

Lycanthropes



BY GEOFF PASS

A **Chill** PRODUCT

DEVELASCO

Lycanthropes





LYCANTHROPES

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A Note on Language

For the sake of convenience, the male gender is used as a neuter term throughout this product. This does not imply any chauvinism on our part; it simply takes up less space, and makes for much smoother reading. All characters in this book are fictitious. Any resemblance to actual persons, living or dead, is purely coincidental.

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CONTENTS

- 5 • • • Introduction
- 6 • • • Dream of the Wolf
- 7 • • • The Werewolf in Folklore

- 8 • Parallels
- 9 • Differences
- 11 • Legends
- 14 • Case Histories

- 20 • • • Overview

- 22 • Format
- 24 • Lycanthropic Disorder
- 32 • Case History
- 34 • Infective Lycanthropy
- 41 • Case History
- 44 • Inherent Lycanthropy
- 51 • Case History
- 53 • Magical Lycanthropy
- 56 • Astral Lycanthropy
- 60 • Case History
- 62 • Wolfen
- 67 • Case History

- 70 • • • The Den
- 76 • • • SAVE Timeline
- 77 • • • CM's Section

- 84 • • • First Scenario
The Beast of Exmoor

- 111 • • • Second Scenario
Long Hot Summer

- 127 • • • How to use this book



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Introduction

Welcome to *Lycanthropes*, a reference book and two scenarios devoted to the study of lycanthropy. Though many creatures are associated with the term lycanthropy, this book focuses on the werewolf, the most common of these creatures, with supporting information about the many other animal forms that some humans are reported to assume.

Lycanthropes is divided into three sections. It begins with the legend surrounding the werewolf. Where did he come from, what is his connection with the moon, and so forth. This information comes from both folk tales and documented events of reported lycanthropic activity, providing a wealth of ideas useful for the *Chill Horror Role-Playing Game*.

The second section of this book contains a top secret dossier, referred to as “the Lykos File,” that was compiled by participants in SAVE’s Lykos Project, an undertaking dedicated to the accumulation, examination, and distribution of knowledge about lycanthropes. The Lykos File is chock-full of things to help a Chill Master (CM) make his players’ envoys howl.

The two scenarios comprise the third section of the book. *The Beast of Exmoor* is based on real events, documented in any good book about mysteries of England. *Long Hot Summer* is quite a test for any party of SAVE envoys. Both scenarios have open formats so they can be tailored to any *Chill* campaign.

First, forget everything you know about lycanthropes. The creatures in this book are not taken from any movie, book, or other game. They are designed for *Chill*, based on folklore and recorded history. Do not underestimate these creatures just because they’re not supernatural ghosts or spirits. Lycanthropes are real; they leave tracks, they can be photographed, and they have an effect upon the Known world. So clear your mind, get comfortable, and prepare to add some wicked new stuff to your *Chill* campaign.

DREAM OF THE WOLF

Lay me down to sleep's soft slumber, to dream of death, darkness, and deepest desire. For I am the dreamer of night's lost longing, for I am the Sleeper. . . .

Through mists of curling slender fingers I walk. Caressing claws rake my face, the cold burning into my flesh, drawing streaks of black blood in the moonlight under a clouded, Gothic moon. Naked and alone, I tread the ancient pathway, little traveled and overgrown with thorny thickets. I pass by and yet make no sound, no trace, no track.

Silent and still, the yearning trees reach skyward, spindly branches pointing my way. Destiny lies ahead through the darkening forest of lost memories. Into the thicket of man's lost knowledge I go. No care have I, no regrets hold me back, only an unquenchable curiosity, and fear—yes, I have fear with me on this night—this night of the fullest, brightest moon. Luna watches over me tonight. I feel her power bathing me in silvery beams. She engulfs me.

The howl echoes across the wooded landscape, filling my ears with its primal baying, its desperation, its hunger and power. I hear it move through the trees not far away; carried on the wind, the howl gently fades and dies. Frozen and unmoving, I wait, ears searching, eyes squinting through the mist. Hair on end, heart beating rapidly, blood pulsing round my body, adrenaline surging through me . . . And the fear. Still the fear is with me.

I hold my breath and listen to the woodland: no sound save the insistent thumping of my heart. I wait. I hear nothing. I move onward and inward.

Into the heart of the forest of the beast I go, unerring and unaccountable for my actions. The wolf's lair is within, and I mean to embrace this primeval creature of my soul, for I am, and surely man is, the darkest of dangers and foulest of fiends.

"Transform! Transform!" The moon screams in my ears. My body is racked with pain, as spasms of power and quakes of desire surge within me. I am changing! My naked body transmutes before my eyes. Oh, the sweet pleasure of the pain. . . .

I crouch in the tangled bushes beside the pathway I once trod. My ears are alive to every sound. My eyes search the night, penetrating the darkness of this world within and that without. Hunched and coiled as tight as a spring, I wait for prey, my mouth watering at the thought of blood-warm flesh.

Here comes one such sacrifice. A dreamer like myself, walking lonely and ignorant down the thorny, bloody path of that which was once called life. . . .

the WereWolf in Folklore

Folklore is communication between the past and the present, not only through stories, but also through customs, music, and other facets of daily life that often go unnoticed.

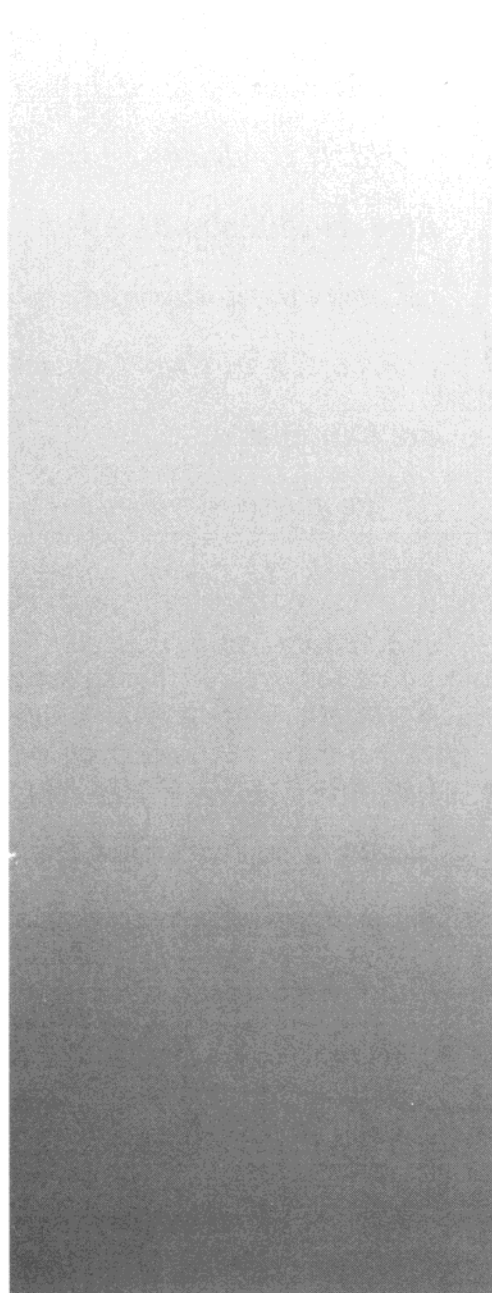
For example, when someone sneezes in England, someone nearby is bound to say “Bless you,” a religious relic that dates to at least the 14th Century, when the Black Death swept across Europe. The nursery rhymes our children sing and enact (“Ring around the rosy...”) and the preoccupation we have with saying “good morning” and “good night” are remnants of the past. Where better to look for the lycanthrope than in the ageless, yet dusty, corridors of man’s life, especially in his fears and beliefs?

Like folklore, werewolves and other types of lycanthropes have been around as long as recorded history. The Navajo Indians have feared these creatures, which raided their flocks, since prehistoric times.

By 1,000 B.C., belief in lycanthropy was widespread. Many primitive and isolated tribes believed every individual had an animal form that could be entered into at death or at will. Many Indo-European tribal names, such as *Lucanians*, *Hyrceanians*, and *Lycians*, mean wolf-men or wolf-people.

Reports of the transformation of men into wolves dot European folklore. It happened often in Greek mythology. Even Saint Patrick of Ireland was said to have changed Veritus, the King of Wales, into a wolf in the 5th Century. Belief in the werewolf came to be as common as belief in witches, and this acceptance continued for centuries.

To this day, the origin of the werewolf remains uncertain. Is it a freak of evolution? An unholy matrimony between wolf and human? A curse? A dream? Or a race that has been with us, living alongside us, since the beginning of time? The answer may never be



"[There is always] . . . a reflection of a strange world. It is ruled by a primitive belief in pan-animism; all animals, natural forces, and objects in the universe are humanized.

"People are attached with strong ties to these phenomena, which can be viewed as totemistic. Men may assume the shapes of animals, plants, or objects, which can possess supernatural power and knowledge."

learned, but theories are numerous.

The seed for one theory is a common thread among oral, magical folk tales:

"[There is always] . . . a reflection of a strange world. It is ruled by a primitive belief in pan-animism; all animals, natural forces, and objects in the universe are humanized.

"People are attached with strong ties to these phenomena, which can be viewed as totemistic. Men may assume the shapes of animals, plants, or objects, which can possess supernatural power and knowledge."

(Dégh, Linda. "Folk Narrative," *Folklore and Folklife*, pp. 63-64.)

This suggests that shape-changing is a normal part of the relationship between primitive man and his animal deities.

Another theory about the origin of the werewolf involves pathology, the scientific study of the nature of disease. "Pathology knows a morbid condition known as lycorexia, which involves a wolfish hunger and a fixation in the patient that he is a wolf or some other animal. He howls or makes other appropriate sounds; he lusts for raw flesh; he mimics the movement of the animal. For practical purposes, he is the animal." (Huson, Paul. *The Coffee Table Book of Witchcraft and Demonology*, p. 135.)

Of course, these two ideas offer theories about the werewolf as a superstition, not a reality.

Could a universal fear be so rooted in man's primal instinct that more than 1,000 separate cultures across the globe conjured up the werewolf? Unlikely.

PARALLELS

A variety of cultures believe that there is a connection between shapeshifting and the cycle of the moon. This association is a persistent one. "In Sicily, anyone who slept outside in the full moon on Friday night became a wolf. In France, as late as the early 1800s, people believed that every time the moon was full certain people had to become wolves—especially priests' sons." (Garden, Nancy. *Werewolves*, p. 38.) In cultures that connected lycanthropy with witchcraft, pacts with the devil, and demons of the night, it seems only appropriate that the light of the moon would come into play. One may also consider the fact that wolves are said to "howl at the moon," raising their heads upward while emitting their unearthly cries.

Lunar effect aside, cultures in the northern hemisphere generally accept February as the most active time for werereatures, while August has that reputation in the southern hemisphere. In Europe, more werewolf attacks took place in February than in any other month.

Werereatures are reputed to begin their lycanthropic behavior with attacks on cattle and less dangerous prey, but there are many tales about werereatures whose hunger has led them to kill, mutilate, and even consume human flesh. Some say that the creature is not particular in choosing its next meal, that it simply devours whatever is in its path. Perhaps man has been attacked because he was in the wrong place at the wrong time or was being too curious. Perhaps the creature was provoked or itself afraid.

In nearly all tales of lycanthropy, it is obvious that werereatures are far more intelligent than the animals whose forms they assume, thus making them formidable opponents. No culture—including those in which werereatures were extremely powerful or belonged to wizards, witch doctors and shamans—ever suffered the werewolf and his kin gladly. Fear of lycanthropes led to hatred of them and to the belief that werereatures felt hatred in return. Some werereatures of legend cruelly attacked man, hunting him down instead of vice versa, sporting with him before closing in for the kill.

Another common thread in the folklore from diverse cultures relates to the lycanthrope's death. Upon death or the infliction of a mortal wound, the lycanthrope reverts to human form and retains the exact injuries it received while in its animal form. This has occurred across the globe and holds true for nearly all werereatures.

However, for every parallel concerning the folklore of the lycanthrope, there are at least two differences.

DIFFERENCES

Belief in lycanthropes was widespread in ancient times, but in the hundreds of different cultures where these lycanthropes could be found, the shape was almost always that of the predominant predator or the most cunning animal of the specific region.

While most cultures shared the belief that the werereature is a human in animal form, there are a few countries that believe the opposite to be true. The



werefoxes of Chinese, Japanese, and Eskimo legend are typically female foxes that take on human form. Some Japanese also believe in werebadgers, male badgers that take on human form.

