

DARK PLACES & DEMOGORGONS

WEREWOLF SOURCEBOOK

JODIE BRANDT



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**SURVIVE THIS!! IS BASED ON THE WORLD'S MOST POPULAR
1970S FANTASY ROLEPLAYING GAME.**

To Wes.
This one's for you.
I miss the hell out of you brother.
◆◆◆
Jodie

TABLE OF CONTENTS

Introduction	5
Random Werewolf Generation	9
Special Strengths Table	10
Special Weaknesses Table	11
Cause of Lycanthropy	12
Transformation Conditions Table	13
Foreign Exchange	14
High Noon for The Moon Beast	20
Imaginary Friends	24
Silver Bullets	28
Teenage Werewolf in J'town	32
Appendix N	34
Open Gaming License	35



*“Howling in shadows
Living in a lunar spell
He finds his heaven
Spewing from the mouth of hell.”*

~ Bark at the Moon: Ozzy Osbourne ~

INTRODUCTION

Werewolves have been a staple of folklore for thousands of years, going back as early as ancient Greece. The concept of humans taking the form of a wolf, either by choice or by curse, is an integral part of horror and pop culture history, and now it can be a concept added to your games of Dark Places & Demogorgons. Within this Sourcebook you will discover the curse of lycanthropy, how it can be contracted and the various ways it can be combated. You will also find several different werewolf incarnations as well as two complete adventures. And finally, a section dedicated to inspirational reading and watching in order to instill ideas for further adventures. Enjoy!

LIVING WITH LYCANTHROPY

In *Dark Places & Demogorgons* lycanthropy (the scientific/mythological term for werewolves) can come in many forms. It can be treated as a curse cast onto someone for misdeeds they may have done, a disease that is contracted via contact with another werewolf, genetically passed on from one infected parent to their child, or by donning a mystical device such as an amulet or a cloak of wolf pelts. Below you will find deeper descriptions and rules of each path, which can be used in game if you choose to include it in your campaign.

(Rules for creating custom forms of lycanthropy can be found later in this sourcebook)

LYCANTHROPY AS A CURSE

Curses come in many forms. They may come from those who know the magical arts of hexing others or from the dying wish of an exploited enemy. However, you choose to implement a curse of lycanthropy in your game, the effects are all the same. The individual receiving the curse will appear to be unaffected until a certain condition occurs. Those conditions could be anything from coming of the first full moon to the next time the individual falls asleep. Upon the condition being met the cursed individual will undergo the violent transformation of becoming a werewolf and will remain in that current state until a full 12-hour time period has lapsed. The effect will again manifest itself once the condition of the curse is met again.

Removing a curse is a difficult, but not impossible, task to complete. The way to remove the curse is usually described at the time it is inflicted. This should be something that brings great inconvenience to the individual, like completing a quest or sacrificing something the individual loves.

LYCANTHROPY AS A DISEASE

This form of lycanthropy is contracted by coming into contact with a werewolf, either by being bitten, scratched, or touched by their tainted blood. As a disease, the infection takes hold within 1d6 days of contact and is again triggered by some condition determined either randomly or at the Game Masters discretion. The cure for this type of lycanthropy usually comes in the form of some type of antidote or serum, if such a thing can be created. Players that have been potentially infected this way do get a POISON Save rolled at Disadvantage. If the Save is passed no ill effects other than the damage to HP.

LYCANTHROPY AS GENETICALLY PASSED

Some folks who have become werewolves never find a cure and learn to live with the bestial condition, but their malady is not bound to just themselves. If they ever consummate a relationship which results in the birth of a child, there is a 50% chance the child itself will be a werewolf as well. In this case the change happens sometime near puberty, and the change can be triggered by whatever condition the parent is subject to.

