claim descent, through five centuries, from a Thyatian rake named Leo Variantia. According to them, he was the first werefox in the Known World.

WEREFOX ALIGNMENT

Werefoxes are Neutral and rarely aggressive. They like to snoop about, and have a passion for raw eggs. Chickens, too, for that matter.

Werefoxes take great pride in their cleverness and agility, and delight in tricking both friends and foes. Their tricks, deceptions, and practical jokes are rarely malicious, however, even when dealing with those who are their sworn enemies.

They usually bite only in self-defense—or to spread their disease. In the latter case, werefoxes choose people they think might enjoy being werefoxes.

Player Character Werefoxes

Rakes (see the *Player's Guide to Thyatis in the Dawn of the Emperors Gazetteer*) and magic-users are especially well-suited to life as werefoxes.

Werefoxes' luxurious fur is usually the same color as their human hair, with pale or white tail tips and underbellies. They weigh the same in human or were-forms. A 6' werefox stands about 3' at the shoulder in fox form and is a little over 7' long (including tail).



Werefox Level Advancement Table

Experience Level	XP	HD	Special Abilities	AC
Cub	- 6,400	1d8	I	7
Whelp	- 3,200	2d8	II, III	7
Scamp	- 1,600	2d8 + 1	IV, V	6
(NM)	0	3d8 + 2	VI, VII, X (Fox)	6
1	6,400	4d8 + 2	—	—
2	19,200	5d8 + 3	—	—
3	44,800	—	VIII	—
4	96,000	6d8 + 4	—	—
5	198,400	7d8 + 4	IX	—
6	403,200	8d8 + 5	—	—
7	700,000	—	—	—
8	1,000,000	9d8 + 5	—	—
9*	1,300,000	+ 2 hp	Fox-Man	—

* + 300,000 XP per level thereafter

+ 2 hit points per level thereafter

Constitution bonus no longer applies

Special Abilities

- I. Must take fox form the night of the full moon, as well as the preceding and following nights. Can take fox form any night the moon is visible.
- II. Normal weapons do half damage (round up). Can transform at night (even without the moon).
- III. Can speak with foxes and other werefoxes while in fox form. At 7th level and above, a werefox can speak to any normal or giant animal while in were-form.
- IV. Can take fox form at any time, including daytime.
- V. Normal weapons do only $\frac{1}{4}$ damage (round up).
- VI. Immune to normal weapons.
- VII. Can summon 1d2 foxes, provided some are in the area. Animals arrive in 1d4 rounds if in the immediate vicinity; otherwise 1d4 turns. At 2nd level, the werefox can summon 1d4 animals; at 4th level 1d6; at 6th level 1d8; and at 8th level 1d10. Every four levels thereafter, add 1d10.
- VIII. Can recover 1d4 + 1 hit points for every full day and night of rest while remaining in were-form; increase by + 1 every 3 additional levels.
- IX. Can summon werefoxes, as well as normal foxes. The DM determines how many of those summoned are werefoxes.

Werefox Special Ability—

Charm

X. (Fox)—Charm: At normal monster level and above, werefoxes can *charm* creatures (persons while in human form, animals while in fox form). A *charm* affects only one creature, and lasts 2d12 hours, plus one hour per level. The victim may save vs. spells to avoid being *charmed*. Werefoxes may *charm* creatures three times per day.

The Fox-Man

At 9th level (1,300,000 XP), a werefox gains the ability to transform into a fox-man. This beast-man form has the head of a fox and the body of a human with luxurious fur and a bushy tail. A fox-man has all the capabilities that come with mastering the beast-man form: See "Were-Heroes."

Combat

A werefox's natural Armor Class at *normal monster* level is 6. Move in were-form is 180' (60') on land and 90' (30') when swimming. Where dense underbrush slows most normal movement to half, werefoxes in beast form can maintain two-thirds of their normal movement.

Werefoxes bite once per round for 1d6 points of damage. They prefer outfoxing their opponents, however, utilizing traps, and deception tricks, as much as possible.

A werefox's morale is usually 8.

Carrying Capacity

A werefox can carry 750 cn at full speed; 1,500 cn at half speed. This assumes some method of securing the load to the werefox's back—a rider clinging to his fur, or a pack harnessed around his chest.

For werefoxes with beast-form armor, the bardic multiplier is $\times \frac{1}{2}$. Werefoxes wearing any armor, however, will suffer full penalties when moving through dense underbrush.

WERESEALS

Come on! You'll miss the fun! The fishermen are out, and we're going to steal their nets! Stop thrashing about like that! Just swim! See? Like this! Don't think in terms of arms and legs. There you go! Just like a real seal! Look, you can ride the waves. Isn't this fun? Hurry, though! We have to catch the fishermen before the sun comes up. You don't want to be stuck a mile from shore in human form, do you?

The wereseals in the D&D® Rules Cyclopedia are actually weresea-lions, the most powerful wereseals in the Known World. Due to their ferocity and great size (males weigh up to 2,500 lbs.), weresea-lions usually kill any humans they attack. Lycanthropy is more often spread by lesser wereseals, who take the forms of fur seals or harbor seals.

The information here applies to these lesser wereseals. If your character contracts lycanthropy from a weresea-lion, your DM can give you any additional information you need.

Wereseals are found only near seacoasts of cold water. They eat anything available—mostly fish and squid. They have good eyesight, hearing, and sense of touch. Their sense of smell is useless underwater.

WERESEAL ALIGNMENT

Wereseals are Chaotic creatures, though this is more a reflection of their mischievous nature than a measure of evil. They like to play, and some of their play involves tipping over small boats. In the spring months, male wereseals may succumb to the urge to mate. This requires finding a female wereseal—or kidnapping a human woman and infecting her with lycanthropy.

FUR WERESEALS

These thick-coated wereseals may be found on the shores of the Northern Reaches, in the Alphantian Sea, and along the Thonian Marches. Their primary range lies between 60(DM)-90(DM) North latitude. Fur wereseals may occasionally be found south of this range, though normal fur seals rarely stray so far.

Fur seals (and their lycanthropic cousins) have dog-like faces with small external ears. Their hide is tough, and a massive mane of dense fur protects their forequarters in combat. Their coat looks black when wet, but dark brown when dry. Fur seals use their foreflippers to move on land and in the water.

HARBOR WERESEALS

These wereseals inhabit the antarctic oceans of Mys-tara, especially the Bay of Pelatan. Their primary range lies between 45(DM)-90(DM) South latitude. Harbor wereseals may occasionally be found north of this range. Their coats aren't as luxurious as fur seals', but are just as waterproof. They vary in color from pale to dark gray.

Harbor seals (and their lycanthropic cousins) are almost completely helpless on land. They're excellent swimmers and divers, though, using their hindflippers and undulating their bodies for propulsion. Their foreflippers are useful in underwater maneuvering at slow speeds, but can't support the seal's weight on land.

DIVING

Fur wereseals can hold their breath for a number of rounds equal to their Constitution score $\times 3$ (half that if exerting themselves). After that, a Constitution check is required every 3 rounds to avoid drowning. They can dive as deep as 1000'. Fur wereseals dive with partially filled lungs to talk or blow bubbles underwater.

Harbor wereseals can hold their breath for a number of rounds equal to their Constitution score $\times 10$, with Constitution checks required every 10 rounds. They can dive down to 2,000'. Dives longer than half an hour require an hour's rest on the surface, even if the wereseal doesn't fail a Constitution check.

FEMALE WERESEALS

Most female wereseals are half the size of males (and have their human weight). They have no HD modifier, as male seals do, and need fewer experience points for advancement. (The DM should allow them a 5% XP bonus on the male table, or create a female table with a base of 3,000 XP.)