Germany has always been a hotbed of werecreature activity, from the earliest times to the 20th Century. Most of the werewolf activity has always taken place in or around the Harz Mountains in central Germany.

In fact, Europe as a whole has always been a major spawning ground for werewolves. In Belgium and the Netherlands, werewolves confined their activity to the sandy coastline, while northward, all of Scandinavia abounded with werewolves and werebears. In Spain, like Germany, most werewolf activity has taken place in or around mountain ranges, such as the Sierra de Guadarrama, the Pyrenees, and the Cantabrian Mountains. However, Spain has had much less werewolf activity than the rest of Europe.

France, like Germany, has seen its fair share of werewolves. In Normandy, there was said to reside a type of benign lycanthrope. Known as lubins or lupins, these gentle creatures appeared as wolves but used human speech. Rather than attacking humans, they would dig up graves and feast on recently deceased people! These lubins are an exception to the lycanthropes of legend, as other werecreatures exhibit no such ghoulish behavior.

Werewolves and werebears have abounded in Russia and Siberia, again primarily in or near the mountains, especially the Urals and Caucasus. Though Eastern Europe has had problems with lycanthropes, the most dangerous area in Europe for encountering werewolves has been Lapland, which covers the northern parts of Sweden and Finland and the northwest corner of the Soviet Union. This danger springs not so much from numbers as from ferocity and cruelty. Lapland has been the site of the bloodiest werewolf attacks in folklore. This has been attributed to one particularly evil pack of werewolves, which struck down man in favor of any other prey.

Africa has a long history of being a haunt for lycanthropes, although a variety of creatures replace the werewolf. In the village of Kabutiloa, it is said, every native has the ability to become a hyena. The Congo and Kenya are home to a mysterious band of leopardmen that have wreaked havoc against natives and invaders alike. The sorcerers of the Hammeg and

Fungi, in Egypt and Sudan, are known for their ability to transform themselves into hyenas. However, these most powerful wizards and warlocks are left well enough alone, due to the fact that their lycanthropic powers are not their only talents.

In Morocco, a shadowy brotherhood of religious fanatics reputedly live a monastic life. Through a ritual frenzy, which has apparently been witnessed by outsiders many times, these fanatics become wolves, hyenas, lions, leopards, and other animals. While in animal form, legend has it, they are impervious to every type of harm.

In South America, the predominant form of lycanthrope is the werejaguar, while in India it is the weretiger. In central Java, natives believe that the ability to transform into a weretiger is hereditary.

The Guatemalan Indians believe that each person's life is united with that of an animal and that they can appear in the shape of their own animal.

One of the most diverse and complex set of lycanthropes belongs to the North American Indians, who believed in werecreatures long before most other nations were born. While the werewolf has always been prevalent in this area, the Indians also believed in many other types of lycanthropes. American Indian shamans seem to have had magical access to the totem creatures of their tribes, including ravens, wolves, coyotes, bears, and eagles. Though most lycanthropes in American Indian folklore are benign, there have also been stories about roving packs of lycanthropes attacking Indian tribes.



LEGENDS

The first werecreature tale appeared in the 1st Century, written by the Roman novelist Petronius and called *Cena Trimalchionis* or "The Feast of Trimalchio." While out walking one night, Trimalchio and his love were set upon by a werewolf that had reportedly been attacking cattle in the area. At the end of the story, when the werewolf lay wounded and dying, it reverted to its natural form: that of a human, specifically Trimalchio's best friend!

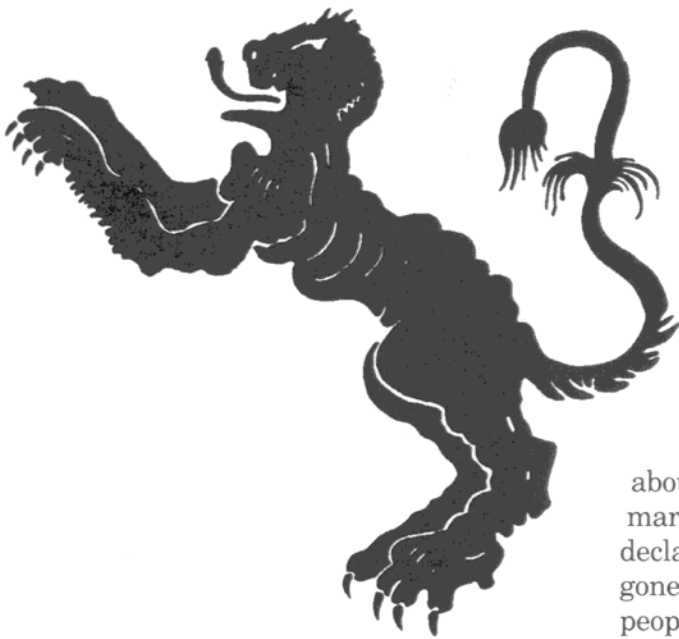
In the 12th Century, Marie de France wrote *The Lay of the Bisclaveret*, a poem relating the story of one of Brittany's finest knights. This knight spent three days of every week in the form of a fearsome wolf. However, the noble werewolf had no savage instincts except against his unfaithful wife and her lover. The story is a tragic romance, similar to many of the time,

about betrayal, lost love, and duty. Unlike the others, this poem used a werewolf as the central character. It is also interesting to note that the other central characters were surprised that the knight was a werewolf, but there was little surprise that a werewolf existed, as if such a thing were commonplace at this time.

The most famous werewolf legend of all time passes many people by as a meaningless childhood story. It is, of course, *Little Red Riding Hood*, or *Little Red Cap*, as it was originally called when written by Wilhelm and Jacob Grimm. The lycanthropy aspect comes in when we examine the wolf, dressed in Granny's night clothes, in bed chatting with Red Riding Hood. Perhaps once the wolf had eaten Granny and was lying in her bed, he was in human form. If this were the case, Red had an excuse for mistaking the savage for her lovable grandmother. He may even have been going through the transformation as Red exclaimed, "My! What big eyes/ears/teeth you have!"

In Africa, parents warn children with a tale about a young boy named Akosho. One sunny day, he marched confidently up to the village chief and declared that he had turned himself into a leopard, gone into the forest, and attacked and killed two people. The chief did not believe this story for a minute, but he humored the child by going with him into the forest to the spot where the two bodies supposedly lay. Upon investigation, the chief found the bodies of two local men. Their throats had been ripped open. The chief immediately had Akosho the were-leopard burned to death in front of the entire tribe.

Archbishop and medieval chronicler Olaus Magnus of Sweden wrote about a tale he was told in Livonia concerning a noblewoman who had a dispute with her slave. She doubted the existence of werewolves and argued the point with her slave, who claimed that the creatures were very real indeed. To convince his mistress, the slave retired to his room and emerged minutes later as a savage wolf. Frightened by the sudden appearance of this creature in her household, she set her hounds upon the beast, and they chased the wolf into the forest, where it was brought to bay. The wolf defended itself savagely but lost an eye before the lady could call off the hounds. The next day, the noblewoman saw her slave again,



except this time, he only had one eye.

Olaus Magnus also wrote about a place where thousands of werewolves gather every Christmas Eve. Apparently, this place was a ruined castle in Courland. Here the werewolves would flock to fight, talk, and devastate the outlying lands. People for miles around would be besieged, terrorized, and even killed in their homes by this vast pack. However, come dawn on Christmas morning, the creatures would be gone, leaving only the carnage behind.

There is a German folk tale that serves the werewolf mythos very well indeed. It goes something like this:

There were two men, woodcutters by trade, who left their homes to take a week-long trip into the forest together. Once the woodcutters had entered the woods, another man approached and asked if he could travel with them because he had heard that the forest could be a dangerous place for a lone traveler. The two woodcutters didn't really want to say "yes" because the man had a piercing stare, a voice a little too deep, and teeth a little too long for their liking. However, they agreed because it would have been impolite to refuse. Besides, the mysterious man was right: the woods could be a dangerous place.

One afternoon not long after, the two woodcutters decided to take a long nap under a tree. They were in no hurry and were tired from their work. The stranger agreed, and the three of them lay down. The stranger waited until he thought the men were fast asleep, then took his clothes off and, right there in front of them, turned into a large wolf! But one of the woodcutters was not really asleep and had seen all this happen. The wolf bounded off into the forest, and the woodcutter followed him, making sure to keep his distance. The wolf ran into a large meadow and attacked, killed, and ate a deer. Once done, the wolf turned back into the stranger and returned to his fellow travelers. The woodcutter, who had seen all this, did not sleep another wink all afternoon, and when the three of them continued their journey, the stranger said: "I was glad we had a sleep. I had a real appetite on me. I could have eaten a whole deer by myself, but it seems to have worn off now. . . ."

There are a great many variations of this story in other cultures. In Africa, the stranger turns into a lion or leopard, in India a tiger, and so forth.

The Tlokoala Indians, part of the Nootka tribes that occupied portions of Vancouver Island, British



Columbia, and northwestern Washington, would initiate individual tribe members at a special ceremony. A pack of wolves would show itself, and the tribesman being initiated would go away with the wolves. The next morning, the wolves would return him dead. If the tribe could revive him, the member would henceforth have the power to transform into a wolf.

CASE HISTORIES

This section examines the great many “authenticated” accounts of lycanthropic activity, those generally believed to be true at the time they were recorded. All of the events in this section can be found in church records, legal documents, or other official reports.

The amount of seemingly factual lycanthropic activity is staggering considering that today it is rare to meet someone who believes in werewolves. A quote from Sprenger & Krämer’s *Malleus Malificarum* or “Hammer of Witches,” every witch hunter’s bible, seems especially appropriate.

“Question X deals with whether or not witches can by glamour change men into beasts, and with the question of lycanthropy—whether ravening wolves are true wolves or wolves possessed by devils. They may be either. But it is argued in another way, it may be an illusion caused by witches. For William of Paris tells of a certain man who thought that he had turned into a wolf, and at certain times, went hiding amongst the caves. For there he went at a certain time, and though he remained there all the time stationary, he believed that he was a wolf which went about devouring children; and though the devil, having possessed a wolf was really doing this, he erroneously thought that he was prowling about in his sleep. And he was for so long thus out of his senses that he was at last found in the wood raving. The devil delights in such things and caused the illusion of the pagans who believed that men and old women were changed into beasts. From this is seen that such things can only happen by the permission of God alone and through the operation of devils and not through any natural defect; since by no art or strength can such wolves be injured or captured.”

This is interesting not because of what it says about werewolves, but because of what it implies and what it doesn’t say. At the time this was written, it was commonly held that werewolves existed; at least the general populace seemed to believe so. However,

Sprenger and Krämer were both educated men. Their entire argument is that these events were not caused by a man who become a wolf and went on a rampage. They believed that the man went insane and the devil took over a wolf and sent it on a rampage. Why the man should be made to account for all the wolf's actions is left unexplained.

In addition, it is quite obvious that Sprenger and Krämer believed that this could happen and explained it in a way to make sure that God and the devils were still at the center of things. The fact that their theory was completely inconsistent did not bother them, as various passages show throughout the entire book. The volume's final words, "since by no art or strength can such wolves be injured or captured," imply a great deal. What "art" are we discussing here? A form of magic ritual? Whose magic? Where does it come from? Sprenger and Krämer say, "such wolves," which shows that werewolves were definitely believed to exist, as they stated here almost in a matter-of-fact way. However, saving the best until last, they cannot "be injured or captured." That sounds like a traditional description of werewolves.

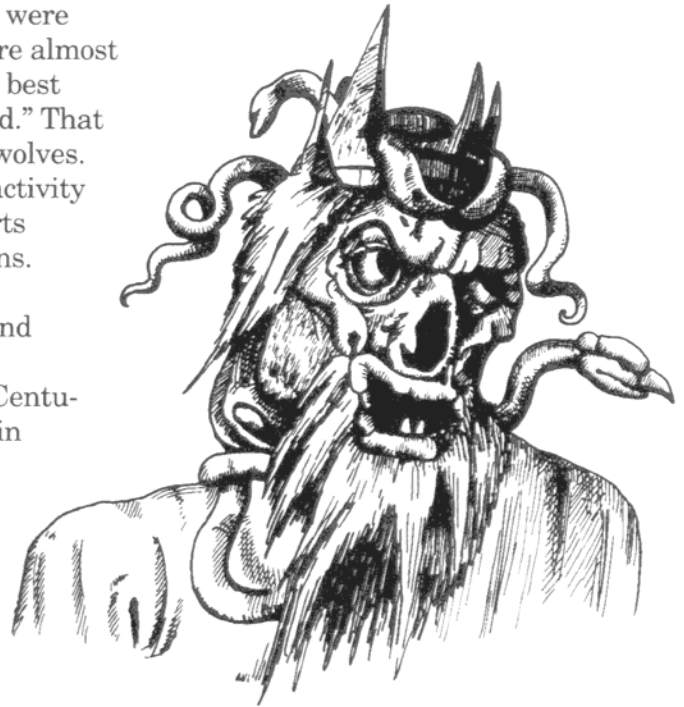
Lycanthropic activity reached a peak of activity during the Middle Ages, the number of reports exaggerated by paranoia and false accusations. Many of the innocent people who were killed served as scapegoats for petty local politics and personal feuds.

