

Weres

THE ACCURSED

A complete guide to handling all of the different types of lycanthropes in a Fantasy Role Playing Campaign. For both Player Characters and Non-Player Characters. Drawn from Historical and literary sources.

by
David F. Nalle

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David F. Nalle
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1402 21st St. N.W.
Washington, DC 20036

I INTRODUCTION

Throughout history and literature, one of the major forms in which the powers of darkness were manifest was Lycanthropy. Dracula could take the form of a wolf or a bat, and witches often assumed the form of a cat or an owl. In Europe, were-creatures were common during the Middle Ages. In the Viking north were Were-Bears and Were-Dragons, in the south and east, Were-Wolves, in France the Loup-Garou. In the far east there were Were-Panthers, in Africa Were-Jaguars, and in North America Were-Snakes and Cayotes.

Most Fantasy Role Playing systems have attempted to address these creatures, usually with limited success. Their problem is that they do not approach all of the aspects of Lycanthropy, preferring to deal with a single form or type of were, and generalize from that.

Lycanthropy is by no means a single, distinct affliction. In fact, it is a group of five distinct, but related phenomena. The types are: Lycanthropes, Cursed Weres, Hereditary Weres, Diseased Weres, and Skin-Changers. While more common systems treat one, or at most two of these forms, we will treat all five types at least to some degree, addressing their differences and similarities. In the course of this we will show how to run Player Character and Non-Player Character weres in a Fantasy Campaign.

II LYCANTHROPE

This is the only non-magical were affliction. It is a recognized psychological disorder in which the subject believes himself to be an animal, usually a pig, wolf, cat, or dog, and takes on the attributes of that animal, while not assuming its physical form. It can be induced by hypnosis. However, as it is not really a were affliction, since the form of the person does not actually change, there is little direct relevance to FRP'ing, as it is not a viable Character Class, though it could be an embarrassing curse to throw on an enemy.

Victims of Lycanthropy generally get down on their hands and knees and emulate an animal, howling or barking, or whatever is appropriate. They can become cannibalistic, and quite violent. They usually give no sign that they retain human intelligence.

III CURSED WERES

A cursed were is a man who has been cursed as punishment by a very powerful entity, so that his shape changes involuntarily in the presence of certain stimuli, because of deeds which he did to annoy the being. Some are also able to change their shape voluntarily as well. In some cases they are cursed to remain in were form until a specific circumstance or action lifts the curse.

Cursed weres are generally immune to death from natural causes. They are in fact they are almost immortal. They can be slain by silver weapons which are blessed by a holy man. The most powerful cursed weres are sometimes immune even to this, if they are under their own control and their curse is of a more complex nature. Dracula is an example of this. He is actually cursed to be a Vampire, but he has peripheral were abilities and different conditions need to be met to destroy him.

IV DISEASED WERES

The were disease is similar in nature to the were curse, and usually originates from a curse or a festering evil in the originating person. Its main difference is that it is contagious. It is usually transmitted like rabies, through the bite, and in time the curse spreads to those bitten. It usually has a delay of a month before it matures. It usually remains contagious in all generations, though it may fade out after the 5th one.

V HEREDITARY WERES

This form is another one similar to the first two, but it is passed on genetically, rather than being non-communicable, or highly contagious. It passes from either parent to the child, and may or may not die out after the fifth generation from its origin. It usually also originates in a curse of some sort. It has a 50% chance of being a dominant genetic strain, and a 95% chance if both parents are afflicted. It is either a voluntary form (01-40), or involuntary (41-80), or both (81-100). This may be affected by its origin, and the intensity of the curse. As far as powers are concerned it is the same as the previous forms.

VI SKIN-CHANGERS

These weres are like the French Loup-Garou. They change through the use of magic and animal skins. They take on the skin of an animal, and through spells fill it, becoming that animal for a time. It is possible for them to become any animal from which they have the skin, so long as they know the spell.

They are not really a character class. Rather, they are normal mages skilled in the use of the Shapechange spell.

VII WERE ABILITIES

<u>TYPE</u>	<u>WEAPON TO KILL*</u>	<u>CHANGE TRIGGER</u>	<u>DURATION OF CHANGE</u>	<u>SKILLS*****</u>
Lycanthrope	Any	Involuntary**	Variable****	B
Cursed Were	Blessed	Involuntary**	Variable****	B,R,G,W
Diseased Were	Silver	Involuntary,*** Voluntary, or Both	Variable****	F,R,G,W
Hereditary Were	Magical	Voluntary,*** Involuntary, or Both	Controlled*****	F,R,W
Skin Changer	Magical	Voluntary with Spell	Controlled*****	F

*There is an order of power in weapons which will affect weres. The one given and any higher than it will do permanent, non-regenerative damage. The order is: Normal, Silver, Magical, Blessed. In ascending order.