PLAYER CHARACTER WERESEALS

Wereseals congregate in groups, usually with one male and 2d4 females. Males without mates may form bachelor groups with other male wereseals (up to 10). Some wereseals prefer solitude, or the less-demanding company of normal seals.

Wereseals who are 6' in human form become 8' from nose to tail flipper in seal form, and weigh 2.0 times their normal weight.

Wereseals

Wereseal Level Advancement Table (Male)

Experience Level	XP	HD	Special Abilities	AC
Cub	- 12,800	1d8	I	7
Whelp	- 9,600	2d8 + 1	II, III	7
Scamp	- 6,400	3d8 + 1	IV, V	6
(NM)	0	4d8 + 2	VI, VII	5
1	12,800	5d8 + 2	—	
2	38,400	6d8 + 3	—	
3	89,600	—	VIII	
4	192,000	7d8 + 3	—	
5	396,800	8d8 + 4	IX	
6	696,800	9d8 + 4	—	
7	996,000	—	X (Seal)	
8	1,296,000	10d8 + 5	—	
9*	1,596,000	+ 2 hp	Seal-Man	

* + 300,000 XPs per level thereafter

+ 2 hit points per level thereafter

Constitution bonus no longer applies

Special Abilities

- I. Must take seal form the night of the full moon, as well as the night immediately preceding or following. Can take seal form any night the moon is visible.
- II. Normal weapons do half damage (round up). Can transform at night (even without the moon).
- III. Can speak with seals and other wereseals while in beast form.
- IV. Can take seal form at any time, including daytime.
- V. Normal weapons do only $\frac{1}{4}$ damage (round up).
- VI. Immune to normal weapons.
- VII. Can summon 1d2 seals, provided some are in the area. Animals arrive in 1d4 rounds if in the immediate vicinity; otherwise 1d4 turns. At 2nd-level, the wereseal can summon 1d4 animals; at 4th level 1d6; at 6th level 1d8; and at 8th level 1d10. Every four levels thereafter, add 1d10.
- VIII. Can recover 1d4 + 1 hit points for every full day and night of rest while remaining in were-form; increase by + 1 every 3 additional levels.
- IX. Can summon wereseals, as well as normal seals. The total number summoned remains the same. The DM determines how many of those summoned are wereseals. Wereseals at 9th level and higher can summon weresea-lions.

Wereseal Special Ability—True Sight

X. (Seal)—*True Sight*: At 7th level and above, wereseals develop the magical ability to see things as they really are. For one turn, the wereseal can clearly see all hidden, invisible, and ethereal objects and creatures, provided they are within line of sight. Each day, the wereseal can use *true sight* three times.

At 10th level and above, the ability works as the clerical *truesight* spell, revealing the true forms of things and creatures, including alignment, experience, and power.

The Seal-Man

At 9th level (1,596,000 XPs), a wereseal gains the ability to transform into a seal-man. This beast-man form has the head of a seal and the body of a human with thick, waterproof fur and webbed hands and feet. A seal-man has all the capabilities that come with mastering the beast-man form: see "Were-Heroes."

Combat and Movement

A wereseal's natural Armor Class at *normal monster* level is 5. Movement rates on land differ between wereseal species. Fur seals use their front flippers to support their bodies on land, and can "gallop" at Move 90' (30'). Harbor seals crawl on their bellies, at Move 30' (10') on land or 60' (20') on ice. Both species can swim at Move 180' (60').

A wereseal attacks with one bite per round, for 2d6 points of damage. For underwater combat, refer to the D&D® Rules Cyclopedia, p. 115.

A wereseal's morale is usually 9.

Carrying Capacities

Wereseals can carry loads up to 750 cn at full speed; 1,500 cn at half speed. This assumes the load is securely fastened, and is stream-lined enough to avoid slowing the wereseal.

Few wereseals wear armor—it interferes with their swimming abilities. Only magical armor or armor made from seashells (AC 3) is feasible. A wereseal's barding multiplier is $\times \frac{1}{2}$.

Weresharks

Weresharks can be found in any ocean. They are most commonly sea-people (tritons and merrow) infected with lycanthropy. For detailed information on role-playing player-character tritons, mermen, and mermaids, see the **CREATURE CRUCIBLE™: The Sea People**. This accessory details the abilities and cultures of many oceanic races, and describes Undersea, a campaign setting. It also includes general skills (some appropriate to weresharks) and detailed rules for underwater combat.

Sometimes a human contracts lycanthropy from a wereshark. These human weresharks typically roam shallow shorelines when in shark form. The newly-infected wereshark must be near water whenever the change comes upon him, because his were-form breathes through gills, not lungs.

"DROWNING"

If forced to transform into beast form away from water, a wereshark will die—but not instantly. He can hold his breath for a number of rounds equal to his Constitution score (halved if the character is fighting or otherwise exerting himself). After that time, Con-

stitution checks are required or the character begins to "drown." The first check is made normally, but subsequent checks have a cumulative -1 penalty. Once the wereshark fails a check, he will die in a number of rounds equal to one-third his Constitution score. Splashing water on the wereshark's gills delays his death by one round per gallon, but only immersion in water eliminates the danger.

A wereshark in shark form can move at only 10' per round on land.

Wereshark Alignment

Weresharks are Neutral but highly unpredictable. Hunger is their main motivating force. They may ignore prey one moment, only to attack the next. During involuntary transformations, they become insatiable killers and maraud the seas.

Player Character Weresharks

Weresharks usually take the form of mako sharks. They are blue-gray or tan in color. A wereshark who stands 6' in human form becomes 12' long in shark form and weighs 2.5 times his normal weight.



CRAIBREE

Wereshark Level Advancement Table

Experience Level	XP	HD	Special Abilities	AC
Cub	-12,000	1d8	I	7
Whelp	-9,000	2d8	II, III	6
Scamp	-6,000	3d8	IV, V	5
(NM)	0	4d8	VI, VII	4
1	12,000	5d8	—	
2	36,000	6d8	—	
3	84,000	—	VIII	
4	180,000	7d8	—	
5	372,000	8d8	IX	
6	672,000	9d8	—	
7	972,000	—	X (Shark)	
8	1,272,000	10d8	—	
9*	1,572,000	+2 hp	Shark-Man	

* + 300,000 XPs per level thereafter

+ 2 hit points per level thereafter

Constitution bonus no longer applies

Special Abilities

- I. Must take shark form the night of the full moon, as well as the night immediately preceding or following. Can take shark form any night the moon is visible.
- II. Normal weapons do half damage (round up). Can transform at night (even without the moon).
- III. Can speak with sharks and other weresharks while in beast form.
- IV. Can take shark form at any time, including daytime.
- V. Normal weapons do only $\frac{1}{4}$ damage (round up).
- VI. Immune to normal weapons.
- VII. Can summon 1d2 Bull or Mako sharks, provided some are in the area. Sharks arrive in 1d4 rounds if in the immediate vicinity; otherwise 1d4 turns. At 2nd-level, the wereshark can summon 1d4 sharks; at 4th level 1d6; at 6th level 1d8; and at 8th level 1d10. Every four levels thereafter, add 1d10. At 5th level and higher, a wereshark can summon Great White sharks as well as lesser species.
- VIII. Can recover 1d4 + 1 hit points for every full day and night of rest while remaining in were-form; increase by +1 every 3 additional levels.
- IX. Can summon weresharks, as well as normal sharks. The DM determines how many of those summoned are weresharks.