Authenticated reports dating to the 6th Century state that werewolves infested the woods in the Burgundy and Brittany areas of France. In the Bodleian library in Oxford, England, an Old English manuscript has the following to say on the subject.

"Ther ben somme that eten chyldren and men, and eteth noon other flesh fro that tyme that thei be acharmed with mannys flesh for rather thei wolde be deed; and thei be cleped werewolfes for men shulde be war of them."

Following is a selection of the more notable executions, recorded trials, and events concerning werewolves in Europe during the Middle Ages.

In 1521, Pierre Bourgot was tried by Inquisitor General Boin. Pierre became a werewolf after getting mixed up in a deal with the devil. Apparently, Bourgot became arrogant, didn't keep his side of the bargain, and was turned into a werewolf. He con-

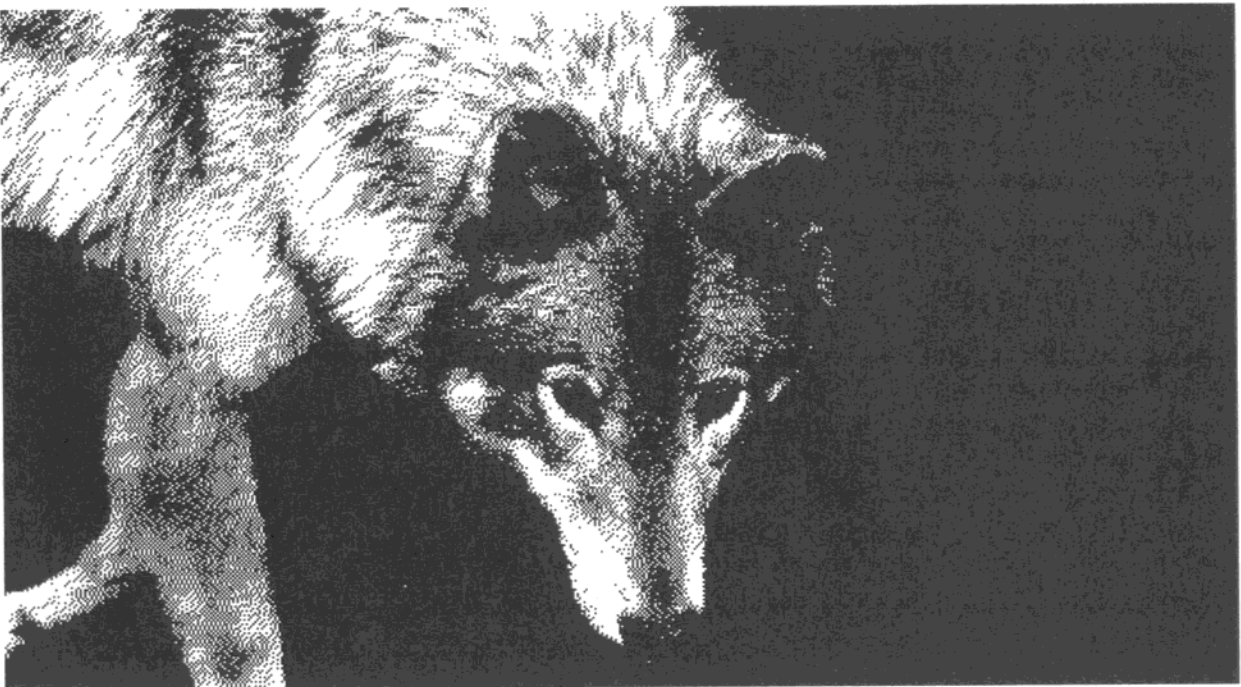


fessed to killing and devouring two young children and an old woman.

In 1541, in Pavia, a man claimed to be a werewolf. He explained that his fur grew on the inside, and when he changed into a wolf, he turned his skin inside out. The intrigued locals promptly cut off his arms and legs to see if what he said was true. It wasn't; he died.

In 1558, reports from a mountain village in the Auvergne region of France tell of a hunter who "was suddenly set upon by a wolf of monstrous size which his bullets could not harm. However, in the struggle he lopped off one of its fore-paws. This he placed in his pocket and terrified, set off terrified for home. On the way he showed the trophy to a friend, only to discover, not the bleeding paw he had put in his pocket, but a woman's hand, upon which was a wedding ring. The friend recognized the ring as that of his wife. He went in search of her, and found her sitting by the fire in the kitchen, her arm hidden beneath her apron. When he seized her by the arm his suspicions were verified, for there was the ghastly stump, fresh from the wound." (Huson, Paul. *The Coffee Table Book of Witchcraft and Demonology*, p. 136.)

In 1573, Giles Granier was arrested for having devoured several children while in the form of a wolf. He was found guilty, sentenced to death, dragged to



the place of his execution, and burned alive until his body was reduced to ashes. This incident caused such a local fear of werewolves that a legal decree had to be issued, empowering all citizens to arm themselves and pursue, bind, and kill all werewolves.

On Sunday, August 4, 1577, the Reverend Abraham Fleming was holding service in church in Bungay, Suffolk, England, when a werewolf burst in and wreaked havoc among the congregation. There were several deaths before the creature left the same way it had entered. Hours later, the same creature showed up at Blythburgh church, only a few miles away. The marks it made upon the church door can still be seen today.

In 1598, in the Jura Mountains of central Europe, a local boy named Benedict was playing with his sister when he climbed a tree. Moments later, he saw his sister being attacked by a large wolf. Benedict rushed to her aid and defended her as best he could with a small knife. The wolf tore the weapon out of the boy's hand and struck at his throat, tearing it out in one sweep. A neighbor came to the rescue, and the wolf ran away. The neighbor carried Benedict home, but the boy died from his wound soon after. An inquiry found that a young, demented girl named Perennette Gandillon, who believed herself to be a wolf, had done the deed. She was caught by vengeful locals and torn limb from limb.

In 1598, in Angers, France, a beggar named Jacques Roulet was accused of killing a 15-year-old boy; Roulet was in wolf form at the time. He admitted to the charge and was sentenced to two years in a mental asylum.

On December 14, 1598, the Parliament of Paris sentenced a tailor to death. He had been luring small children into his shop, where, in the form of a wolf, he had killed and eaten them. The trial was so full of horrors that the judge ordered the records burned.

In 1603, Jean Grenier, a 13-year-old runaway of Gasconne, France, claimed to have attacked a number of the locals' daughters after turning into a wolf. The authorities were curious about this boy, who had unusually large and jagged teeth, unkempt hair and clawlike nails, so they asked around about him. They learned that Jean hated his father and had run away rather than be beaten again.

During his trial, Jean told of a "Lord of the Forest" who gave him a wolfskin, some ointment, and the ability to turn himself into a wolf. The president of

the court declared that Jean had murdered several children while suffering from a hallucination. Jean was sent to live in a monastery, where he died a short time later. It seems that Jean was not a rare case in Gasconne, for only a few years earlier, 14 other people had also been tried for the crime of lycanthropy.

In 1615, Jean de Nynauld told of a woodcutter who was caught up in a fight with a huge wolf. During the fight, the woodsman chopped off the leg of the wolf, and immediately afterward, the creature turned into a woman—minus one arm. She was burned alive.

In 1685, the mayor of Ansbach, Germany was executed for being a werewolf.

A number of incidents involving werewolves have taken place in Wales, several in the county of Merionethshire. One involved a female artist called Miss St. Denis. She was sketching the local landscape from the platform of a train station. It was just beginning to get dark when she noticed a figure sitting nearby, staring at her. She attempted to elicit a response by asking the time, but there was no reply. It was getting too dark to see the figure clearly.

A little frightened, she left and began to walk quickly home. She sensed that she was being followed. As she swung around sharply to demand what the person wanted, she saw a dark, manlike body with a hideous wolf's head. Miss St. Denis stood frozen, staring into the creature's fiery red eyes, but, thankfully, it fled into the darkness.

The October 1918 edition of the *Cornhill Magazine* featured an article entitled "The Hyenas of Pirra," in which statements by two British army officers tell of lycanthropic activity in Africa.

A lieutenant who commanded a detachment of soldiers in northern Nigeria encountered these creatures on three occasions. He had lost a sheep to a hyena, so he set a trap for the animal. The hyena came in the night, and he shot it. However, it was too dark to follow the trail of blood. A short time later, drums began to beat in a nearby native village, and the "death-call rang through the air." The next day, the lieutenant followed the hyena tracks, which changed into human footprints and led into the village. Upon arrival, he learned that during the night, an influential tribesman had died from "a large hole in his body."

Some months later, a similar incident occurred. This time, the tribal chief's mother died. A few more months passed, and the hyenas again became trouble-

some. The “animals” were killed on two consecutive nights. Both times, the drums beat and the natives mourned the next day. The tribe these people belonged to was known as Yunguru.

During 1906-1907, Captain H.H. Stott commanded a detachment of troops near the town of Nafada in the Bauchi Province of Nigeria. After a period of continual hyena attacks on sheep and goats, he set up a gun trap, which was tripped the following night. Stott and a European named Hastings followed the blood trail and cry of a wounded hyena. They found a large pool of blood and part of a hyena’s jaw, and they saw that the tracks led on into Nafada.

The next day, a group of natives from Nafada visited Captain Stott, claiming that he had shot a “Galadina,” the third most important man in their village. His jawbone had been shot away, and he had died overnight.

An interesting note pertaining to these accounts is that at the time, during 1906-1907 no natives in northern Nigeria were allowed to use or own firearms.

Everything in this section has been drawn from various records. There is no way to prove that those convicted or executed for lycanthropy were really werereatures, but the legal system approached the subject with sincere belief. Many of those convicted admitted to lycanthropic actions, although they may have done so under duress. Like the “witches” of the time, whether werewolves were real or not remains to be seen.

In 1584, English occultist Reginald Scott said “Lycanthropia is a disease and not a transformation.” The belief that lycanthropy is a delusion of the mind has been with us ever since. Even Sprenger and Krämer believed this to be so, albeit for a different reason. Today, the medical opinion of psychologists is that lycanthropes are those people, normally suffering from a form of schizophrenia, who believe they are controlled by the moon. On such occasions, they generally act like rabid animals. They may howl at the moon, attack people, bite, salivate, and generally act in a wild, uncontrolled manner.

Evidence from folklore and from official documents cannot pretend to answer all the questions about lycanthropy. This body of folklore is merely the key that unlocks a door to the primordial fears and instincts of man. It shines a dim light into the shadowy areas of the Known world, those possible gateways into the Unknown.

FILE: LYKOS
REF: 001/MASON REPORT
REPORT COMPILED BY R. MASON

Overview

Lycanthropy has been one of SAVE's major concerns since the Polish Incident in 1984. See Ref: 003/Mason Report (p. 41). Before that time, the organization had only limited experience with lycanthropy throughout the world. Once the magnitude of the Polish Incident became apparent, however, everyone within the SAVE community began to consider lycanthropy a serious concern with a very real danger.

As a field agent who witnessed the Polish Incident and due to my interest in the subject, I am now director of the "Lykos Project" and am coordinating SAVE's investigations into possible occurrences of lycanthropy throughout our network. I have held this position since the project began six years ago, and in that time, a great deal of information has been unearthed concerning various forms of lycanthropy. This file is open, with the coordinator's permission, to all field agents and to all those working with the Lykos Project. Events leading up to the Polish Incident prompted a decision to circulate information reasonably freely to all envoys. With the benefit of hindsight, we could have avoided the whole devastating situation. This file remains open, and any new material will be passed on to agents directly involved with lycanthropes and agents otherwise at risk.