LYCANTHROPY AS MAGICALLY INDUCED

Legend has it that in the days of our distant ancestors, great dire wolves roamed the land. If a man could beat one of these beasts and don its skin, that that man had the power to change his human form into that of the beast itself. Very rarely have some few of these items survived to the current day, as most were destroyed by the church in the days of the inquisition. Those that have survived take the form of either wolf pelt cloaks or amulets which contain the blood of these long extinct creatures. Wearing one of these items allows the bearer to become a werewolf for up to 1d10 hours. While the owner is not subject to conditions forcing them to change, the item itself becomes an object of addiction and if it is ever lost or stolen the owner will slowly die within 1 month unless the item is retrieved.



RANDOM WEREWOLF GENERATION

All forms of Lycanthropy share some things in common. Werewolves have two physical forms: Human & Hybrid

HUMAN

A regular, every day man or woman.

For NPCs use the following statistics:

Armor Class: 10	Attack Damage: by weapon
Hit Dice: $\frac{1}{2}$	HDE: $\frac{1}{2}$
Move: 12.	Attacks: 1 per round

*If the werewolf is a player character they retain all of their normal abilities and skills while in Human form.

HYBRID

The half wolf, half man monstrosity of legend. Standing some 7 feet tall the Hybrid form is a true creature of destruction, which has no qualms tearing flesh from bone. Wanton devastation is left in the werewolf's wake which leaves communities in fear when its remnants are found the following morning.

For NPCs use the following statistics:

Armor Class: 14	Hit Dice: 4-6
Move: 12	HDE: 6-8
Attacks: 2 per round	
Attack Damage: Claw (1d6+2), Bite (1d8+2)	
Bonuses: +5 to hit, Toughness +3	
Terror: 15	

For a player character when changing to Hybrid form:

HP: +20	AC: +2	Attack Damage: Claw (1d6+2), Bite (1d8+2)
Toughness: +3,	+2 to STR, DEX & CON,	+3 to Hit,
Terror: 15	*These increases are in addition to the characters normal totals.	

SPECIAL STRENGTHS TABLE

(choose or roll 1d6)

1	REGENERATIVE	Normal weapons do not do lasting damage. A werewolf with regeneration can heal up to 2d6 points of damage per hour while in Hybrid form. In Human form they benefit to a lesser degree, only healing 1d6 points of damage per hour.
2	ENHANCED SPEED	The werewolf's powerful legs are capable of a movement rate 15, instead of 12, making it near impossible to outrun.
3	POWERFUL JAWS	Slavering engines of death, the werewolf has massive teeth which cause impossible amounts of destruction. This ability increases the lycanthropes biting damage to 2d6+2.
4	MASSIVE	This selection increases the size of the Hybrid form to 8 feet or taller, making it a fearsome foe to behold. Terror: 18
5	COGNITIVE	A werewolf with this ability is able to bring their consciousness to the forefront of their bestial form, knowing who and what they are. These werewolves tend to not be blind engines of fury, but cold calculating killers.
6	FEROCIOUS	Werewolves who are ferocious can one time per transformation increase their attack bonus to +8, maneuvering in to deliver the killing blow!

SPECIAL WEAKNESSES TABLE

(choose or roll 1d6)

1	SILVER	A Lycanthrope who is vulnerable to silver-based weapons suffers double amount of damage normally inflicted and cannot use regenerative healing to aid in such wounds.
2	WOLFSBANE	This seemingly harmless plant has powerful effects against werewolves with this weakness. A beast of the moon cannot come within 10 feet of a sprig of Wolfsbane without suffering debilitating pain, driving them away.
3	FIRE	Fire is always an effective tool against most creatures, but werewolves with vulnerability to fire find it particularly devastating. In this case fire will cause normal amounts of damage but disables the creatures special healing abilities.
4	SUNLIGHT	Like vampires, Lycanthropes with this curse find sunlight unbearable and bring rise to the notion that werewolves are drawn to the power of the moon. Sunlight does not cause damage, but will instantly end the creature's transformation, turning them back to their human form.
5	OAK	A throwback to the myths of old, wood from the mighty Oak tree has always had mystical properties attributed to it. A werewolf with this weakness suffers damage from oak weapons as it would from silver - double damage and cannot use regenerative healing until the wooden fragment is removed from its body.
6	GM/PLAYER CHOICE	Work together to insert a campaign appropriate weakness.