Wereshark Special Ability— Sea Fury

X. (Shark)—*Sea Fury*. At 7th level and above, weresharks can thrash about and magically cause the sea to churn for one turn. The effect spreads out from the wereshark in all directions. The wereshark's experience level determines the size of the area of effect—the sphere (measured in feet) has a radius equal to the wereshark's experience level. Each day, a wereshark can cause *sea fury* three times, plus one additional time per two experience levels gained after 7th level. Thus, a 7th-level wereshark can cause the sea to churn in a sphere 14' in diameter, three times each day. All creatures within the area of effect are at -2 to hit due to the eddies and currents of the water. In addition, all movement within the area is halved.

The Shark-Man

At 9th level (1,572,000 XPs), a wereshark gains the ability to transform into a shark-man. This beast-man form looks like a shark with long flexible fins ending in clawed fingers, two scaly but sturdy legs, and a short finned tail. A shark-man can breathe either air or water, and has all the capabilities that come with mastering the beast-man form: see "Were-Heroes."

Combat

Weresharks at *normal* monster level and higher have a natural Armor Class of 4. Weresharks can move only 10' on land in shark form, although their shark-man form has a movement of 120' (40'). Both were-forms swim at 180' (60').

Weresharks attack with one bite for 2d6 points of damage (cubs do only 1d6). They may ram an opponent first. If hit, the victim must save vs. paralysis or be stunned for 1d3 rounds.

A wereshark's morale is normally 9.

Carrying Capacity

Weresharks can carry up to 1,500 cn at full speed; 3,000 cn at half speed. Only magical or seashell armor (AC3) can be worn; barding multiplier is $\times 2$.

Weretigers

So, you survived after all. You very nearly killed me, you know. I find it gratifying to see the once-mighty hunter of weretigers now discovering what it is like to be one.

There aren't many of us around, and those who are won't reveal themselves until you prove yourself trustworthy. There is very little to distinguish us from the normal tigers native to this area. But then, you already knew that.

I still haven't figured out what put you on my trail. I've been very careful to avoid disturbing people hereabouts. I've been near neither wolfsbane nor silver, so my reactions to those substances couldn't have revealed my nature. My strong cologne masks my scent in the presence of horses and dogs, so it wasn't that, either.

Ah! So that's it! I hadn't realized anyone witnessed my transformation. Most of the villagers would keep quiet about it, yet you say you were informed? I shall have to do something about that . . .

Weretigers are found primarily in forested areas with relatively cool climates. Alphatia has the largest sus-

pected weretiger population of any nation in the northern hemisphere.

Weretiger Alignment

Weretigers are Neutral. They are often curious but become dangerous when threatened. Weretigers who fail to retain their alignment in beast form instinctively chase any fleeing prey. "Prey" includes anything smaller than the weretiger. "Not-prey" includes creatures substantially bigger than the weretiger, and those creatures which fight back rather than run.

Player Character Weretigers

Weretigers tend to be solitary creatures, hunting alone and respecting other weretigers' territories. They may band together for defense. Most have orangish coats with black stripes. A few are white with black stripes, or so dark as to look almost completely black.

Weretigers who stand 6' in human form become 3' at the shoulder in tiger form, 9' long (including tail), and weigh 3 times their normal weight.



Weretigers

Weretiger Level Advancement Table

Experience Level	XP	HD	Special Abilities	AC
Cub	-25,600	2d8	I	6
Whelp	-19,200	3d8	II, III	5
Scamp	-12,800	4d8	IV, V	4
NM	0	5d8	VI, VII	3
1	25,600	6d8	—	
2	76,800	7d8	—	
3	179,200	—	VIII	
4	384,000	8d8	—	
5	680,000	9d8	IX	
6	980,000	10d8	—	
7	1,280,000	—	X (Tiger)	
8	1,580,000	11d8	—	
9*	1,880,000	+2 hp	Tiger-Man	

* + 300,000 XPs per level thereafter

+2 hit points per level thereafter

Constitution bonus no longer applies

Special Abilities

- I. Must take tiger form the night of the full moon, as well as the preceding and following nights. Can take tiger form any night the moon is visible.
- II. Normal weapons do half damage (round up). Can transform at night (even without the moon).
- III. Can speak with great cats and other weretigers while in tiger form.
- IV. Can take tiger form at any time, including daytime.
- V. Normal weapons do only $\frac{1}{4}$ damage (round up).
- VI. Immune to normal weapons.
- VII. Can summon 1d2 great cats (except sabre-tooth tigers), provided some are in the area. Cats arrive in 1d4 rounds if in the immediate vicinity; otherwise 1d4 turns. A 2nd-level weretiger can summon 1d4 animals; at 4th level 1d6; at 6th level 1d8; and at 8th level 1d10. Every four levels thereafter, add 1d10. Weretigers at 5th level and higher can summon and command sabre-tooth tigers as well.
- VIII. Can recover 1d4 + 1 hit points for every full day and night of rest while remaining in were-form; increase by +1 every 3 additional levels.
- IX. Can summon weretigers, as well as normal tigers. The DM determines how many of those summoned are weretigers.

Weretiger Special Ability—

The Great Roar

X. (Tiger)—The Great Roar: At 7th level and above, weretigers can roar so terrifyingly that anyone hearing it must save vs. spells or be paralyzed by fear for one turn. The effects may be negated by a *free person* or *remove fear* spell.

The effects of *roaring* have a range of 180 yards (180' if the sounds must penetrate buildings or other barriers to reach the victims). Each day, a weretiger can *roar* once. Weretigers can't be selective in their victims—everyone within range may be affected. Only creatures with at least as many Hit Dice or experience levels as the roarer are immune.

The Tiger-Man

At 9th level (1,880,000 XPs), a weretiger gains the ability to transform into a tiger-man. This beast-man form has the head of a tiger and the body of a human with thick striped fur, claw-tipped fingers, and a tail. A tiger-man has all the capabilities that come with mastering the beast-man form: see "Were-Heroes."

Combat

A weretiger at *normal monster* level and above has a natural Armor Class of 3. Movement is 150' (50'). They are good swimmers, moving 30 yards per round in calm waters.

With their natural camouflage and velvet paws, weretigers gain surprise on 1-4 on 1d6 when in woodlands. They prefer to sneak up to their prey and rush to attack when within 20 yards.

Weretigers get three attacks: 2 claw attacks, for 1d6 damage each; and 1 bite, for 2d6. *Cubs* can utilize only one attack per round, but may choose to use either claws or teeth. Their bite does only 1d6. *Whelps* get two attacks; *scamps* get all three attacks per round.

A weretiger's morale is usually 9.

Carrying Capacity

Weretigers in beast form can carry up to 2,000 cn at full speed and 4,000 cn at half speed, but they don't like to. Their barding multiplier is × 1.

Devil Swine

Devil swine appear as either huge hogs or grossly fat humans. Newly-infected devil swine don't necessarily start out that overweight—it takes months for the devil swine's gluttony to manifest itself in vast rolls of fat.

Devil swine prefer to live on the fringes of human settlements, particularly near swamps or forests. They are carnivorous by choice; the more fresh meat, the better.

Although devil swine at *scamp* level can resist involuntary changes to human form at sunrise, if they do so they must remain in hog form until sunset. Devil swine of 2nd level and higher can transform during the day.

Devil Swine Alignment

Devil swine are thoroughly Chaotic. They're driven by gluttony and greed, and are especially fond of human flesh. They enjoy overpowering weaker creatures, and often *charm* humans to be either servants or dinner. Devil swine crave vast quantities of food, treasure, and power.