The headquarters of the Lykos Project is in Ganstrom's Creek, Maine, U.S.A., an ideal location due to its isolated surroundings. Here, SAVE maintains a small scientific research facility known as the Den. It was built and is partly manned by the GemeinKrugge Corporation, a German organization that has allied with SAVE in the past. G/K scientists participate in SAVE's ongoing research into lycanthropy. The Den is the organization's lycanthropy nerve center, where all material relating to the Lykos Project is stored, and it is a center of communication in regard to lycanthropy. Secondly, it serves as a research installation to investigate the various forms of lycanthropy. Dr. Anders and her researchers and

scientific colleagues also constantly monitor the subjects held in the Den's excellent containment facilities.

In addition to other forms of research, the doctors perform medical examinations and experiments on the subjects. All results are attached to the Lykos File as they are obtained.

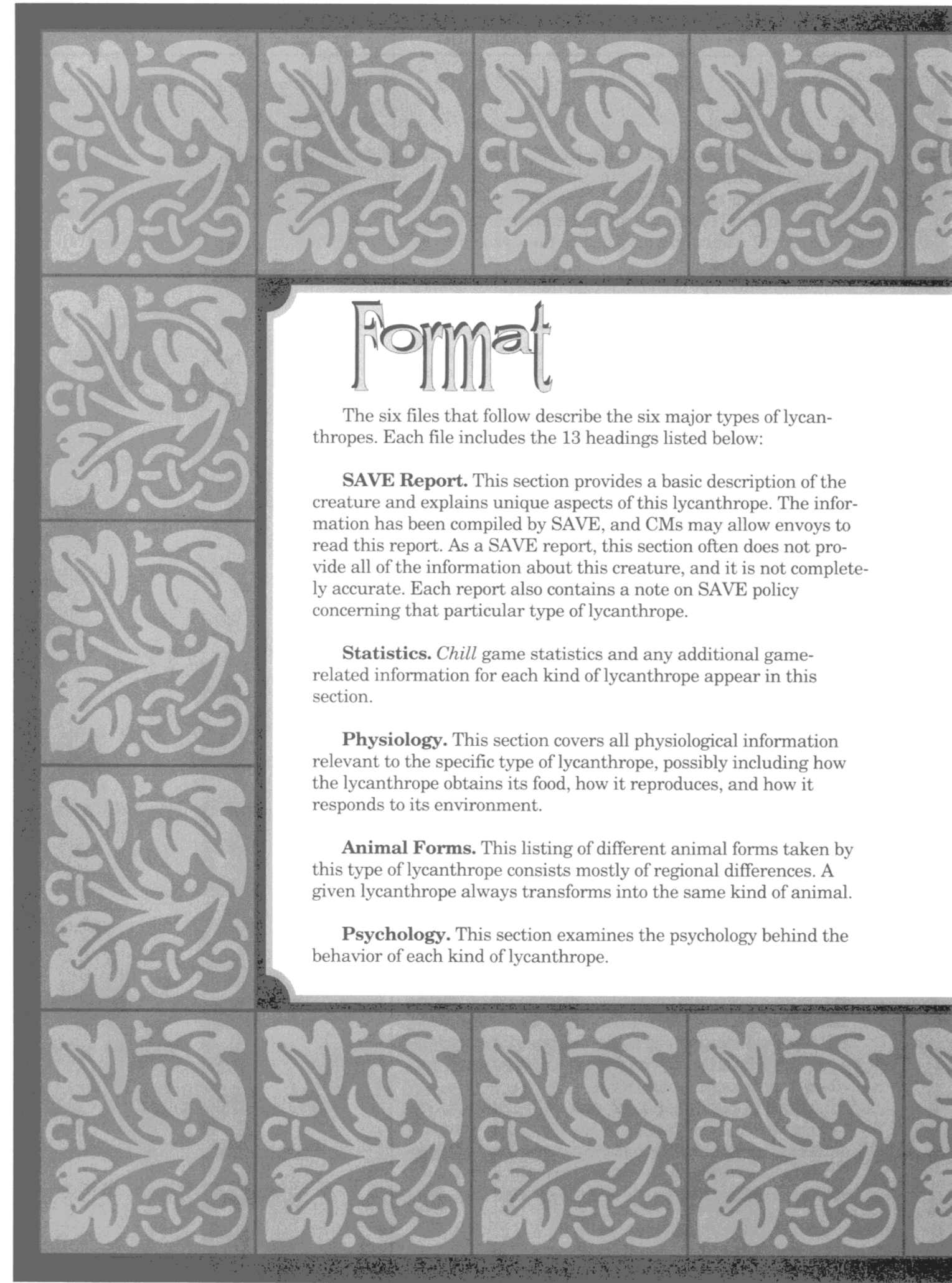
The lycanthrope problem is cause for some concern, but most lycanthropic communities remain insular and isolated. Dangerous situations arising with lycanthropic communities, as opposed to individuals, are of great concern, although this happens rarely and has not taken place since the Polish Incident.

Individual lycanthropes are more often the cause of danger to urban areas, but these situations are usually more manageable. While the situation is not yet under control, it is relatively stable, and efforts are being made to monitor all activity as closely as possible. If we have learned one thing over the last six years, it is to never underestimate this enemy.

SAVE policy on all lycanthropes remains as it has been ever since the dramatic policy changes following the Polish Incident:

"SAVE is to attempt to intercept any hostile lycanthropic activity before the situation becomes a threat to civilized areas. In these situations, SAVE envoys are to apprehend the lycanthropes and transport them to the Den. If capture proves impossible, the creatures are to be terminated. This course of action must be approved by a senior envoy and should be attempted only as a last resort. Contact with lycanthropes under non-threatening circumstances is to be avoided unless assignments specifically call for it. In this case, envoys must follow the directives in their assignments. Though lycanthropes are a threat to civilized people, an all-out war against these creatures would prove dangerous, with thousands of civilians being placed in undue risk. As it stands, most lycanthropic activity does not take place within urban areas and does not pose a substantial threat to human life in general. As long as these conditions obtain, communities of lycanthropes are to be left to themselves. The Lykos Project is responsible for monitoring their activity, predicting potential threats, reporting any dangers that may arise, and curbing their activities if and when that becomes necessary.

In the Lykos Project's six years of operational research, we have been able to identify more than 20 different types of lycanthropes. However, most of these forms belong to one of six major types, all of which are active.



Format

The six files that follow describe the six major types of lycanthropes. Each file includes the 13 headings listed below:

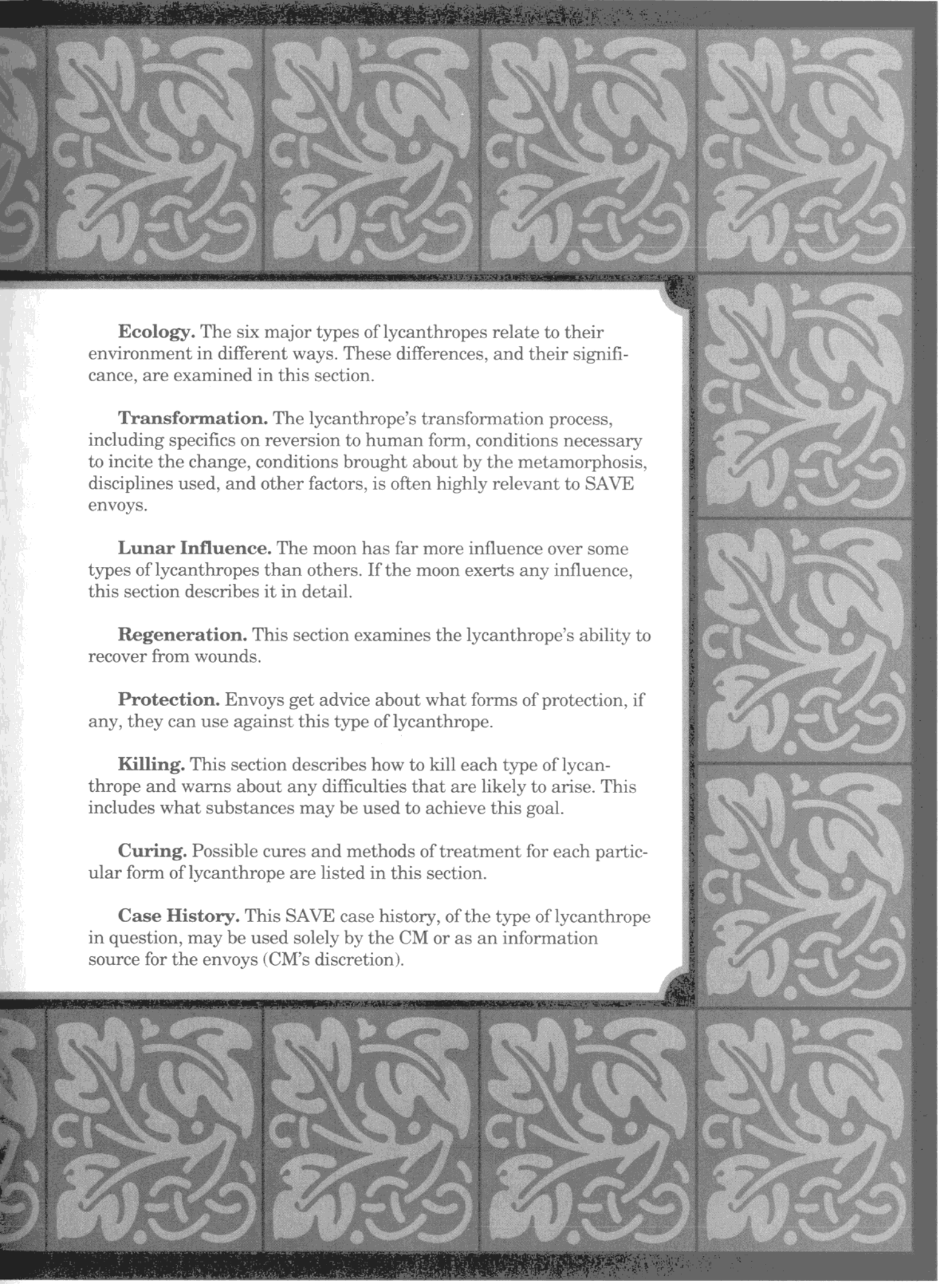
SAVE Report. This section provides a basic description of the creature and explains unique aspects of this lycanthrope. The information has been compiled by SAVE, and CMs may allow envoys to read this report. As a SAVE report, this section often does not provide all of the information about this creature, and it is not completely accurate. Each report also contains a note on SAVE policy concerning that particular type of lycanthrope.

Statistics. *Chill* game statistics and any additional game-related information for each kind of lycanthrope appear in this section.

Physiology. This section covers all physiological information relevant to the specific type of lycanthrope, possibly including how the lycanthrope obtains its food, how it reproduces, and how it responds to its environment.

Animal Forms. This listing of different animal forms taken by this type of lycanthrope consists mostly of regional differences. A given lycanthrope always transforms into the same kind of animal.

Psychology. This section examines the psychology behind the behavior of each kind of lycanthrope.



Ecology. The six major types of lycanthropes relate to their environment in different ways. These differences, and their significance, are examined in this section.

Transformation. The lycanthrope's transformation process, including specifics on reversion to human form, conditions necessary to incite the change, conditions brought about by the metamorphosis, disciplines used, and other factors, is often highly relevant to SAVE envoys.

Lunar Influence. The moon has far more influence over some types of lycanthropes than others. If the moon exerts any influence, this section describes it in detail.

Regeneration. This section examines the lycanthrope's ability to recover from wounds.

Protection. Envoys get advice about what forms of protection, if any, they can use against this type of lycanthrope.

Killing. This section describes how to kill each type of lycanthrope and warns about any difficulties that are likely to arise. This includes what substances may be used to achieve this goal.

Curing. Possible cures and methods of treatment for each particular form of lycanthrope are listed in this section.

Case History. This SAVE case history, of the type of lycanthrope in question, may be used solely by the CM or as an information source for the envoys (CM's discretion).

FILE: LYKOS
REF: 004/MASON REPORT
SAVE EYES ONLY
REPORT COMPILED BY DR. K. ANDERS

Lycanthropic Disorder

The study of lycanthropy has, in many respects, only recently gained the resources and attention that it deserves. For this reason, most of our findings have surfaced only in the past few years. This is not the case, however, in one area of the lycanthropy problem, Lycanthropic Disorder.

Doctors have studied lycanthropy as a form of insanity for many years, and SAVE has compiled a great deal of information about this form of the problem. Though this type of lycanthropy has never been a significant danger compared to the other forms, the Den is responsible for research into all aspects of lycanthropy and has not overlooked Lycanthropic Disorder.