**Involuntary changes are triggered in specific situations. These are shown in section VIII.

***Roll on the following table to see which:

Involuntary	01-40
Voluntary	41-80
Both	81-00

****Roll 1D20 for the number of hours that each change lasts.

*****Up to the subject, but he loses fatigue points at a rate of one point, non-regenerative, per hour of change. The less can be regenerated by full sleep.

*****B=Berserker, F=Cause fear in all animals, -5 SF versus own species, R=Regenerate Level/2 HP per CR (note that damage from certain weapons is non-regenerative.) W=Afraid of Wolfsbane, G=Afraid of Garlic.

VIII INVOLUNTARY CHANGE TRIGGERS

1D100 should be rolled to determine what triggers the start of the were condition, if it is involuntary. The condition may also be set by the cursing entity.

TRIGGER	ROLL
Sunlight	02
Moonlight	15
Starlight	20
Darkness	22
Full-Moon	40
Sight of Blood	55
Smell of Blood	60
Taste of Blood	62
Injury to Self	66
Proximity of opposite Sex	70
Alcohol	73
Sleep	75
Dreams	80
Firelight	84
Presence of animals of same type	90
Presence of Weres	93
Magic Word*	00

*The magic word is generally known only to the originator of the curse which the were is under.

IX TYPES OF WERE ANIMALS

There are three sets of animal types to which a were may change. They are divided by size and mass. Group one is Small, two is Medium, and three is Large. The approximate weights of each are 1 to 25 pounds, 26 to 100 pounds, and 101 and more. Also given is a table to roll the type of were.

Group I-Small(01-35)		Group II-Medium(36-80)		Group III-Large(81-00)	
Mouse	01-03	Coyote	01-08	Lion	01-10
Lizard	04-19	Wolf	09-25	Tiger	11-25
Small Snake(Poison)	11-12	Dog	26-33	Sea Lion	26-35
Small Snake	13-16	Panther	34-40	Bear	36-48
Rat	14-21	Leopard	41-46	Giant Sloth	49-55
House Cat	22-32	Eagle	47-51	Condor	56-62
Cockroach	33-34	Cheetah	52-54	Dire Wolf	63-68
Ant	35-36	Sloth	55-58	Whale	69-70
Tarantula	37-38	Chimpanzee	59-60	Shark	71-80
Garden Spider	39-45	Kangaroo	61	Gorilla	81-82
Mole	46-50	Large Snake	62-65	Sabre Tooth	83-86
Badger	51-55	Large Lizard	66-70	Shark	87-93
Rabbit	56-60	Otter	71-74	Tuna	94-96
Hawk	61-65	Large Fish	75-78	Elephant	97-00
Raven	66-70	Seal	79-86		
Dove	71-74	Dolphin	87-91		
Fish	75-77	Fox	92-00		
Crab	78-80				
Weasel	81-85				
Mongoose	86-90				
Raccoon	91-95				
Bat	96-00				

A percentile(1-100) is rolled twice with this the first roll picks the group, and the second the specific animal. Thus a 62 followed by a 28 would be Group II, specifically, a Were-Dog. Certain weres, like the various Were-fish have problems if they change form at some times.

X-THE WERE CHANGE

When a were changes shape, at the proper stimulus, the change comes upon them. It is not, however, instantaneous. It usually takes the change some time to be completed. This time is in Combat Rounds, given on the table below.

Size Group	Were Level									
	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20
I	12	11	10	9	8	7	6	5	3	3
II	11	10	9	8	7	6	5	4	3	2
III	10	9	8	7	6	5	4	3	2	1

During the period while he is changing, the were must remain more or less inactive, either concentrating on the change, or distracted by it.

XI-PLAYER CHARACTER WERES

Were Player Characters are run like any other Characters, but they can go were and assume their animal form. If they are rolled up to be weres, and have voluntary control over their change, they use one of the three following level tables to determine their level, depending on their group.

GROUP I		GROUP II		GROUP III	
Level	Experience	Level	Experience	Level	Experience
1	0	1	0	1	0
2	3000	2	3500	2	4000
3	6000	3	7000	3	8000
4	12000	4	13000	4	16000
5	24000	5	26000	5	32000
6	48000	6	52000	6	60000
7	96000	7	100000	7	120000
8	175000	8	200000	8	225000
9	350000	9	400000	9	450000
10	700000	10	800000	10	900000
11	1050000	11	1200000	11	1350000
12	1400000	12	1600000	12	1800000
13	1750000	13	2000000	13	2250000
14	2100000	14	2400000	14	2700000
15	2800000	15	3200000	15	3600000
	+700,000 per level		+800,000 per level		+900,000 per level

Generally Weres go up levels in the same manner as other characters, the only difference is their were ability. They can also be combined classes. The different weres are described in detail later, in section XIV.

XII SHAPECHANGE MAGIC

The spell "Shapechange" by which a magic user can act as a were has as its material component, the skin of the beast which the user wishes to become. On throwing the spell, which is 9th level, he fills the skin, and becomes the creature, retaining full intelligence. The new shape lasts for the mage's level in hours. The change is impossible without the appropriate skin.