CAUSE OF LYCANTHROPY

(choose or roll 1d4)

1	CURSED	A person can receive the malady of Lycanthropy via a curse through the anger of an enemy. Either by massive spite or the working of ancient magic, this bane can create a werewolf permanently unless a condition or comprise can be found for the curse.
2	CONTRACTED	Any wound caused by a werewolf, via bite or claw causes a person to become a werewolf. A cure may be out there, but the reality is it may not be found in this lifetime.
3	INHERITED	The joining between a Lycanthrope and mortal will often result in an offspring who is also infected with this malady. There is always a 50% chance that a child born in such a way will have the lycanthropy gene.
4	BESTOWED	Transformation comes from the donning of some mystical artifact. Whether that be a blood amulet, a cloak of wolf pelts, or some other object is entirely up to the Game Master and or Player.

TRANSFORMATION CONDITIONS TABLE (choose or roll 1d6)		
1	FULL MOON	It is said the moon is a harsh mistress, and in this case the coming of the full moon causes the transformation of man into beast.
2	SIGHT OF BLOOD	Something visceral is found in the sight of blood and will cause a person with lycanthropy to burst into a feral rage, turning them into a creature of destruction.
3	INFLICTED DAMAGE	This condition is triggered via pain. Anytime the character takes 5 or more points of damage they will become an agent of anguish.
4	ANGER	One of the most powerful emotions is anger. It can brew for months or in an instant it can flair to life. It is in these times of lost temper that the beast rears its ugly head.
5	FEAR	The emotion of fear can be a fickle beast. At times it can be a life saver, in this case it may cause more harm than good. Whenever the character feels their life is in danger, rather than flee they become one with the wolf.
6	GM/PLAYER CHOICE	Whatever best fits your game or campaign can be set here. This allows you to tailor the effect to the situations at hand.

***Note:** Unless specified, the transformation into a werewolf will last for 1d10 hours.

FOREIGN EXCHANGE

An Adventure

By Jodie Brandt

(a 1 player scenario for a 1st level character)

[Opening scene should be read aloud to the player]

You've only been in Italy for a week, and it has already been awesome! The food, the sights, the people. All of it amazing. You are a foreign exchange student living with the Scarenté family and have been given pretty much free reign of the city of Genoa. The Scarenté family has only one other child living at home, a girl, Marta. She is 16 and really wants nothing to do with you. She ignores you at school and you hardly ever see her in the Scarenté home, which is a sprawling five-bedroom villa just outside of the city.

During your down time you have taken to exploring the city and all it has to offer. Last night you met some local university kids who had invited you to a party. Sitting next to the in-ground pool with a cold beer in your hand was the last thing you remember.

Now you are awake, the sun baking the back of your closed eyelids and there's a dull throbbing pain in your side. You sit up, fighting away nausea, and find yourself in an empty alley. Your shirt is ripped and covered in blood, but the only sign of injury is a large bruise already starting to fade on the left side of your stomach. You slowly start to stand, hand bracing the wall nearest you, as terror clutches your heart. There at your feet is Marta Scarenté's broken, bloody shoe. Suddenly you hear a voice in Italian echo down the walls, "Hey! You! Stop right there!"

What do you do?

Foreign Exchange is a solo adventure for 1 Game Master and 1 Player, in which the player's character experiences the tragedy of becoming a werewolf for the first time. It can be played as a one shot or run as the beginning of a campaign which includes a werewolf character.

PLAYERS

Make a normal character of your choice using the rules found in the Dark Places & Demogorgons Core Rule book. The character that you make will begin as an exchange student staying in Genoa, Italy.