Information about Lycanthropic Disorder has been available since wide acceptance of the theory that lycanthropy is a mental disorder. It is obvious that many documented events concerned "lycanthropes" who were not actual "transformers" or "shapeshifters" at all, but normal human individuals suffering from Lycanthropic Disorder. Their actions, similar in many ways to those of transformers, were taken as proof that these individuals were lycanthropes, and they suffered the consequences. Superstitious villagers burned both lycanthropes and victims of Lycanthropic Disorder alike. In the case of Lycanthropic Disorder, death may have been an extreme measure because some patients have been successfully treated or even cured.

Any victim of Lycanthropic Disorder imagines himself to have a relationship with the moon. Some degree of the disorder can occur in 40% of the population in urban and modern areas. In rural and less populated areas, however, up to 70% of the people may have this affliction. There appears to be no common denominator in identifying individuals with Lycanthropic Disorder. It is apparent that any social culture can spawn such a sufferer. While there are likely to be contributing social factors, exactly what these factors are remains to be seen. Gender has nothing to do with it, but age does. The effects increase

as a child approaches adulthood and decrease through middle age until disappearing amongst the elderly. Most people afflicted with Lycanthropic Disorder show only minor effects, known as Stage 1 of five stages of the disease. Some sufferers progress from one stage to the next, while others have a more stable form of the disorder. The following sections describe the characteristics of each stage in turn.

Stage 1: These Lycanthropic Disorder sufferers are generally normal individuals, rarely under treatment or even aware of their affliction. In mild cases, the moon may simply influence the victim's mood as it waxes and wanes in the night sky. At times of the full moon, the Lycanthropic Disorder sufferer may become hyperactive, restless, sleepless, and more aggressive. To other people, the sufferer may only seem more argumentative, which friends and relatives may not even connect to the cycles of the moon. When there is no moon, the sufferer has an almost opposite reaction, longer sleeping, apathy, tiredness, and generally passive behavior. Investigation shows rising crime rates during full moon periods, and the figures correspond to the incidence of Stage 1 Lycanthropic Disorder obtained through SAVE's surveys. This condition is not contagious. It is a disorder of the human mind, and, like many such conditions, its origins remain unknown. It may stem from hereditary insanity or childhood factors, or it may even be a creation of the individual's subconscious, as is common in many disorders. Though Stage 1 of the disorder is not contagious and presents relatively minor danger to the community, it is important because Stage 1 victims may degenerate to Stage 2. The reasons for this are unclear, but the change seems to take place under increasing social pressure, depression, stress, and other typical contributing factors.

SAVE Policy: This level of Lycanthropic Disorder is so common as to not require monitoring by the Den or any other department or outside organization. Research into this stage will continue, but only to learn more about its connection with subsequent stages of the condition. It also appears that in no way is this condition contagious; it is a disorder of the human mind, and, like many such conditions, its origins remain unknown. It may stem from hereditary insanity or childhood influencing factors, or it may even be created by the subconscious of the individual, as is common in many disorders. The answer to the question of origin remains very obscure indeed. It is a subject that the Lykos Project is anxious to examine, for, until we learn the intricate workings of the human



mind, it is unlikely that we will be able to provide all the answers.

Stage 2: This is a logical progression from Stage 1, varying primarily in the degree of the symptoms. The patient becomes far more agitated under times of the full moon and is much more prone to aggressive behavior. Though violence is not always a result, sufferers of Stage 2 are generally unstable and much more likely to be violent in situations that would only irritate the Stage 1 patient. Therefore, sufferers of Stage 2 are considered dangerous to the rest of society. Only in advanced cases, however, do sufferers of this condition warrant constant psychiatric treatment or incarceration.

Investigators estimate the incidence of Stage 2 Lycanthropic Disorder at 20% of the general urban population, with 35% of those sufferers prone to inordinate violence. In rural areas, research indicates, 40% of the people suffer from Stage 2 of the disease, with 45% of these abnormally violent when the moon is full. Violent activity is defined as any situation where abnormally aggressive behavior takes place, especially when this individual exhibits more measured emotions during other cycles of the moon. This behavior may be directed against other people but may also include the unnecessary discipline of a pet or frustration with an object that results in its destruction or damage.

When there is no moon, the Stage 2 Lycanthropic Disorder sufferer feels emotions far more profound than the apathy of the Stage 1 sufferer. The most visible manifestation of this depression is a suicide rate 78% higher than that of the general population. Stage 2 sufferers are not necessarily aware that they are influenced by the moon, but they could hardly be unaware of their wild emotional swings and deep depressions. When they can find no source for their emotional problems, their depression and fear grow deeper.

SAVE Policy: Stage 2 Lycanthropic Disorder is very common among most cultures. It is not necessary for SAVE to investigate or monitor the situation, but SAVE does conduct research into this stage of Lycanthropic Disorder. SAVE envoys should not interfere with individuals exhibiting signs of Stage 2, due to their danger of provocation. It is accepted that these sufferers exist, and, until they act, they are not considered a grave danger. However, individual cases will call for individual responses.

Stage 3: Victims of a far more advanced psychotic condition, Stage 3 sufferers exhibit extreme and irrational violent behavior with little or no provocation when

the moon is full. Their actions are especially uncontrollable and wild during the first hour of the full moon period, producing an effect that SAVE has labeled "rage." Those afflicted by Stage 3 of Lycanthropic Disorder are aware of their actions, but they are often carried forward by the power of their rage, unable to prevent themselves from doing things that they would consider abhorrent at other times. In many cases, this rage can cause murder, including the deaths of those close to the sufferer. Some sufferers of Stage 3 Lycanthropic Disorder are aware and afraid of their own condition. Some go to great lengths to ensure that their beast-like temperament does not surface and to protect their family and loved ones from their own destructive tendencies.

At times of no moon, Stage 3 sufferers will sleep more than normal, in many cases 13 to 15 hours. Drowsiness during these periods causes many accidents, especially vehicular.

SAVE estimates the incidence of Stage 3 Lycanthropic Disorder at 2% among the urban population and 6% in rural areas. Sufferers invariably exhibit violent behavior.

SAVE Policy: Sufferers of Stage 3 Lycanthropic Disorder require psychiatric treatment. These individuals are dangerous due to their complete unpredictability. Some may be able to live in civilized society, most end up in mental institutions or prisons because of their antisocial activities. Without correct treatment, 82% of Stage 3 sufferers are likely to progress to Stage 4.

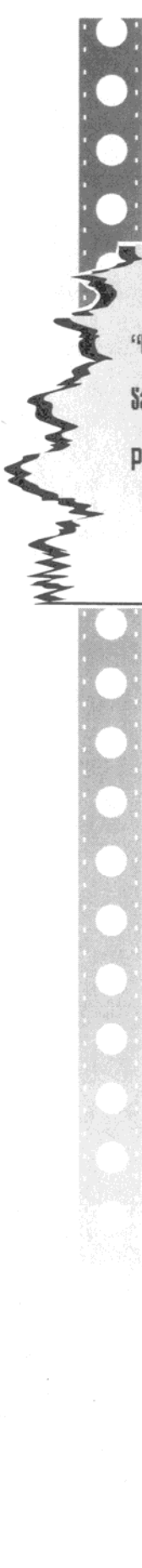
Stage 4: Those afflicted at this level of the disease are extremely dangerous. Their tolerance for society is extremely low, making it difficult for them to associate with normal people for any length of time.

During periods of no moon, patients often sleep for up to 18 hours a day. While awake, they remain in a perpetually dazed and stunned state. Even minimal communication may prove difficult at these times.

During a full moon, the sufferer finds great difficulty securing more than one or two hours of sleep. Such people are extremely dangerous and hostile, with 92% likely to attempt to kill during these periods. The sufferer bites often, and the period of rage continues unabated until he is unable to continue or has killed a being that posed a threat to him. In many situations, the mere presence of another person is enough to pose a threat in the mind of the sufferer.

Stage 4 sufferers under the influence of a full moon are very likely to be found outside, under the sky. There have also been many cases in which sufferers eat raw





"A common foible of the more sloped specimens of homo sapiens is the ungled delusive impulse to see one's self as predator rather than predatee."

— The Voice of RAX

meat of any kind while still in their rage. While enraged, these individuals are unresponsive to society's laws or the reasoning of others, even loved ones. They do, however, possess an animal cunning, especially in their ability to avoid capture.

Thankfully, sufferers of Stage 4 are relatively rare about 1 in 4,500 in cities and 1 in 4,000 in less developed areas.

SAVE Policy: Sufferers of Stage 4 Lycanthropic Disorder are very dangerous to society and, once identified, must be restrained and placed in the care of specialists. Though these individuals are not necessarily SAVE's responsibility, envoys on hand are expected to assist as best they can.

Stage 5: The final stage of Lycanthropic Disorder is really the end of the road for the unfortunate souls who reach it.

Under conditions of no moon, these patients are catatonic for the entire period. They cannot be awakened normally and, if brought around, will return to their catatonia as soon as possible. This state resembles that of a person heavily intoxicated with alcohol.

Stage 5 sufferers remain awake for the entire period of a full moon. They also stay outside, venturing in only when in pursuit of prey. The individual usually removes all clothing and often walks on all fours. Sufferers have no control over their rage and cannot distinguish friend from foe. While enraged, the sufferer attempts to kill any being he comes across. It is also very common for the sufferer to consume his victims. In addition, sufferers

often salivate profusely, causing a frothing effect around the mouth. In many instances, individuals afflicted with Stage 4 cannot remember their activities once the full moon has passed.

A most alarming discovery is the sufferer's greatly enhanced strength and stamina while in a rage. A Stage 5 sufferer has been known to sprint 20 to 40 miles nonstop and to have the strength of three or four men. Additionally, the Stage 5 sufferer appears to be almost immune to pain, such is the constant flow of adrenaline. This produces an almost fearless, barely human creature that has proved incredibly difficult to subdue.

SAVE Policy: Stage 5 Lycanthropic Disorder sufferers are beyond cure. They are to be considered as dangerous as any "transformer." SAVE envoys should attempt to restrain or monitor all Stage 5 sufferers encountered and to alert the Den and local authorities as to those individuals' location and potential threat to human life.

The differences between the stages are also important with regard to the progression or regression of Lycanthropic Disorder. Though sufferers often get progressively worse, moving from Stage 1 onwards, there are cases where the disorder has been caught in time and a Stage 3 sufferer improved through Stage 2 to Stage 1. It is important to note that no sufferer has yet permanently lost the disorder altogether, and no one has been brought back from Stage 5. In addition, some sufferers have jumped from Stage 1 to Stage 4 or 5 without ever showing the symptoms of the intervening stages.

Though not presenting the same kind of threat as other forms of lycanthropy, Lycanthropic Disorder merits SAVE's continued attention and efforts because of possible connections and because of its own danger, especially at Stage 4 or 5. Lycanthropic Disorder does not require any of SAVE's special equipment, expertise, or personnel, however. In fact, local law-enforcement authorities usually handle situations that arise with little problems. Extreme situations have called for extreme measures, but this is true for all problems relating to lycanthropy.

During the first hour of the full moon period, a sufferer of Lycanthropic Disorder must make a General Check against his Current Willpower to determine whether or not he is overcome by rage. A Stage 5 sufferer remains enraged until dawn of the day after the last full moon of the period. Each time the sufferer sleeps, he may make another WPR Check to see if his rage subsides.

STAGE 1

Check vs. Current WPR

STAGE 2

Check vs. 1/2 Current WPR

STAGE 3

Check vs. 1/3 Current WPR

STAGE 4

Check vs. 1/4 Current WPR

STAGE 5

Automatic Failure

Lycanthropic Disorder: Stage 5

AGL: (55 + 2D10) or 70

DEX: (35 + 2D10) or 50

PCN: (20 + 2D10) or 35

PER: (2D10) or 10

STA: (65 + 2D10) or 80, +30*

STR: (60 + 2D10) or 75, +30*

WPR: (65 + 2D10) or 80, +30*

EWS: (30 + 2D10) or 45

ATT: 2; (55 + 2D10) or 70*

SR: 3

WB: 38

Fear: -10

MV: 43'

Type: Independent

Class: C

Disciplines: Individual

Edges: Improved Wound Recovery

Regeneration: 1.5 x the normal human rate

* while enraged

PHYSIOLOGY

There are no special physiological aspects of the sufferer of Lycanthropic Disorders 1 through 4. However, Stage 5 sufferers possess some characteristics directly related to the extreme circumstances of their disorder. Their Strength, Stamina, and Willpower increase dramatically while they are enraged.

ANIMAL FORMS

Though Lycanthropic Disorder sufferers do not actually transform into animals, some sufferers believe that they do. In this case, the animal form is likely to be the dominant predator in that area. Most sufferers do not think of themselves as animals, with only 7% believing they have become an animal of some kind.