XIII WERE INTELLIGENCE

No matter how intelligent the average Were is as a man, his intelligence may be radically altered as a were. This works in two ways.

In the case of involuntary weres, they have an intelligence higher than that of their animal form, but lower than their human form. It is usually in the range from 3 to 6. Weres cannot cast spells in were form.

Voluntary Weres have their full intellect, but they will begin to lose it if they stay were for more than their level in days, at a rate of one point of intelligence per day over their level. If they go below 5, they may not want to change back.

Most weres cannot speak in human tongues, when in animal form, as they are not equipped with the proper vocal apparatus.

An additional note. Weres tend to be slightly larger in animal form than others of the same species. They may breed while in were form. this gives birth to beast-men.

XIV WERE-FORM DESCRIPTIONS

Physically Weres resemble other animals of their species. The specifics of attack and defense are given below.

TYPE	HD/Level	AC	DC	SC	AD&D AC	Claw	Bite	Constrict/Sting
Mouse	1D2	1	6	1	5	2/1D2	1/1D3	
Lizard	1D3	3	5	2	5	----	1/1D4	
Small Snake	1D3	3	8	2	6	----	1/1D4	1/1D6
Rat	1D3	2	9	2	6	2/1D2	1/1D6	
House Cat	1D4	2	10	3	6	2/1D4	1/1D6	
Cockroach	1 HP	8	5	1	4	----	----	
Ant	1 HP	6	8	1	4	----	1/1D2	
Tarantula	1D2	6	10	1	3	----	1/1D2	1/1D4
Spider	1 HP	7	10	1	3	----	1/1pt	1/1D2
Mole	1D3	1	6	2	8	----	1/1D2	
Badger	1D4	4	8	3	6	2/1D3	1/1D8	
Rabbit	1D3	3	6	3	8	----	1/1D2	
Hawk	1D3	3	12	3	5	2/1D6	1/1D4	
Raven	1D4	3	10	3	6	2/1D4	1/1D5	
Dove	1D3	2	5	2	8	2/1D2	1/1D3	
Fish	1D3	5	6	2	6	----	1/1D3	
Crab	1D4	10	4	3	5	2/1D6	----	
Weasel	1D4	3	9	2	6	2/1D3	1/1D4	
Mongoose	1D5	3	11	3	5	2/1D4	1/1D6	
Raccoon	1D3	3	8	2	6	2/1D3	1/1D4	
Bat	1D2	2	14	2	4	2/1D2	1/1D3	
Coyote	1D8	2	8	4	8	2/1D6	1/1D8	
Wolf	1D8	2	9	5	8	2/1D6	1/1D8	
Dog	1D6	2	8	4	8	2/1D4	1/1D6	
Panther	1D8	3	12	5	6	2/1D8	1/1D10	
Leopard	1D8	3	11	4	6	2/1D6	1/1D8	
Eagle	1D8	3	14	4	4	2/1D10	1/1D8	
Cheetah	1D6	3	15	4	4	2/1D6	1/1D8	
Sloth	1D8	4	7	4	8	2/1D3	1/1D6	
Chimpanzee	1D8	3	10	5	8	2/1D2	1/1D6	
Kangaroo	1D6	2	9	4	8	2/1D6	1/1D2	
Lg Snake	1D8	4	8	5	8	----	1/1D10	1/2D8
Lg Lizard	1D8	5	7	5	8	2/1D4	1/1D10	
Otter	1D6	2	10	4	6	2/1D3	1/1D6	
Large Fish	1D6	5	8	5	6	----	1/1D8	
Seal	1D6	2	11	4	6	2/1D3	1/1D6	
Dolphin	1D8	2	10	5	7	----	1/1D6	
Fox	1D6	3	9	4	6	2/1D4	1/1D6	
Lion	1D10	3	8	7	8	2/1D10	1/1D12	
Tiger	1D10	3	10	8	8	2/1D10	1/1D12	
Sea Lion	1D10	3	6	7	9	----	1/1D10	
Bear	1D12	4	8	8	8	2/1D12	1/1D6	1/1D20
Gi Sloth	2D6	2	10	9	9	2/2D8	1/1D6	
Condor	1D10	3	14	7	8	2/3D6	1/1D12	
Dire Wolf	1D10	2	10	7	8	2/1D8	1/1D12	
Whale	2D20	3	12	14	9	----	1/3D20	
Shark	1D12	6	8	9	8	----	1/3D10	
Gorilla	1D12	4	9	8	8	2/1D12	1/1D8	
Sabre Tooth	1D10	3	12	9	8	2/1D12	1/2D8	
Tuna	2D8	3	11	10	8	----	1/2D8	
Elephant	3D6	5	8	11	9	2/2D20	----	1/1D10

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