GAME MASTERS

In the opening scene the PC (Player Character) finds themselves wounded and covered in blood. The alley they wake up in is empty except for a few scattered remnants, some of which are clues to what happened the previous night. Standing at the end of the alley, in the road, is an elderly blond gentleman with a cane.



CLUES IN THE ALLEY:

1. Marta's broken high heeled shoe - the PC has no recollection of Marta being at the party while they were there.
2. A scrap of paper with a Genoan address scrawled on it - Since the PC went to the party with the University students they were in no need for an address. This must be either a random scrap or a clue as to another place having been involved in the missing hours.
3. A broken beer bottle with a familiar label - This is the same type of beer the PC drank at the party. Not so much a clue as a way to help the PC begin to piece things back together.
4. The torn bloody shirt the PC is wearing - the blood is obviously from someone else, but who's? The tears also appear to be cuts as if from claws or knives.
5. The fading bruise on the PC's stomach - This is the biggest clue as to what transpired. It is actually the healed bite wound of a werewolf, which passed along its cursed disease to the PC. The PC in return was granted the Regenerative Special Strength.
6. **Fact:** the PC will begin their "change" in two days on the night of the full moon unless something can be done to prevent it...

THE WHOLE STORY

While at the party, our PC encounters a man named Marcus, who just so happens to have Marta Scarenté hanging off his arm. The two appear to be dating. After a brief interaction with the two, Marta asks to move on into the depths of the party, as “this American, who has been staying at her house, bores her”. Before sneaking away Marcus interacts with our PC and tells them that he is interested in learning more about American customs and should maybe swing by his place later, at which point he hands the PC his address on a small scrap of paper. Later, well after midnight, our PC sees Marcus and Marta having an argument outside the party, and Marcus roughly shoves her into the car before driving off. Our PC feels some small pang of responsibility for Marta decides to grab a taxi and go to the address Marcus had given them earlier in the evening. Once there our PC discovers that Marcus and Marta are both werewolves, and after a brief violent encounter barely escapes, although a bite inflicted by Marcus has already begun the transformation process. The traumatic effect of this attack and the nature of Lycanthropy has rendered the PC unable to recall the exact details of the night, including how they arrived in the alley. This information may be given to the PC by the Game Master however they see fit. Either through flashbacks or any other means the Game Master sees fit.

The PC should at some point become aware of the infliction they have contracted and should learn by whatever means that the only way to end this transformation, which again will take place at the next full moon in 2 days, is to destroy Marcus, as the werewolf who created them. This will not be an easy fight whatsoever for a 1st level character, therefore it is encouraged for the Game Master to provide clues to the Player on how best to proceed. One tip would to have the PC discover a journal kept by Marta in her room at the Scarenté home, detailing her transformation into a werewolf and the things she feared the most about becoming one.

Marcus – Italian Werewolf

The Man:

Armor Class: 10

Attack Damage: by
weapon

Hit Dice: 1

HDE: 1

Move: 12.

Attacks: 1 per
round

The Wolf:

Armor

Class: 14

Hit Dice: 4

Move: 12

HDE: 6

Attacks: 2 per round

Attack Damage: Claw (1d6+2), Bite (1d8+2)

Bonuses: +5 to hit, Toughness +3

Terror: 15



Special Strength: Cognitive - Marcus is fully aware of all his actions, even when in hybrid wolf form.

Special Weakness: Silver - Marcus is extremely susceptible to silver weapons which is the most effective way to destroy him.

Transformation Conditions: Anger - Marcus has the unique ability to use his anger to become the beast, which makes him a truly dangerous foe.

Marta Scarenté

The Woman:

Armor Class: 10

Attack Damage: by
weapon

Hit Dice: ½

HDE: ½

Move: 12.

Attacks: 1 per round

The Wolf:

Armor Class: 14

Hit Dice: 3

HDE: 4

Move: 12

Attacks: 2 per round

Attack Damage: Claw
(1d6), Bite (1d8)

Bonuses: +2 to hit,
Toughness +1

Terror: 15



Special Strength:

Enhanced Speed - Marta is a young woman and werewolf. She is lithe and quick in either form. As the beast her movement increases to 15.