PSYCHOLOGY

Psychologists tell us that werewolves are monsters spawned in our unconscious, symbolic extensions of our inner fears, fantasies, and nightmares. We all know that werewolves are real, except in the case of Lycanthropic Disorder the psychologists are right.

Lycanthropic Disorder is a fundamental delusion and thus is of great interest psychologically. While pages and pages of notes could be added to this section, the most important psychological facet of Lycanthropic Disorder is that the individual changes somehow from a normal human being into a beast-like creature.

Many sufferers may not even be aware of their affliction, which suggests that perhaps it is a delusion of the unconscious mind.

ECOLOGY

There is no special ecological information relating to Lycanthropic Disorder. Wherever you may find man, you may find a sufferer of this condition.

TRANSFORMATION

No transformation takes place. However, the sufferer may believe that he changes into some creature.

LUNAR INFLUENCE

The moon affects all those afflicted with Lycanthropic Disorder. A full moon brings on periods of

lycanthropic activity, and times of no moon cause long bouts of inactivity.

There is no way a Lycanthropic Disorder sufferer can avoid the effects of the moon. He may take steps to ensure that he does not come to or cause any harm, but he cannot stop the lunar effects. The sufferer does not have to see, be directly under, or even be aware of the moon's phase for the effects to take place.

REGENERATION

Only a sufferer of Stage 5 Lycanthropic Disorder seems to be able to reduce the extent of his injuries or heal more quickly than normal, but this effect is only minimal. However, the sufferer shows less effects of pain than he normally would. The causes of enhanced regenerative powers and the resistance to pain are the high levels of adrenaline in the body, an increased metabolic rate, and an accelerated heartbeat.

PROTECTION

Theoretically, there are no forms of protection from a sufferer of Lycanthropic Disorder.

KILLING

Killing sufferers of Lycanthropic Disorder can sometimes prove far more difficult than it might seem. In cases of Stages 1 through 3, killing is quite simple but unnecessary. Stage 4 is a little more difficult, and Stage 5 can prove extremely hazardous.

CURING

In all cases involving Lycanthropic Disorder, only a qualified psychiatric staff should attempt to cure an individual. Sufferers of Lycanthropic Disorder can never be totally cured even though in many cases it has been possible to reduce the seriousness of the condition.

Once an individual has reached Stage 4, he is far more volatile. Though it is possible to temporarily reduce the severity of the condition, it can easily increase again, rising back up to Stage 4 and sometimes even continuing on to Stage 5. Stage 5 is incurable. Upon reaching Stage 5, the sufferer becomes far more destructive, both to others and to himself, and must be kept sedated.

In all cases, if treatment is to be successful, it must be backed up by lifelong psychiatric attention to ensure that a relapse does not occur and to stabilize the condition.

FILE: LYKOS
REF: 005/MASON REPORT
REPORT COMPILED BY DR. K. ANDERS
CASE: LYCANTHROPIC DISORDER
PATIENT: MARTIN ALVAREZ
DOCTOR: ANDERS

Case History

Martin Alvarez is 24 years old and has Stage 4 Lycanthropic Disorder. He has been in our care since June, 1987. He was living in the streets of Mexico City when SAVE became aware of him. The fact that he was homeless and transient, made Alvarez difficult to locate and apprehend.

On June 1, a SAVE team was dispatched to Mexico City to investigate a series of killings in which the victims had been mutilated. These killings had occurred at times of the full moon and appeared to have no motives. No money was stolen, and there was no apparent connection between the victims. Local authorities were baffled, but we at the Den suspected lycanthropic activity.

Not long after the SAVE envoys began their investigation, the medical staff at the Den used the information they gathered, including autopsy reports, to identify the perpetrator as a sufferer of Lycanthropic Disorder. With the concern over actual lycanthropic activity past, the Den changed the SAVE team's orders to apprehend the perpetrator, and return him to the Den to give SAVE a Stage 4 subject to study.

After running up several blind alleys in attempts to find Alvarez, the team baited him during the following full moon. The idea was to lure him with a SAVE envoy and then, by showing superior force in numbers, to press him to retreat to his home, where the SAVE team could pick him up at their leisure the next time there was no moon. This plan failed because research at the time was not advanced enough for us to know about the great strength, ferocity, and fearlessness of a Stage 4 sufferer.

Two SAVE envoys were killed, and another died of his injuries three weeks later. This tragic incident showed us, quite brutally, the effects such a sufferer could have even against prepared individuals. SAVE envoys eventually apprehended Alvarez with the aid of a tranquilizer gun, spirited him out of Mexico, and brought him to the Den, where he remains today.

Martin Alvarez

AGL: 55
 DEX: 50
 PCN: 40
 PER: 15
 STA: 65
 STR: 65
 WPR: 40
 EWS: 40
 ATT: 2; 50
 SR: 3
 WB: 16
 Fear: -5
 MV: 38'

Type: Independent
 Class: C

Edges: Improved Wound Recovery
 Regeneration: At normal human rate.

NOTE: Statistics are at -50 when subject is under sedation.

Skills:

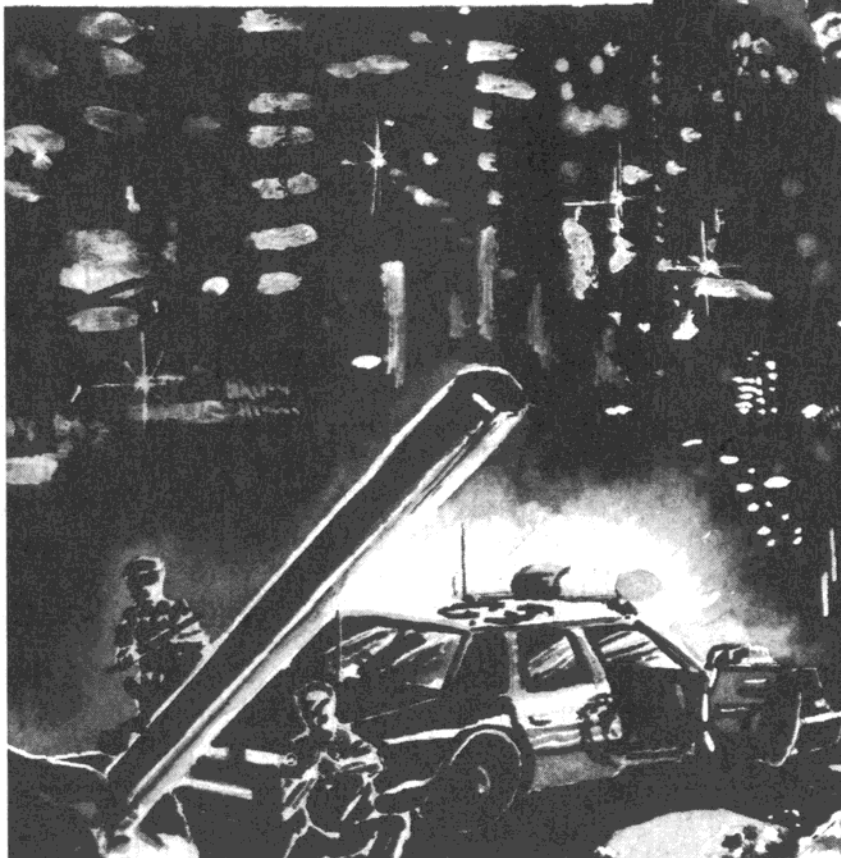
Knife/T/90
 Club/S/75
 Climbing/S/71
 Filching/T/73
 Familiarity (Mexico City)/M/90
 Spanish/M/90
 Lockpicking/S/60
 Running/T/Current STA + 30
 Stealth/T/75
 Survival/T/80

During his time at the Den, Alvarez has been of great interest to researchers involved with the Lykos Project.

Most tests and examinations are performed during the time of no moon because Alvarez is most passive then and can be handled easily. He is extremely dangerous during a full moon, and before this period he is tranquilized and transferred to our special holding cells. Alvarez is fed normally throughout his 28-day cycle, except at times of the full moon, when he receives raw steak.

There have been times when Alvarez regressed to Stage 3, but we have yet to stabilize this situation, and Stage 4 activity returns frequently. Though Alvarez sometimes appears almost normal, he has adopted many antisocial habits, speaking rarely. Our research suggests that Alvarez has probably lived on the streets most of his life. He does not respond to any maternal or social stimulus. Though Alvarez is an extreme case, it is likely that many other cities and cultures have dozens of Lycanthropic Disorder sufferers who exist as best they can.

All attempts to rehabilitate Alvarez have proved fruitless. In fact, it sometimes seems that Alvarez does not want to get better. Communication is very difficult at the best of times, and, in my opinion, Alvarez should never be released into society.



FILE: LYKOS

REF: 006/MASON REPORT

REPORT COMPILED BY R. MASON

Infective Lycanthropy

The classification "infective" denotes lycanthropes that can transmit their ability through biting and other mediums. This is one of the most dangerous "transforming" lycanthropes, and SAVE envoys and members of the Lykos Project should treat these subjects with extreme caution.

After the Polish Incident (Lykos File Ref: 003/Mason Report, p. 41) and the founding of the Lykos Project, I began investigating infective lycanthropy and quickly amassed a large amount of information. The top priority was to locate potential hot spots, and warn SAVE envoys and local authorities. This task was not easy, and even now we cannot be sure if large infective communities have eluded us or not. The intelligence of these creatures should not be underestimated.

In addition to locating infective communities, my other responsibility is to examine these creatures scientifically and ascertain what causes the infection and whether the infected victim can be returned to his normal state.

Envoys should keep in mind the important differences between these and other lycanthropes. Infective lycanthropes undergo a transformation process similar to that of other lycanthropes, but they are more dangerous in several ways. SAVE envoys encountering any large number of infective lycanthropes should retreat. Combat is possible, but if the envoys are outnumbered and nearly surrounded, they are probably doomed. Infective lycanthropes must be kept away from urban areas at all costs. Its savagery and intelligence, coupled with its infective capabilities, make this type of lycanthrope far more formidable than is easily believed.

Characteristic of the infective lycanthrope are two related phenomena, howling and claiming.

The howling, which takes place among a group or pack of infective creatures, is a form of communication that generally begins with the pack leader, which in

most cases is a male. Though the howling seems to be a single sound to the human ear, we believe that a basic language of howling exists among infective creatures.

The infective lycanthrope can transform at any time of its choosing, except when under the influences of the howling, during which all infective lycanthropes within earshot find themselves compelled to change. Once the metamorphosis takes place, the creature returns the howl, thereby bringing about the transformation of all infective individuals within earshot. The chain reaction continues in this manner until all infectives within range have transformed.

Investigations into sonic hypnotics have begun, and our initial thoughts concerning ultrasound have proved to be correct. Many more types of sound were isolated than can be detected consciously by the human ear. Currently, technology and lack of funding restricts our investigations into Subliminal Sonic Hypnotics, but investigations will hopefully continue soon.

The infective lycanthrope can transmit its lycanthropic ability through its bite or a claw attack. In cases where a person has been wounded by an infective lycanthrope, the victim has almost always contracted the lycanthropic ability after reacting to the howling.