Any devil swine who fails to retain his human alignment when transforming to a hog must repeat the saving throw vs. spells to regain his human align-

ment when he transforms back again. All normal penalties apply. Failure results in the devil swine's Chaotic nature seizing the character in human form as well.

The devil swine may attempt to regain his normal human alignment whenever he transforms, but until he succeeds all saving throws to do so are at -4 (in addition to any other penalties). The Self Control skill (see p. 31) doesn't negate this penalty, although it does allow more frequent attempts.

Player Character Devil Swine

Devil swine enjoy one another's company, and spend much of their time feasting and drinking to excess. The rest of their time is spent luring human victims to their feasts, grabbing economic and political power in nearby human communities, and fighting over which of them must host the next feast.

Devil swine who are 6' in human form become huge hogs measuring 4' at the shoulder, 6' from head to tail, and weighing 4 times their normal weight. With time, they grow fatter—in both forms—but maintain the 4:1 weight ratio.

Devil swine are enormously powerful and evil creatures, and are not recommended as player characters.



Devil Swine

Devil Swine Level Advancement Table

Experience Level	XP	HD	Special Abilities	AC
Cub	- 384,000	3d8	I	7
	- 372,000	4d8	—	6
Whelp	- 360,000	5d8	II	6
	- 336,000	6d8	III	5
Scamp	- 288,000	7d8	IV	5
	- 192,000	8d8	V	4
(NM)	0	9d8	VI, VII, X (Swine)	3
1	300,000	10d8	—	—
2	600,000	11d8	—	—
3	900,000	—	VIII	—
4	1,200,000	12d8	—	—
5	1,500,000	13d8	IX	—
6	1,800,000	14d8	—	—
7	2,100,000	—	—	—
8	2,400,000	15d8	—	—
9*	2,700,000	+ 2 hp	Swine-Man	—

* + 300,000 XP per level thereafter

+ 2 hit points per level thereafter

Constitution bonus no longer applies

Special Abilities

- I. Must take hog form the night of the full moon, as well as the night immediately preceding or following. Can take hog form any night the moon is visible.
- II. Normal weapons do half damage (round up). Can transform at night (even without the moon).
- III. Can speak with pigs, boars, and other devil swine while in beast form.
- IV. Can resist involuntary change to human form at sunrise, but must remain in hog form until the sun sets. Only 2nd level devil swine (and higher) can transform any time.
- V. Normal weapons do only $\frac{1}{4}$ damage (round up).
- VI. Immune to normal weapons.
- VII. Can summon 1d2 pigs (wild or domestic), provided some are in the area. Pigs arrive in 1d4 rounds if in the immediate vicinity; otherwise 1d4 turns. At 2nd-level, devil swine can summon 1d4 pigs; at 4th level 1d6; at 6th level 1d8; and at 8th level 1d10. Every four levels thereafter, add 1d10.
- VIII. Can recover 1d4 + 1 hit points for every full day and night of rest while remaining in were-form; increase by + 1 every 3 levels.
- IX. Can summon devil swine, as well as normal pigs. The DM determines how many of those summoned are devil swine.

Devil Swine Special Ability—Charm

X. (Swine)—Charm: At *normal monster* level and above, devil swine gain the ability to *charm* people. The effects are as per the first-level magical spell, *charm person*. The victim may save vs. spells to avoid being *charmed*. Devil swine may *charm* people three times per day. They can use this ability in any form.

The Swine-Man

At 9th level (2,700,000 XP), a devil swine gains the ability to transform into a swine-man. This beast-man form has the head of a hog and the body of a fat pink-skinned human with stubby fingers, a curly hairless tail, and cloven hooves for feet. A swine-man has all the capabilities that come with mastering the beast-man form: see "Were-Heroes."

Combat

Devil swine have a natural Armor Class of 3 by the time they reach *normal monster* level. Move in hog form is 180' (60').

Devil swine get one attack per round; 1 slash with their tusks in hog-form, doing 2d6 points of damage (cubs do only 1d6). They love tactics which utilize deception, ambush, and trickery.

A devil swine's morale is usually 10.

Carrying Capacity

Devil swine in hog form can carry 2,000 cn at full speed; 4,000 cn at half speed. They'd much rather have servants carry everything, though—including themselves. For devil swine with beast-form armor, the bardic multiplier is $\times \frac{3}{4}$. Only magical armor is likely to improve their armor class.

Wererats

Hey, boss? You okay? Ya look a little, uh, unhappy.

Okay, okay, so it wuzn't nice o' me ta bite ya like that. But it's yer own fault, ya know. Nobody axed ya to come down here. Nobody axed ya to swing that blade o' yours around. Too bad it wahren't silver, huh? An' no magic, neither. Boy, did you mess up!

I only wanted ta teach ya a lesson, ya know. A little nip, like. I was gonna watch ya crawl around down here in the sewers, looking fer a way out, without no way ta clean yer wound. 'Course, we couldn't o' let ya go, ya know. We was gonna kill ya 'soon as ya started headin' in da right direction. But who'da guessed you'd change so soon? We all thought it was tales, those stories 'bout humans gettin' like us. Ain't never seen it before.

Anyway, yer one uv us, now. An' seein' as it wuz me what bit ya, I feel kinda, like, tee-spons-sub-al. So let me give ya some advice.

Ya gotta act like yer smarter than the rest. Ya gotta take control, see? Them other rats, they wanna kill ya. But I gotta feelin' yer the best thing ta happen ta us inna long time. I gotta feelin', wid you, we'll go far. No more o' this garbage-fer-breakfast, garbage-fer-lunch, garbage-fer-dinner noise. Wid yer smarts, we can get outta this rat-hole.

So you go on out there an' tell dem rats off. Wid dem behind ya, ya can do stuff ya never dreamed uv. We'll be, like, yer follerers, yer very own subjects, like. Just think on it!

You'll remember all this, all I done fer ya, right? An' take care o' yer little buddy?

Atta boy, boss. I knew I could count on ya.

Wererats are most often giant rats infected with lycanthropy. Lycanthropy causes giant rats to grow even larger, raises their intelligence, and gives them the ability to transform into beady-eyed humans with long noses.

Occasionally, a human survives an attack by a wererat and becomes infected with rat lycanthropy. Lycanthropy works slightly differently for human wererats than for other weretypes. Sages refer to these creatures as "greater" wererats. Normal wererats just call them "boss."

Wererats and Greater Wererats

The primary difference between lesser and greater wererats involves the beast-man form. Giant rats infected with lycanthropy can assume an intermediate "man-rat" form right from the start. The man-rat form never develops the special abilities of a true beast-man form, however. See "The Man-Rat" information for lesser wererats, below.

Greater wererats, like other weretypes, don't master their beast-man form until reaching 9th level.

During the full moon, lesser wererats involuntarily change to their human form; greater wererats involuntarily assume their rat form. At other times, lesser wererats prefer their man-rat form.

One other difference distinguishes lesser and greater wererats. Lesser wererats are the only lycanthropes known to spread lycanthropy in any form; rat, man-rat, or human.

Wererat Alignment

Wererats are a Chaotic lot. Each is out for himself, and works with others for only as long as cooperation gains more food, power, or other resources than stealing or cheating would.

Lesser wererats are loosely-organized sewer-dwellers who dominate groups of giant and normal rats, using them for food when nothing else is available. The constant struggles for food and control as the wererats battle each other usually keep the wererat population under control; weak, aged, and stupid wererats are crowded out and eventually starve.

A greater wererat may establish himself as the leader of a group of normal wererats, but can maintain control only as long as he proves to be smarter and stronger than they are. As long as the normal wererats are well-fed and not asked to do very much, they listen to his plans. If he demands too much or fails to come through with the goods, he'd better watch his back.