Special Weakness: Silver - She too suffered from an aversion to silver weapons, a weakness she contracted from her creation by Marcus.

Transformation Conditions: Fear - Marcus has caused a deep impression on Marta and he knows that the beast causes her great anguish and fear, a fact he uses to great effect.

HIGH NOON FOR THE MOON BEAST

An Adventure

By Jodie Brandt

(a scenario for 3 to 4 - 1st level characters)

“... humans are complicated beasts. You believe comforting lies, while knowing full well the painful truth that makes those lies necessary.”

~ A Monster Calls by Patrick Ness ~

Jeffersontown, Kentucky. 1985. The old storm drain has always been a popular summertime destination for teenagers. A place away from their parents and hustle of the neighborhood. A place where they can kick back, drink a few ill gained beers, and smoke the occasional joint. Today though, today will be different...

The gangs all here, laughing and chatting about life, until one of the Player Characters (PC's) notices something sticking up through the mud and sticks which accumulates at the mouth of the old drain. What begins as the discovery of a couple fingers poking through the muck ends in the uncovering of an entirely mutilated body.

Game Masters should feel encouraged to play up this scene, building up the tension and fear that comes with such a discovery, as this scenario is less about fighting any 'monsters' and simply building terror.

No one recognizes the body, but it appears to have been attacked by wild beasts. Large claw like tears mark the chest and legs, while the throat seems to have been torn out by a jaw full of ragged teeth. Let the PC's ruminate for a while about what occurred here, and if needed, have a Non-Player Character (NPC), who just happens to hanging out there as well, make a comment about werewolves. Don't be afraid to sow the seeds of doubt and speculation.

Treat the body as having a Terror of 12.

The PC's should begin to think about how, and who, they are going to tell about their discovery. Feel free to use any or all of the Doubts and Fears below:

- **Whatever caused this death is still out there.**
- **What if the authorities think the PC's committed the crime?**
- **What kind of monster could do such damage?**
- **If it was a werewolf, how do the PC's get the authorities to believe them.**
- **What if the monster follows them home?**
- **What if the PC's ignore the body and pretend they never found it?**
- **What if their secret gets out?**
- **What if there is more than one monster?**
- **If there is no monster, who in J-Town did this?**
- **What if it is someone they know...**
- **What if it was one if them...**



THE WHOLE STORY

High Noon for the Moon Beast can be a somewhat unconventional adventure. It does indeed contain a living Werewolf in Jeffersontown and as such it can be run in one of two ways - either as a monster hunt, or as an open-ended murder mystery. As monster hunt, the adventure should include investigation into what type of werewolf the PC's are dealing with and then the titanic battle against it. If the later idea is used, an open-ended murder mystery, then it can be used to tell a much different story. A story in which the werewolf may never be encountered. In this way it can be used as a one-shot scenario, great for a break away game, or as the beginning of a full-length campaign.

Let the PC's tell the story. Listen to their cues and ad lib the outcomes from there. Do the PC's want to hide the body? Do they want to tell the authorities? Do they want to investigate on their own? Play it out with them. Build tension between them. What if one of the PC's begins to suspect another as the culprit? What if the werewolf is someone they know? What if the PC's are seen as lunatics for suggesting a werewolf at all? There are a multitude of ways to play out this idea! Feel free to make it your own as a Game Master.

It is suggested that you randomly create a werewolf using the steps found earlier in this supplement before play begins, as it will be easier to provide clues as to what the PC's are dealing with throughout the adventure / campaign.

The most terrifying thing in any horror movie or novel is the thing we don't see. The thing that hunts, haunts and scratches at the door. When a filmmaker or author reveals those things, they will never live up to our expectations. It is often best left to the imagination of the watcher, reader, and or the player. Our minds will conceive things beyond anything created by others. Our psyche will cause us to fear, mistrust others, and panic. Let the players build that tension themselves, you as a GM are simply there to facilitate it.