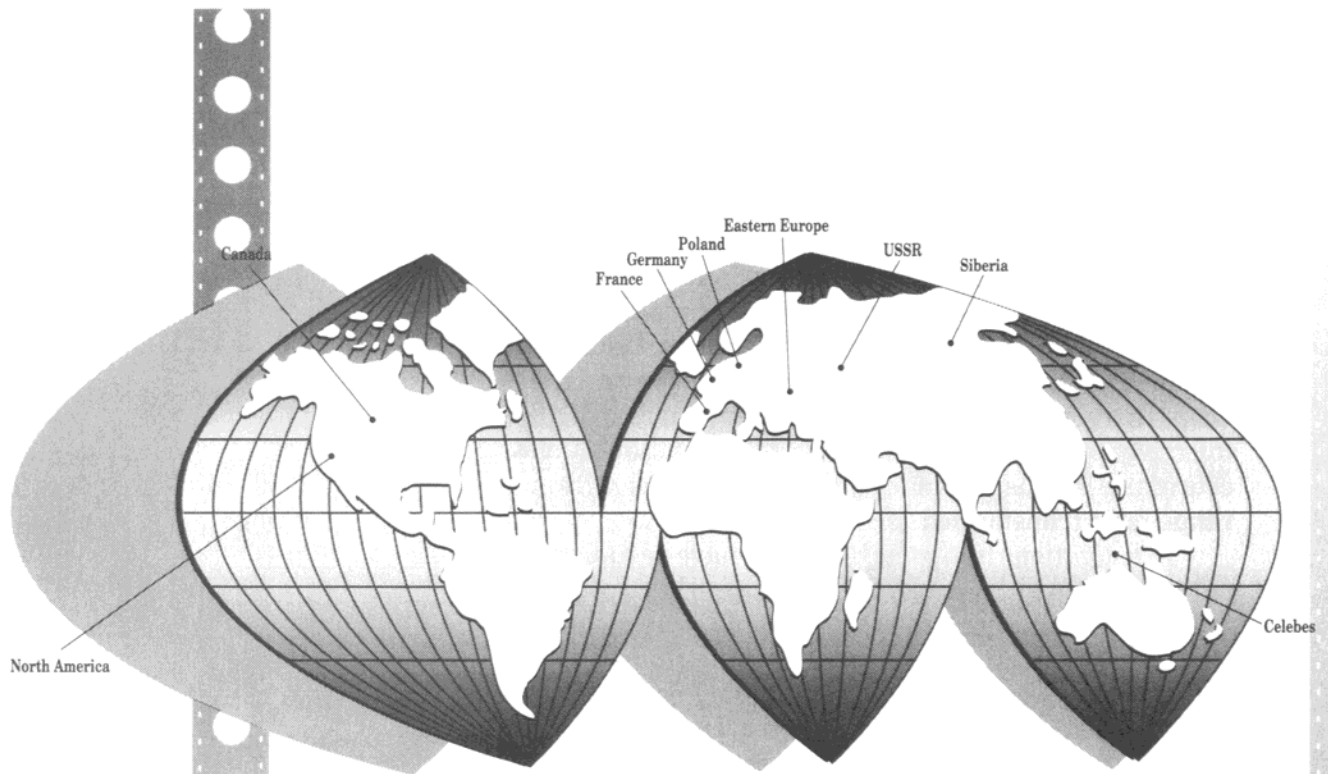
The claiming happens in conjunction with a victim's initial transformation. It is as if the infection has spread to such a point that the infective side takes over, thereby making the victim one of the pack forever. From this point on, in all cases, the victim is beyond recovery and cannot be brought back to normal. If a victim can be kept from transforming, it is unlikely that he will become part of the pack, but a large percentage of transformations take place under howling conditions, precluding interference.

Our researchers do not yet fully understand this claiming process, but it is believed to be related to Subliminal Sonic Hypnotics. It has been shown among infected SAVE envoys that even after reversion to human form, the infected individual is part of the pack. This was understood for years after the Polish Incident until a case in 1986, when an infected SAVE envoy seemed fully recovered after his reversion but retained the ability to transform at any time. With no lasting effects apparent, he was reinstated to normal service. Shortly thereafter, colleagues saw the envoy attack, kill, and partially consume an innocent person. Two SAVE colleagues acted quickly to destroy the infected envoy before he could do further damage.

Because of this incident and because of the cunning

"Of course the most threatening of the man-beasts are those with the power to spread their fever like the common pox. A victim unfortunate enough to brush against the void in this fashion frequently undergoes an experience resembling the epiphany of the insatiable student who is exposed to a whole new branch of learning for the very first time. He feels as though blinders worn since birth have been tossed aside suddenly, exposing a chain of shocking truths long felt but never grasped."

— From the Journal of
Robert A. Davidson



of these creatures, SAVE has added infective lycanthropes to its list of potential infiltration entities. Though there are elaborate tests to detect whether an individual is an infective lycanthrope, they involve attempts to duplicate the howling and are far from foolproof. SAVE envoys should be alert to unusual actions by their colleagues.

This infection is caused by bacteria for which there is no known cure. Immediately upon claiming, the new lycanthrope is infective to others. Infection can be spread only by infective lycanthropes that are in animal form, but fluidic contact, with the animal form's saliva or blood, is enough to cause infection.

The moon seems to have no effect on infective lycanthropes, and envoys should be alert for these creatures even where there is no moon. In addition, it is important to note that silver, the lunar metal, has no special effect against these creatures.

Envoys should avoid hand-to-hand against infective lycanthropes at all costs because of the high risk of being infected. Normal firearms are effective against them, but be aware that these creatures are very cunning and use wolf pack tactics against humans. The howling seems to have no effect on normal people, but the bite of an infective lycanthrope changes the howling into the cause of immediate transformation. Under these circumstances, envoys should not make last-ditch attempts to help, protect, or save bitten comrades because of the

likelihood that the infected victim will transform and attack old friends.

Identifying infective lycanthropes while they are in human form is impossible. There are no obvious physiological differences, and their true nature becomes apparent due to the howling or when they decide to transform. Infective transformation takes but a matter of minutes. During this time, it is very obvious that the creatures are experiencing pain, and it seems that they are more vulnerable. Tests have shown they are obviously weakened by the change until they assume full form.

The form assumed by infective lycanthropes is not wholly what would be expected. They change into creatures with obvious similarities to normal animals, but there are marked differences. In most cases, the transformation process causes the assumption of a wolf form, but there are regional differences. In all cases, the form of a newly infected victim is the same as the creature that bit the victim. If a weretiger bit an envoy, the envoy would become a weretiger, not a werewolf or some other lycanthrope. The same goes for the other animal forms.

The wolf form, while undoubtedly canine, is not a wolf. It is bigger, stronger, faster, and far more intelligent. The bone structure is different, and while the casual observer may think he's seeing a very large wolf, he is actually seeing something far more monstrous. SAVE's main areas of concern in regard to this are the creature's increased agility, strength, and intelligence. Some scientists assigned to the Lykos Project believe that the brain of the transformed infective is a cross between a human brain and that of a wolf. Medical examiners' reports have neither verified nor refuted this theory. With other forms, especially the Indian Tiger, the situation is the same as with the wolf. Despite a similar appearance, the werecreature is bigger, stronger, far more intelligent, and distinctly faster than the corresponding normal animal.

Infective lycanthropes live together and seem to be a very social type of creature. They form relationships and have most of the other social trappings of humans. Claimed individuals seem to adapt quickly to their new ability. A pack leader controls each community of infective lycanthropes. This is an undisputed position held by the largest and most savage creature within the community. A pack leader may control hundreds of creatures for many miles around. Other members of the pack pay respect and tribute to the leader.

SAVE Policy: Current policy concerning infective lycanthropes has been developed mainly through trial,



error, and bad experience. The Den does not, and will not, allow any infective lycanthropes within its holding cells. Investigation into this type must be performed through autopsy. In addition, envoys have standing orders to report any encounter with infective lycanthropes and to submit voluntarily for testing at the Den. Failure to comply will result in the envoy's loss of operational status and may lead to further disciplinary action.

Infective lycanthropes are a great danger. Thankfully, their main interest seems to be to live their own lives. There have been instances when they entered populated areas, but only because they were provoked by man. SAVE will monitor and continue to investigate the infective type from afar until a cure can be found for this condition. Unless envoys can eliminate an entire infective community in one sweep, they are to avoid entering combat against these creatures.

PHYSIOLOGY

Physiologically, the infective creature is never a typical example of the animal it represents. In all cases, the assumed form is a perverse, mutated creature, unmistakably similar in appearance and structure to whatever animal it is supposed to be, yet more monstrous, larger, and stronger.

Whether these forms are an older, altogether more ancient offshoot of the same species or a totally different type of creature is unknown. Generally speaking, these creature forms are far stronger than their animal counterparts. Their heightened intelligence is due to the fact that they are (or once were) human. Human abilities and thought processes appear unchanged by the transformation.

ANIMAL FORMS

In most cases, the infective lycanthrope takes the form of a wolflike creature, but they have also been known to become bears, tigers, and jaguars.

PSYCHOLOGY

The psychology of the infective lycanthrope is based on the fundamental principle that the survival of the infective community is paramount. Humanity is viewed as an enemy and a source of food, as well as a ready supply of potential converts to the infective way of life. Once claimed, the infective lycanthrope

adopts a psychotic and cruel nature, parallel in many ways to psychopathic behavior.

ECOLOGY

Most infective lycanthropes live in remote and isolated areas of the world, often in forested areas. They appear to have a sophisticated social structure, usually living together in their own communities. They are often quite daring, sometimes establishing large communities near human settlements, apparently for a source of prey and new members.

Infective settlements are communal, and infective lycanthropes have developed many ways of maintaining their life-style under the threat of mankind's possible discovery and destruction of their communities. Infective types lead outwardly normal lives; they marry, raise families, and even hold down jobs.

One interesting aspect concerns their goals and general pattern of belief and structure. While humankind seems to prefer individuality and the nuclear family, the infective lycanthrope has developed in almost the opposite way. The individual, while being part of a family, views the community as an extension of its family. There is great loyalty to the community as a whole, and all members work toward the end of bettering the lives of all. The needs of the individual are secondary to the needs of the settlement.

TRANSFORMATION

Infective lycanthropes are classified as shapechangers, but the animal forms they assume are larger and far more dangerous than the animals they represent. Transformation may take place at any time and is wholly voluntary except under the influence of the howling.

The transformation procedure takes 3 minutes, during which the creature is very vulnerable. This is due to the structural and molecular changes that are taking place. Transformation is a painful experience. The creature can be so distracted that it cannot attack or defend itself (CM's discretion).

Transforming back to human form is also voluntary. If the infected lycanthropes are gathered together, this normally takes place simultaneously. The lycanthrope can transform as many times as it wishes. Reversion also takes 3 minutes, at which time the lycanthrope is equally vulnerable. This reversal also occurs if the lycanthrope receives a mortal wound or is killed while in creature form.

Infective Werewolf

AGL: (60 + 2D10) or 75

DEX: N/A

PCN: (70 + 2D10) or 85

PER: 0

STA: (65 + 2D10) or 80

STR: (70 + 2D10) or 85

WPR: (80 + 2D10) or 95

EWS: (80 + 2D10) or 95

ATT: 3; (70 + 2D10) or 85

SR: 4

WB: 55

Fear: -40

MV: 200'

Type: Master, Independent, Servitor

Class: C

Disciplines: Vary but include Automatic Change Self

Edges: Improved Wound Recovery (+3 wounds/day), Keen Hearing, Keen Smell and Taste

Infection: As long as one wound is inflicted, infection is automatic.

Regeneration: At normal human rate

Transformation: Takes about 3 minutes, during which time the infective can take no other action and its Current STA, Current WPR and STR are lowered by 15.

Claiming: A General Check against original WPR is required to resist the effect of being claimed. This is a cumulative -25 modifier for each wound received. Three wounds yield a WPR Check modifier of -75, for example.

LUNAR INFLUENCE

The moon has no effect on infective lycanthropes.

REGENERATION

Infective lycanthropes have some regenerative powers, but only in creature form. In human form, an infective lycanthrope is just as susceptible to pain as a human and has an identical healing rate. When in creature form, the infective lycanthrope heals at a remarkable rate, an ability which appears to be innate.

PROTECTION

When facing infective lycanthropes, envoys should keep their distance and wear body armor. Once an envoy is infected, there is no way for him to protect himself. He will be claimed if the player does not pass a General WPR Check with a -25 modifier per wound received. If the player succeeds, the infected envoy acts as normal until the next howling, when the player must again make the check.

KILLING

Infective lycanthropes are not naturally immune to any form of damage. As such, they are relatively easy to kill. These creatures should be dealt with at a distance, as close confrontations can lead to infection.

Firearms prove very effective against this type of lycanthrope. When in creature form, however, these lycanthropes are very strong and resilient, and can usually survive a single bullet, even if fired at point blank range and into a critical location.

If a person has been infected, SAVE envoys should wait for an attempt at killing the creature until the transformation is actually taking place—a point when the creature has a lower resistance—because some victims can withstand the effects of the howling.

CURING

In cases of recent infection, before the first transformation, injection with a new drug can suppress the ability to transform. However, this drug must be administered twice per day and is very costly to produce. A week-long program costs approximately \$15,000.00.

At this time, it is impossible to completely cure an infective lycanthrope.

FILE: LYKOS
REF: 003/MASON REPORT
REPORT COMPILED BY R. MASON
CASE: INFECTIVE
PATIENT: JAMES H. GARDENER
DOCTOR: MASON

Case History

The Polish Incident took place during the fall of 1984 in the village of Krawal, in eastern Poland. At the time, lycanthropy was not a major concern for SAVE. We believed it to be a minor problem and generally accepted that lycanthropes were a dying race of creatures.