Player Character Wererats

Most player character wererats are humans infected with rat lycanthropy, and thus are greater wererats. Fur is usually the same color as hair in both rat and human forms, although it may be solid gray or white (or splotched with white and another color) instead. In rat form, a 6' human stands 3' at the shoulder, is 6' long (not including the 4' tail), and weighs the same as his human weight.

Greater Wererat Level Advancement Table

Experience Level	XP	HD	Special Abilities	AC
Cub	- 6,400	1d8	I	7
Whelp	- 3,200	2d8	II, III	7
Scamp	- 1,600	2d8+1	IV, V	7
NM	0	3d8+1	VI, VII	7
1	6,400	4d8+1	—	
2	19,200	5d8+2	—	
3	44,800	—	VIII	
4	96,000	6d8+2	—	
5	198,400	7d8+2	IX	
6	403,200	8d8+3	—	
7	700,000	—	X (Rat)	
8	1,000,000	9d8+3	—	
9*	1,300,000	+ 2 hp	Rat-Man	

* + 300,000 XPs per level thereafter

+ 2 hit points per level thereafter

Constitution bonus no longer applies

Special Abilities

- I. Must take rat form the night of the full moon, as well as the preceding and following nights. Can take rat form any night the moon is visible.
- II. Normal weapons do half damage (round up). Can transform at night (even without the moon).
- III. Can speak with rats and other wererats while in beast form.
- IV. Can take rat form at any time, including daytime.
- V. Normal weapons do only $\frac{1}{4}$ damage (round up).
- VI. Immune to normal weapons.
- VII. Can summon 1d2 giant rats (or 10d2 normal rats). Rats arrive in 1d4 rounds if in the immediate vicinity; otherwise 1d4 turns. At 2nd-level, the wererat can summon 1d4 giant rats (10d4 normal rats); at 4th level 1d6 (or 10d6); at 6th level 1d8 (or 10d8); and at 8th level 1d10 (or 10d10). Every four levels thereafter, add 1d10 (or 10d10).
- VIII. Can recover 1d4+1 hit points for every full day and night of rest while remaining in were-form; increase by +1 every 3 additional levels.
- IX. Can summon other wererats, as well as normal and giant rats (but not greater wererats). The DM determines how many of those summoned are wererats.

Wererat Special Ability— PROTECTION FROM NORMAL WEAPONS

At 7th level, greater wererats gain the magical ability to protect themselves from normal weapons *while in human form*. The effect lasts for one turn, and bars all normal weapons, including missile weapons, from harming the wererat. It does not protect from fire damage or massive damage (caused by a catapult stone, for instance). Each day, a greater wererat may use this *protection from normal weapons* three turns—plus one additional turn for every two levels gained after 7th level. The wererat may use this ability any number of turns each day, provided the total turns the ability is in effect doesn't exceed the daily maximum.

The Rat-Man

Upon attaining 9th level, a greater wererat gains the rat-man form. This beast-man form has the body of a hairy human; a long, nearly hairless tail; and a rather refined rat's head. A rat-man has all the capabilities that come with mastering the beast-man form: see "Were-Heroes."

Combat

Greater wererats have a natural Armor Class of 7 while in their rat or rat-man forms. Movement is 120' (40'). Wererats can swim 60' (20') in calm waters.

Greater wererats have one bite attack per round in rat-form, doing 1d4 points of damage with their rat teeth. Only their natural attacks (their bite) spread lycanthropy. They do not spread lycanthropy when in human form.

A greater wererat's morale is normally 8.

CARRYING Capacity

In rat form, a greater wererat can carry 1,000 cn at full speed; 2,000 cn at half speed. For greater wererats with beast-form armor, the barding multiplier is $\times \frac{1}{2}$.

Wererats

Lesser Wererat Level Advancement Table

Experience Level	XP	HD	Special Abilities	AC
Cub	-6,400	1d8	I, Man-Rat	7
Whelp	-3,200	2d8	II, III	7
Scamp	-1,600	2d8	IV, V	7
NM	0	3d8	VI, VII	7
1	6,400	4d8	—	
2	19,200	5d8	—	
3	44,800	—	VIII	
4	96,000	6d8	—	
5	198,400	7d8	IX	
6	403,200	8d8	—	
7	700,000	—	—	
8	1,000,000	9d8	—	
9*	1,300,000	+ 2 hp	—	

* + 300,000 XPs per level thereafter

+ 2 hit points per level thereafter

Constitution bonus no longer applies

Special Abilities

I-IX. As per greater wererats.

The Man-Rat

In addition to their human and giant rat forms, newly-infected lesser wererats gain an intermediate form much like the beast-man forms of other lycanthropes. This "man-rat" form has the head and body of a man-sized rat, with the ability to stand upright and use its front paws like hands (with Dexterity penalized by -2 for tasks involving manual dexterity). Its ability scores are based on the wererat's normal (rat) form.

A man-rat can use any weapon a human fighter can use, but attacks as a monster of his current HD (not as a human). Man-rats are unable to cast spells, but can use any general skills they know in rat or human form. Lesser wererats never master the true beast-man form.

Player Character Lesser Wererats

Player character lesser wererats are allowed only with the DM's permission. You need to work out a character class for giant rats, then apply the lycanthrope rules to it! (Your DM can help you.) Lesser wererats begin their lycanthropic careers as normal humans (-3,000 XP) and choose a human character class at 1st level.



General Skills (Optional)

General skills are optional additions. Their use is covered in Chapter 5 of the *Rules Cyclopedia*, and in many of the D&D® Challenger series gazetteers.

Lycanthropes may learn skills in both their human and their were-forms, but can only use skills available to their current form. In beast-man form, lycanthropes may attempt any skill they know.

Skill Slots

Newly-infected werecreatures have no skill slots to spend. They must gain experience as a werecreature before learning any skills. A lycanthrope gains one skill slot at each level through 1st except *cub*. A *whelp* thus has 1 skill slot, a *scamp* has 2, a *normal monster* has 3, and a 1st-level werecreature has 4 skill slots.

If the were-form has an Intelligence of 13-15, the lycanthrope gets 1 additional skill slot, which he may spend at 1st level. If the were-form's Intelligence is 16-17, he gets 2 additional skill slots; one available at the normal monster level, and another at 1st level. With an Intelligence of 18, the lycanthrope gains an additional skill slot as a scamp, another as a normal monster, and a third at 1st level.

Werecreatures get a new skill slot every four experience levels after 1st level—at level 5, again at level 9, 13, and so on.

The DM may allow some skills (Fighting Instinct, for example) to be learned without a teacher.

Werecreature Skills Table

Strength Skill Intimidation	Dexterity Skills Acrobatics Alertness Escape Evade (new) Fighting Instinct (new) Stealth (choose terrain)
Intelligence Skills Hiding (new) Hunting Know Terrain (new) Survival (choose terrain) Tracking	Constitution Skills Endurance Quick Change (new) Resist Wolvesbane (new) Transformation (new)
Wisdom Skills Danger Sense Self Control (new)	Leadership
Charisma Skill	

Skills Descriptions

For full skill descriptions, see the *Rules Cyclopedia*.

Acrobatics (Dexterity): Reasonable feats include anything the DM has seen a trained animal of the character's weretype do.

Evade (Dexterity): This skill comes through experience in running away from dangers. Successful use permits a movement bonus of +10' per round for 10 rounds, giving the evader a chance to hide or throw the pursuer off his trail.