IMAGINARY FRIENDS

An Adventure

By Jodie Brandt

(a scenario for 3 to 6 characters.)

“Meet Davis Halstead. He has had a rough life for someone who has just turned 16. His father made very few appearances over the years and his mother struggled with bouts of depression, at times so bad she spent short stints at the local hospital. Davis had neither brothers nor sisters and spent most of his time entertaining himself. He always felt awkward around his fellow classmates and rarely found others who enjoyed the things he did.

Most times he would bury himself in books borrowed from the school library and lose himself between the covers of roleplaying games. Bullying was his greatest enemy. Each day was an adventure to avoid being beaten up, stuffed in a locker, or having his underwear pulled up over his head. It wasn't long before he retreated from the mundane days at school and spent nearly every hour alone in his mother's small basement.

But troubles do not just manifest themselves from the outside. Davis soon began having nightmares and struggled with maddening thoughts. To escape them he created a ‘friend’ pooled from his tiny pile of RPGs. Lagress the Lupine became his most trusted confidant and his greatest protector by taking the form of a lumbering black Werewolf. Some nights when Davis was having particularly dark thoughts about his family, neighbors and fellow schoolmates, he would talk to Lagress divulging all his most inner thoughts and deepest desires, even those which involved harming others...”

Somehow Davis Halstead has been able to manifest his imaginary friend, Lagress the Lupine, into existence. Whether through some psychic phenomena or through sheer force of will, Lagress now does as Davis bids. In the deepest depth of

night Lagress seeks to please his 'friend' by ending the problems which plague him. Unfortunately, no one is safe.

This adventure could begin in a number of different ways but should always end with either the player characters befriending Davis and assuring him that he doesn't need Lagress anymore or in the death of Davis himself. For the most part Davis is unaware that Lagress actually exists, only that his problems seem to disappear magically.

Choose or roll 1d6 below to determine adventure hooks for this scenario.

1. Mr. Butler, a somewhat cruel math teacher has gone missing.
2. One of the PC's begins seeing a large black shape skulking about in his backyard after midnight.
3. A fellow classmate is found brutally murdered.
4. A PC's father wrecks his car after hitting some large creature which dashed across the road in the darkness on his drive home.
5. One or more of the PC's begin dreaming of Davis and his rather terrifying shadow, that seems to writhe and twist.
6. The PC's see Davis sketching a black wolf like figure in a notebook, while silently muttering to himself.

The Game Master should feel free to extend and embellish any or all of these hooks to make the PC's aware of something devious brewing. It should fall into them to try and make things right before more people, possibly including themselves, get hurt.

Lagress the Lupine

Armor Class: 14

Hit Dice: 4

HDE: 6

Move: 12

Attacks: 2 per round

Attack Damage: Claw (1d6+2), Bite (1d8+2)

Bonuses: +5 to hit, Toughness +3

Terror: 15

Special Strength: Cognitive - Lagress is fully aware of Davis' darkest thoughts and fears and acts upon them with utter urgency.

Special Weakness: Sunlight - Largess, though frighteningly real, is still a figment of Davis' imagination and thus cannot come into being outside the confines of reality. It only hunts at night and mostly when Davis is sleeping. Sunlight instantly dispels it, but it will reappear the following evening.

Transformation Conditions: Fear - Largess is motivated by Davis' fear and will manifest each night if able to carry out its duties.



SILVER BULLETS



“I hunt, therefor I am. Harvest the land. Taking the fallen lamb.”

- *Of Wolf And Man*, Metallica

**Werewolf (Unique
Traditional Lycanthropy)**

Armor Class: 14

Hit Dice: 4-6

Move: 12

Attacks: 2 per Round

Attack Damage:

Claw(1d6+2), Bite (1d8+2)

Special: Lycanthropy*,
Regeneration**

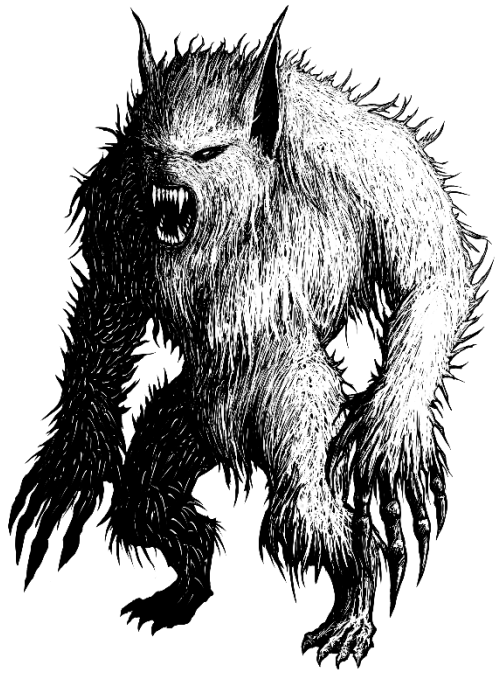
Bonuses: +5 to Hit,
Toughness +3, Damage +4

Terror: 15

HDE: 6-8

*Lycanthropy or werewolf-ism is a curse that can be passed from person to person by bite or claw

attack. The survivor of such an attack must make a Constitution Save with DC 14 or higher, otherwise, she becomes a werewolf at the beginning of the next lunar cycle. Characters unlucky enough to become cursed by a werewolf must relinquish control of their character while in werewolf form to the GM. Characters will have no memory of the actions they do as werewolves.



**Regeneration: Werewolves heal at an astounding rate. Werewolves heal 2d6 HP per hour while awake in werewolf or human form. If sleeping for 4 hours or longer the werewolf will awaken fully recovered from all injuries. This includes catastrophic injuries like severed limbs. The limb will simply regrow while they sleep.

While in werewolf form, the werewolf takes double-damage from silver weapons and normal weapons do half-damage. If the werewolf's HP is reduced to zero by normal damage then the werewolf will fall unconscious and need to roll on the OofA table. However, if the werewolf is taken below zero HP by a silver weapon, the werewolf reverts to human form and dies; no save.

The transformation from human to werewolf can occur at will be will always occur during a full moon. Transforming from human to werewolf is extremely painful and takes 1d6 rounds to fully change. Anyone seeing a werewolf transform for the first time must make a Wisdom Save, DC 13, or be stunned and lose all actions as they watch in horror until the transformation is complete.

Any newly infected Lycanthropes must roll 1d6, twice on the table below and see what side effects the infection has on them before their first change at the next lunar cycle. After their first change, ALL side effects will occur in rapid succession.

ROLL	EFFECT
1	Excessive amounts of body hair begin sprouting up all over your body.
2	You develop an irresistible craving for under cooked meat. The bloodier the better.
3	You grow unnaturally tall extremely fast. Stretch marks erupt all over your body.
4	You have vivid, horrific nightmares. You are always tired. Also, you begin sleep walking, and wake up in strange places with no idea how you got there.
5	Without any exercise on your behalf, you begin to bulk up with muscle, becoming “ripped” all over.
6	Dogs fear you. They cower and bark or yelp as you approach. You also, notice a new overwhelming sense of smell and have a hard time stopping yourself from following the scents of animals.

PACK MENTALITY

When more than 1 werewolf is present, the first order of business will be to fight each other to determine dominance. Once, dominance has been determined, the pack will follow it's leader to the death without hesitation.

EMANUEL ARCHIBALD AND THE SILVER BULLET GANG

Emanuel (or Mani) was this shy Native American boy from your 8th grade class in middle school. He was kind of short, kind of round and kind of nerdy but he was nice. His teachers would describe him as a good student. He had talked several times about this awesome trip his family had planned. They were going to New Mexico, to visit the Navajo Reservation. As the school year ended, you signed each other's yearbooks and said your summer goodbyes.