Fighting Instinct (Dexterity): The reaction of impulsively attacking first in order to gain the advantage in combat. Successful use gives a +1 bonus to individual initiative in hand-to-hand combat; roll once at the beginning of the combat.

Hiding (Intelligence): With a successful check, werecreatures may hide from observers (as per the thieves' Hide in Shadows ability). Modify for conditions—lots of local cover (trees, etc.), +1; little cover (low bushes, etc.), -1; moving while hiding, -2; very little cover (grass, etc.), -3; unfamiliar terrain (towns, and any terrain not normally frequented by the character's weretype), -3.

Know Terrain (Intelligence): The knowledge of the land, water, and weather of a region; including the safest or fastest travel routes and good hunting spots. Use of this skill in the character's home dominion receives a +2 bonus. Use in unfamiliar but similar settings is at -2 to -4 penalty.

Leadership (Charisma): Successful use of this skill adds one to the number of dice worth of animals the lycanthrope may summon, or adds +2 to the reaction of any NPC the lycanthrope can communicate with. The DM may base Leadership on Strength instead of Charisma.

Quick Change (Constitution): If successful, this skill reduces voluntary transformation time to 1d6 rounds. If level advancement allows a shorter time, use that time instead.

Resist Wolvesbane (Constitution): A successful skill check adds +2 to a lycanthrope's saving throw vs. poison for wolfsbane for the encounter.

Self Control (Wisdom): A lycanthrope with this skill gains a +2 bonus to saving throws vs. spells when attempting to retain his alignment. In addition a character who has failed to retain his alignment may roll a Self Control check once each turn, at a -2 penalty plus any penalties which affected the initial saving throw vs. spells. On a successful check, the werecreature regains his normal alignment.

Transformation (Constitution): A lycanthrope with this skill makes a Transformation skill roll (based on his were-form's Constitution score) rather than a check on his human Constitution when attempting to change from human to were-form (or back again). Normal penalties don't apply; restrictions due to experience level do apply.

Werecreature Character Record Sheet

Character's Name: [REDACTED]

Player's Name: John Doe

Dungeon Master: _____

Class/Weretype: all animals having six legs

Alignments:

Levels:

Class	Abilities and Adjustments			Weretype	(Class)	XP Adjustment:	XP Total (Class):	
	Str	Int	Wis		Dex	Con	Cha	
Str	Attack, Open Doors	Language(s)	Save vs. Spells	Str	Int	Wis		
Int								
Wis								
Dex	Missiles, AC							
Con	Hit Points/Level							
Cha	Reactions							

Saving Throws		Combat Notes		Movement Rate	
Class	Weretype	Class		Weretype	Class
Poison					
Wands					
Paralysis					
Breath					
Spell					
AC		Damage per attack		AC	
hp		Total Hits Taken		hp	

Equipment Carried:

(In beast form):

Special Skills and Powers:

Maltese + machine learning with us (discusses role)

(Weretype):

Treasure

Carried:	At Home:	Elsewhere:
pp:	pp:	pp:
gp:	gp:	gp:
ep:	ep:	ep:
sp:	sp:	sp:
cp:	cp:	cp:
gems:	gems:	gems:

Other Character Notes

Full Name:

Additional Names and Titles:

Race: _____ Age: _____

Height: _____ Hair: _____

Weight: _____ Eyes: _____

Wereform Description: _____

WESTERN GLANTRI

Scale: one hex = 8 miles



Loupmont

1 square = 100'

Contour intervals at 50'



les Vignes
(Vineyards)

Domaine de Morlay

le Barrage (dam)

l'Etang

La Roche Noire and
Château de Morlay

les Vignes
(Vineyards)

les Champs (fields)

les Champs (fields)

R. d'ENFER

TOUR NORD

TOUR SUD

le Verger
(orchard)

les Champs (fields)

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LUNEGARDE

1 square = 20'



White Wolf Map 1

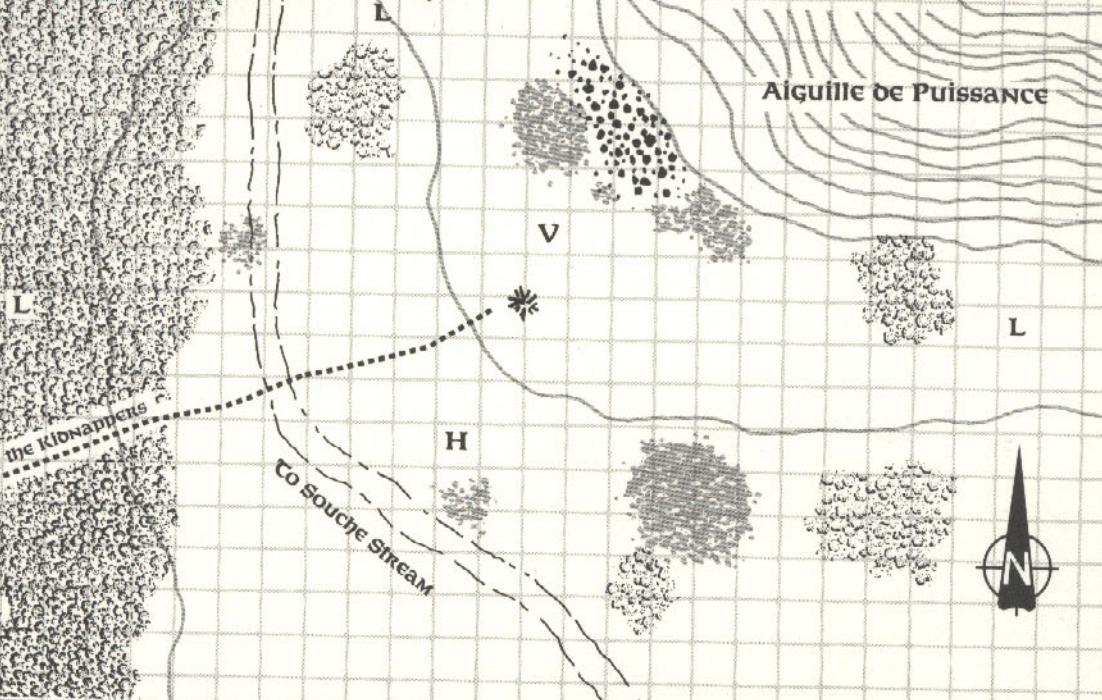
1 SQUARE = 20'

L = Lupin

H = Horse

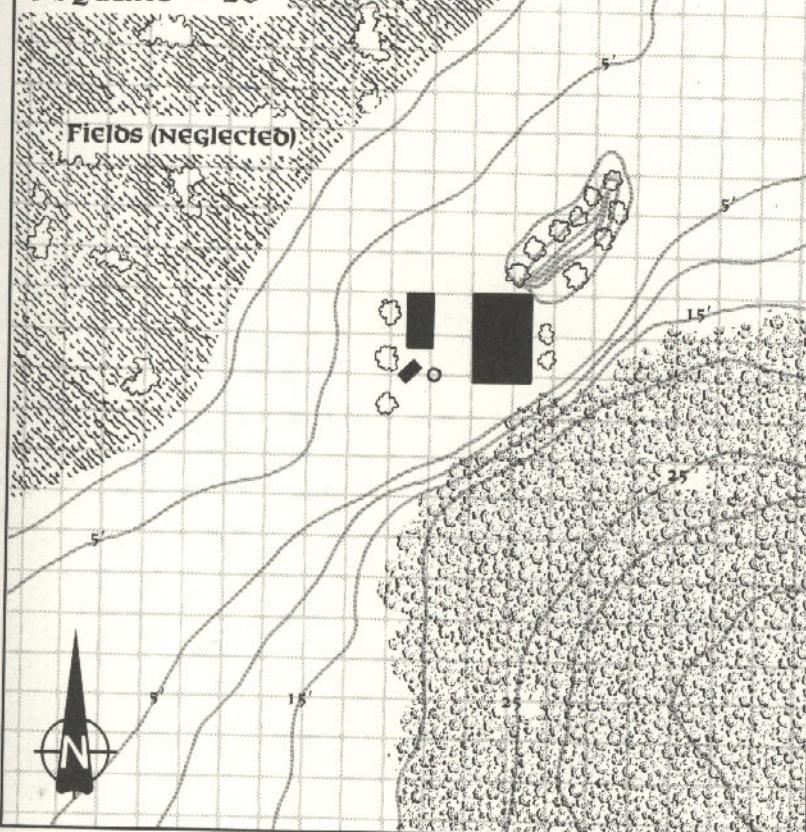
V = Lucien de Ville

Aiguille de Puissance



White Wolf Map 2

1 square = 20'