The Mani that returned for 9th grade was almost unrecognizable. When he left he maybe 5'4" but when he returned he was 6'6". Gone was the chubby cheeks and pudgy stomach, he was chiseled. We're talking muscles on top of muscles. His hair too was completely different. He'd had a bowl cut, now his long wavy hair was nearly down to his waist. Heck, even his name had changed. He no longer wanted to be called Mani, he went by Mark. When you tried to talk to him, he seemed disinterested.

As freshman year progressed, weirder things happened too. Mark seem to gather kids just like him. Kids that used to be, well different, now they were all growing long hair, rocking new physiques, & missing school a lot. Mark had another name change too. This time he began going by the Mark E. DeSade, and his flunkies started calling themselves The Silver Bullet Gang. Shortly after, he and cult-like followers all alienated themselves from the rest of the school.

At first your class mates didn't seem to notice all the strange things going on with Mark and The Silver Bullet Gang. Once they started taking notice, they began to avoid the gang like the plague. If the gang was walking down the hall, everyone pushed to the side and let them through. Nobody got in their way. And nobody was going to question them. They were an island to themselves and they seemed very happy to be so.

***Originally appeared in DP&D Core Book.**

TEENAGE WEREWOLF IN J'TOWN



“Listen in awe and you'll hear him bark at the moon.”

- *Bark At The Moon*, Ozzy Osbourne

Teenage Werewolf in J'town (A.K.A. Marty Keaton)

Armor Class: 15

Hit Dice: 2

Move: 12

Attacks: 1 per Round

Attack Damage:

Claw(1d6), Bite (1d8)

Special: Genetic

Lycanthropy*

Bonuses: +5 to Hit,

Toughness +2, Damage +2

Terror: 11 **HDE:** 3

Marty Keaton

Human Form

Level 2 – Athlete

STR: 16

INT: 10

WIS: 9

DEX: 15

CON: 12

CHA: 11

HP: 14

*Genetic Lycanthropy is a specific type of Lycanthropy (or werewolf-ism) that is passed down from parents to children. Unlike traditional Lycanthropy, the condition cannot be passed on to a victim of a bite or claw attack. While in werewolf form, the werewolf takes double-damage from silver weapons and normal weapons do half-damage. If the werewolf's HP is reduced to zero by normal damage then the werewolf will fall unconscious and need to roll on the OofA table. However, if the werewolf is taken below zero HP by a silver weapon, the werewolf reverts to human form and dies; no save. **Note: Genetic Werewolves are more in control of themselves than regular werewolves and they remember everything that they do while in werewolf form.

Marty has been noticing . . . changes with his body lately. He just hasn't felt like himself. One day he stumped his toe and got angry and his first change occurred. Then last night after baseball practice it happened again. Thankfully no one saw him either time. But he doesn't know what to do or how to stop it.

The change is triggered by elevated emotions. If he gets too angry, sad, even happy it can cause him to turn.

***Originally appeared in DP&D Core Rule Book.**



APPENDIX N:

READING & WATCHING RECOMMENDATIONS

Red Moon by Benjamin Percy
Published: January 2014 by Grand
Central ISBN: 978-1455501656

Cycle of the Werewolf
by Stephen King
Published: November 1983 by Berkley
ISBN: 978-0451822192

The Werewolf of Bamberg
by Oliver Pötzsch
Published: December 2015 by Mariner
Books ISBN: 978-0544610941

Fool Moon by Jim Butcher
Published: January 2001 by Roc
ISBN: 978-0451458124

Werewolf the Apocalypse RPG
Published: December 1995 by White
Wolf ISBN: 978-1565041127

An American Werewolf in London
Rated R, 1981 · Fantasy/Horror ·
1h 37m

The Howling
Rated R, 1981 · Drama/Fantasy ·
1h 31m

The Wolfman
Rated R, 2010 · Drama/Fantasy ·
1h 59m

Teen Wolf
Rated PG, 1985 · Fantasy/Cult film ·
1h 32m

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