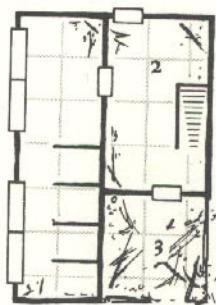


Levereau's Farm

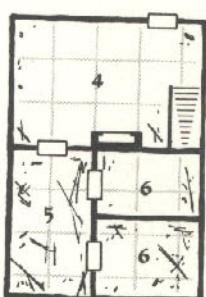
**Hay Shed
(burnt ruins)**



GROUND FLOOR



Upper Floor



1. Stalls and wagon storage

2. Feed storage (empty)

3. STORE ROOM
(collapsed)

4. Kitchen
(door to hilltop)

5. COMMON ROOM
(burnt out)

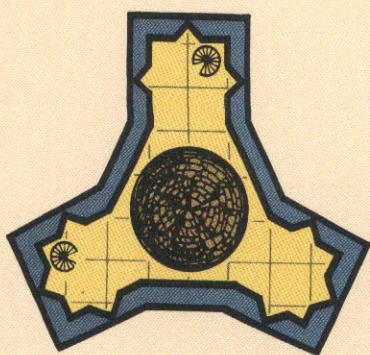
6. BEDROOMS
(open to sky)

1 square = 5'

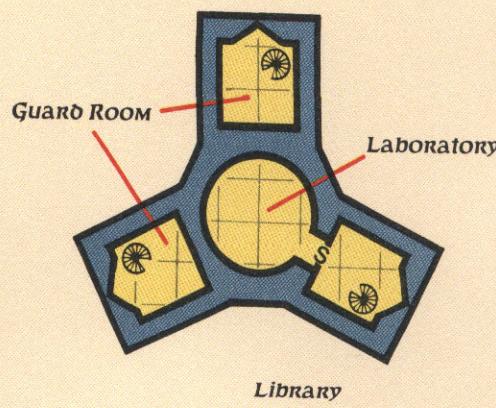
Château de Morlay

1 square = 10'

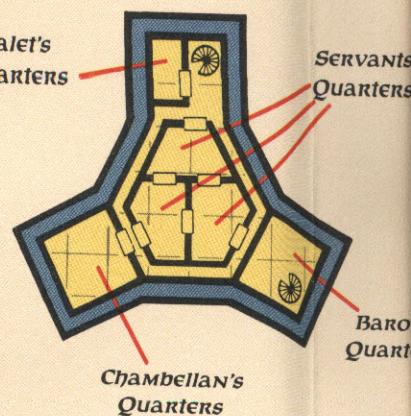
Roof



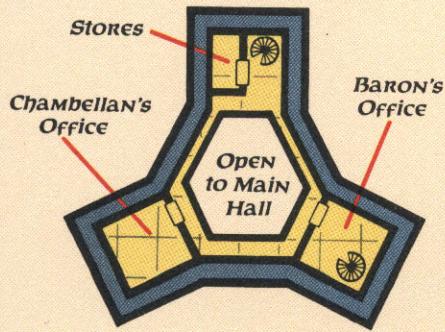
Fourth Floor



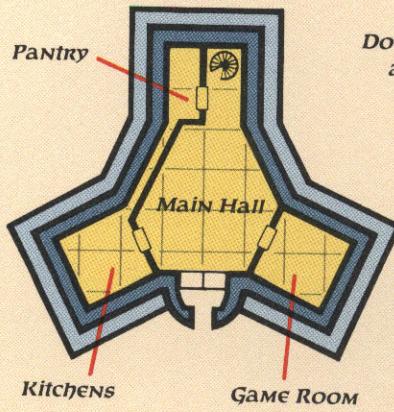
Third Floor



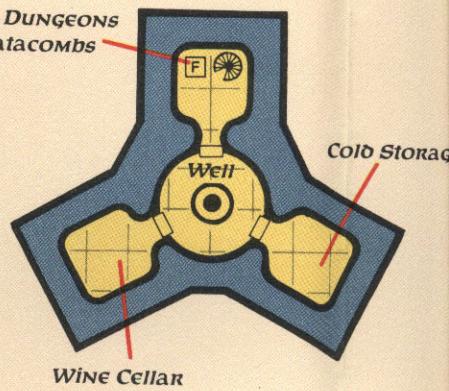
Second Floor



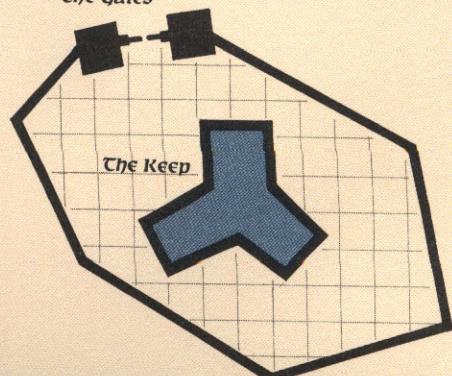
Ground Floor



Basement



The Gates



1 square = 20'

To Malinbois

La Vallée des Loups (The Valley of Wolves)

Scale: 1 hex = 1 mile

	Castle		Caves		Lesser Cataract
	Fort		Forested Hills		Waterfall
	Tower or Keep		Light Forest		Cart-road
	Village		Heavy Forest		Foot-path
	Ruins		Moor or Bog		Glantri Border
	Mining		Clear Pastureland		Dominion Border
	Mountains		Plateau or Cliff		Principality Border (Proposed)
	Volcanic Formation		Lake		
	Hills		River		

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Vallee Solitaire

Mont Blanc

Col des Goules

les Montagnes

le Val Sans
Retour

le Val Noir

Mont Noir

Lac Noir

Roche

Aigre

Château de Morday

les Mines

les Carrières

Aiguille de
Puissance

R. Faux

R. Lune

Beaufort

les Bois Noirs

Roc du Guet

Bois du Guet

Forêt des Ombres

Rocher du Pendu

Baronnie
de Morday

Marais
Malheureux

Forêt des Fontaines

Lac d'Ire

Trois-Fontaines

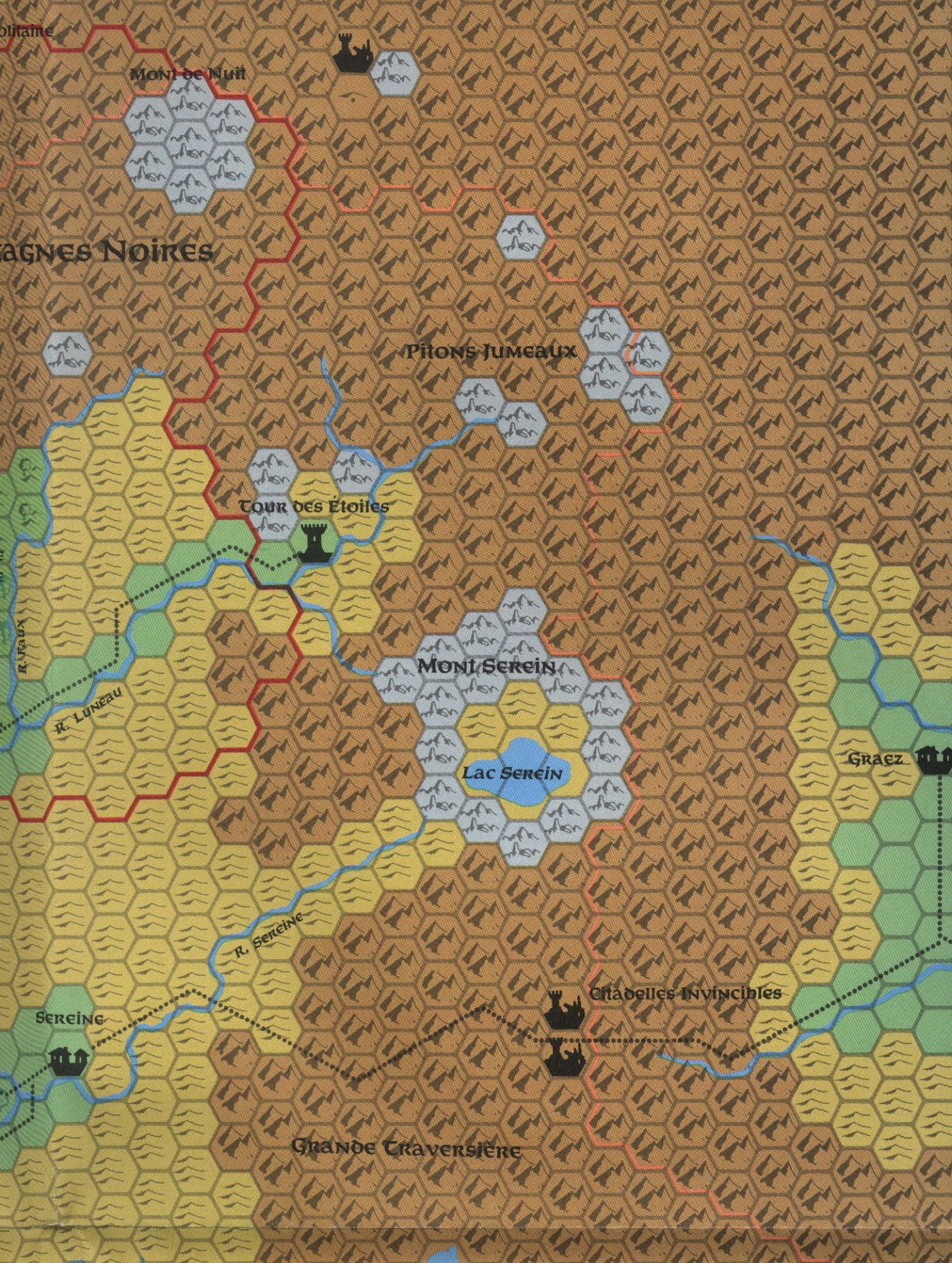
Sereine

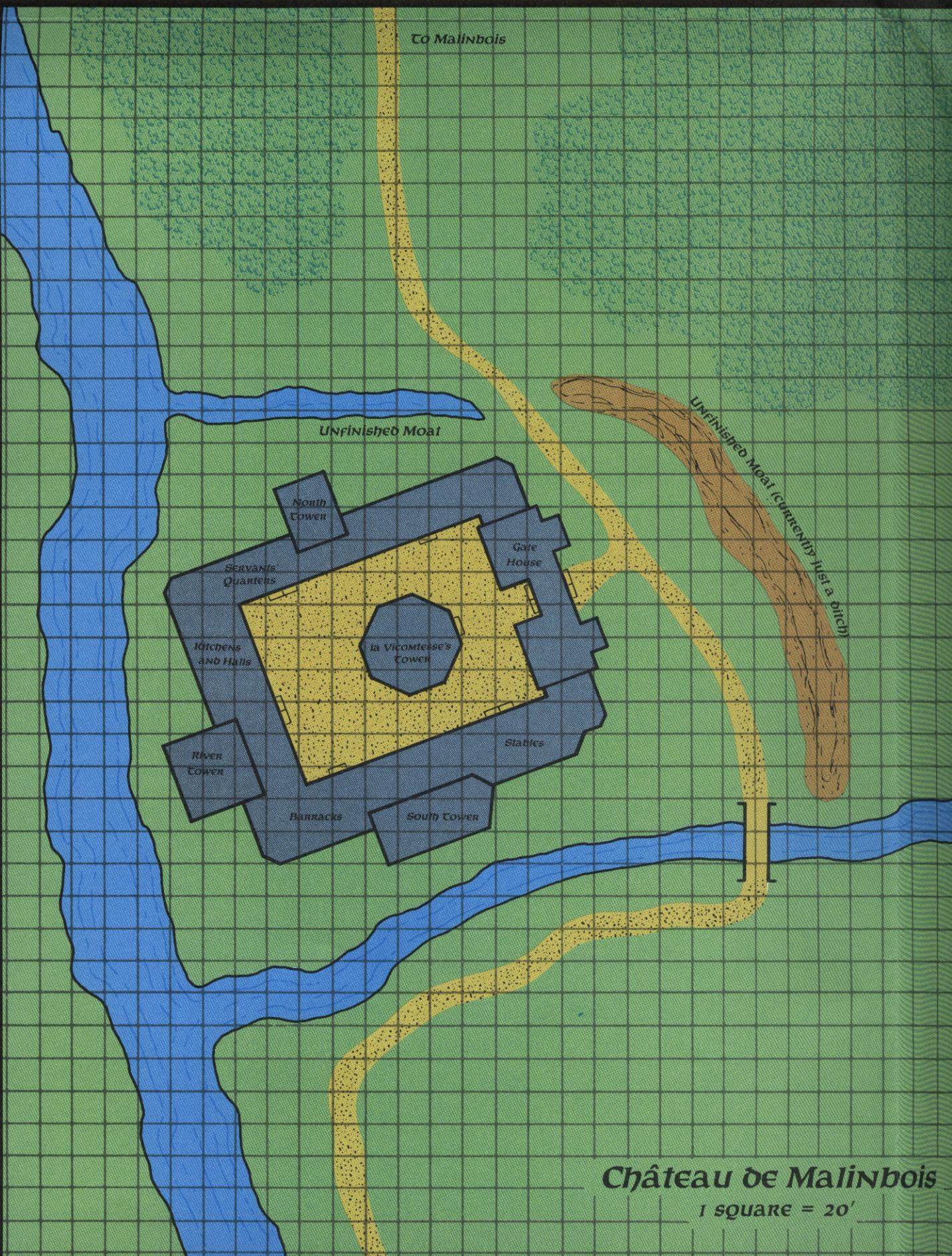
Chauffeur

le Grand Arc

R. Lom

Tour du Silence













Dungeons & Dragons

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OFFICIAL GAME ACCESSORY

Night Howlers

by Ann Dupuis

"Even a man who is pure of heart, and says his prayers by night..."

Night Howlers is the fourth book in the CREATURE CRUCIBLE™ series, which explores new character types for the D&D® game. Whether the referee wants to add one or two were-creatures to the party line-up, base a

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