During the first week of September, an envoy in Poland sent an interesting piece of information to SAVE Central. A truck driver had seen strange activity just off the road near Krawal. His appearance shocked the attackers, and the truck driver saw four or five of them flee when he stopped. Upon further investigation, he found the mutilated bodies of two French hitchhikers and informed authorities in Krawal. The story made the newspapers, and the SAVE envoy picked up on it. The fact that there were four or five attackers made the envoy suspicious, so he contacted SAVE Central.

A four-man team was dispatched to Poland and began its investigations in Krawal. The team's initial reports to SAVE Central indicated a suspicion that lycanthropes may have caused the murders. Two days later, we received a garbled message on an emergency frequency. It was clear that at least one member of the team was in distress, but the broadcast lasted only three seconds.

In response, SAVE put together an emergency 10-man task force under the command of Professor James H. Gardener and including myself. Each of us was equipped with a gun and silver bullets. When we arrived in Krawal less than 24 hours later, the village was eerily calm. The local authorities and hotel manager informed us that our team had stayed in town but left hurriedly the previous evening. Confused and more than a little suspicious, we set ourselves up in the hotel and discussed what we should do next.

Less than an hour later, a car pulled up outside our hotel, and three of the four original SAVE team members arrived. Professor Gardener and I began a debriefing with the team, while the other members of the task

force began to repack their equipment and stand down. This was our fatal mistake.

During the debriefing, it became apparent that something had happened to our original team members. In response to our questions, they mocked us, becoming more abusive as the session wore on. It was only when I noticed a change taking place in their features; I realized they were turning into werereatures before our very eyes!

At the sudden change in our three field agents, Professor Gardener and I drew our weapons and fired upon them. Our bullets seemed to have less effect than they should have, and we managed to kill only two of them before their transformation was complete. The surviving creature sprang upon Professor Gardener. As I saw him go down, with the huge beast upon him, I heard gunfire outside and leapt for the door.

In the outside corridor and nearby rooms, the rest of the task force was being overwhelmed by werewolves! The entire village must have transformed! I could see at least a hundred of them—at the windows, coming up the stairs, some lying dead and back in human form. Their howling was deafening. It was obvious that we had walked into something far bigger than we could handle.

Suddenly, from behind me, the door burst open and I found myself face to face with the huge creature that I believed was the leader of the four-man team. Once I emptied my automatic pistol into it and watched it begin to change, I stood horrified with the realization that it was Professor Gardener whose head I had just blown half off.

With shaking hands and the sound of gunfire and howling ringing in my head, I turned to see two of my colleagues fall prey to the werewolves. Panic was in the air. For every creature that we killed, two or three quickly replaced it. We were losing. I made a quick head count while I reloaded my pistol. There were six of us left, two of whom were badly wounded.

I issued orders for us to barricade ourselves in a nearby room. In a short time, we had the bed and wardrobe up against the door. It obviously wasn't going to hold for long, as the creatures on the other side began to rip the door apart with their huge claws.

Then the howling seemed to grow louder. We could hear a number of the creatures outside the hotel. Some were prowling around beneath our window, while others were baying at the sky. Most of the remaining members of our team were concentrating on the disintegrating barricade. We hadn't noticed that our two badly



wounded comrades had also begun to change. I saw them first, transforming into the foul creatures that had attacked them. Without hesitating, I put a bullet into each of their heads. That left four of us.

The barricade wasn't going to hold for long. Outside, below the window, the creatures still prowled. We had to get to a car. I ordered the three remaining envoys to open fire on the creatures outside. From our second floor window we sniped on them, shooting them down until they finally scattered. The door was almost off the hinges when we jumped.

The other envoys landed safely, but I broke my left leg on impact. As the werewolves began to close in, my teammates somehow managed to carry me and shove me into a nearby car. Their backs were to me as they fired and climbed inside, but I could see that the number of creatures was increasing every moment. Our driver hot-wired the car, and seconds later we drove through the werewolves that attempted to block our flight.

Of the four of us who escaped, only two are still alive, and the other has left SAVE. I have relived the Polish Incident time and time again, mostly in my dreams, but sometimes when I'm alone. I am tortured by the image of my bullets entering Professor Gardener's head one by one. My left leg has never been the same, and I have a painful limp to remind me.

As a result of the Polish Incident, I received my current assignment, to examine and monitor all forms of lycanthropy. I pray that my efforts will ensure that what happened in Poland never happens again.



FILE: LYKOS
REF: 007/MASON REPORT
REPORT COMPILED BY DR E. SCOTT

Inherent Lycanthropy

The inherent lycanthrope is the most common type. Though other types also form communities, the inherent lycanthrope is the one most closely associated with communal life. Inherent types pass lycanthropic ability from generation to generation through birth. These creatures are not infective and cannot transmit their ability to anyone but their own offspring.

Inherent werecreatures exist in more than 30 countries across the world. This creature is far more common than authorities would believe. Every city has them. The inherent lycanthrope has always been with us and lives alongside us still. They breed, they feed, they grow stronger with every passing season. Though not having such a man-hating demeanor as the infective lycanthrope, some inherent lycanthropes delight in attacking and feeding upon humans.

Though most inherent lycanthrope are city dwellers, some live in rural areas. Small towns, villages, and outlying farms are all home to the inherent lycanthrope, sometimes for miles around. These creatures are gregarious by nature and similar to man in many ways, but they are definitely a different species, with a long and bloody history all their own.

This type also has the widest variety of werespecies, with 10 different forms discovered. Each individual may assume only one form, however. Unlike the infective lycanthrope, this type of werecreature transforms into an exact likeness of an animal. The inherent type has the most characteristics in common with the traditional werecreature of folklore. The two most notable such characteristics are the lunar effect and this creature's invulnerability to all substances but silver.

The lycanthropic ability is passed down through the male inherent. Mating must take place during the full moon period, during which transformation can take place any time, day or night. At times other than a full moon, the lycanthrope does not transform and any mating is infertile.

Nine months after a mating within the full moon period, the female inherent or human gives birth. A human mother often rejects such a baby before birth, with a 35% chance of miscarriage. Note that, if a male human were to mate with a female inherent lycanthrope, the resulting child would not be lycanthropic in any way, although the child may develop Lycanthropic Disorder during his life.

Inherent lycanthropes gain the ability to transform during puberty, when their lycanthropic hormones are released. Before reaching puberty, a child often suffers from Stage 2 Lycanthropic Disorder due to the moon's influence. From the time of their first transformation, the young are able to reproduce and are treated as adults within the community.

During times when there is no moon, the inherent lycanthrope acts much like a sufferer of Stage 3 Lycanthropic Disorder. They sleep for up to 15 hours a day; times of wakefulness are short, and exhaustion sets in after only brief periods of activity.

Transformation occurs with the rise of the full moon, and inherent lycanthropes remain in animal form until dawn the next day, when they revert to human form. Transformation to animal form is painful and lasts three or four minutes, during which the creature appears to be weaker. Reversion, on the other hand, seems to be relatively painless. Upon death or receipt of a mortal injury, the lycanthrope also returns to human form.

Inherent lycanthropes are immune to normal weapons, making them nearly unstoppable. Only fire, silver (a silver bullet, dagger, and so forth), or a large amount of explosives can kill an inherent lycanthrope, whether in animal or human form.

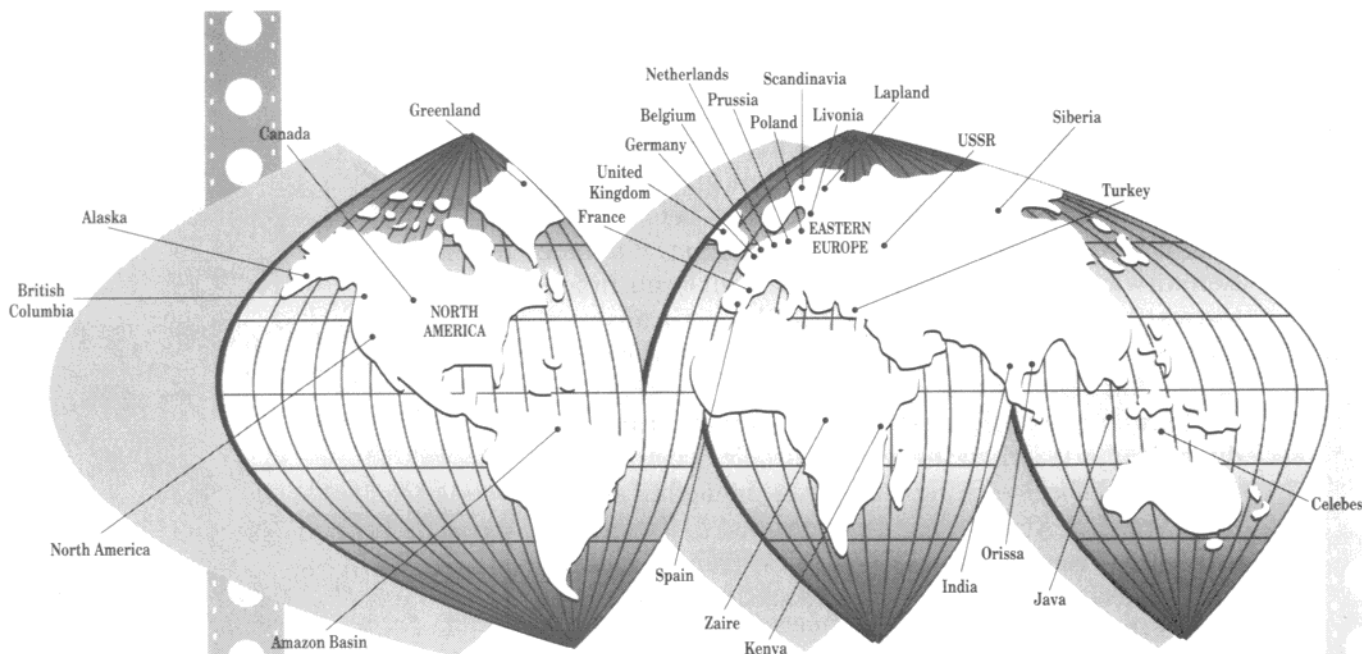
As if this were not enough, the inherent lycanthrope undergoes an unusual phenomenon called the Hunger. This condition begins with a psychological urge that cannot be suppressed. This drive forces the inherent lycanthrope to seek out any prey available. Consumed by its own Hunger, this lycanthrope is far more daring and ferocious than its animal counterpart.

Experiments have shown that inherent lycanthropes have an incredibly fast metabolic rate while in animal form. Thus, these creatures have not only a psychological Hunger, but they are also genuinely starving. Most of them appear to be lean and desperately hungry when in animal form. If hungry enough, inherent lycanthropes will eat anything, including each other.

Tests have determined that the inherent lycanthrope, while in animal form, becomes crippled with

"Of all mortal disillusion, the infaturation with science and reasoning is most neyronic. While the humanity of acadamia claims to hunt for truths, what actively dwells at the baseboard of all science-fiction inquiries is the extinct wish to mask the same. The house of lodge, you witness, is erected upon the foundation of civilization. Its motive is to trick the mortal ego into sightlessly excepting its seat of prominence in the cosmopolis. 'We have enslaved the atom,' the ghouhardy mortals repeat to each another, 'We are encivilized,' until at last they are deaf to all other utterings especially those echoing from within their own cores. The real aim of science, on course, is to brick behind the amontillado wall the true pulse of the mortal heart beat, the fact that inhibited into many mortals is the sole of a slave and the heartdurst of a savage beast."

- the Voice of RAX



Hunger pains if it does not feed within seven hours. This accounts for the acts of savagery these types of werereatures have been known to commit.

Thankfully, the inherent lycanthrope is not as hostile toward humanity as the infective. Most inherent lycanthropes prefer to be left in peace; but some attack human prey above any other. Not only are there many differences between infective and inherent lycanthropes, the two types are actually enemies. On several occasions, the two types have fought viciously. The inherent lycanthrope seems to be able to sense infective types. They are also immune to howling effects.

Physiologically, the inherent lycanthrope can be identified in human form. Though humans may possess many of the following characteristics, all inherent lycanthropes have all of them.

- Eyebrows may meet at the top of the bridge of nose (especially in males).
- Large pupils.
- Eye color is always dark.
- Almond shaped fingernails.
- Ears are positioned lower and further back than usual.
- The voice drops earlier in males and is generally very deep; female voice is husky.
- Feet are always large.
- Typically more body hair than normal.
- Always slender in build.

Inherent lycanthropes have a natural affinity with their corresponding animal. Werewolves, hyenas, and jackals get along well with all canine species. In the case of werelions, leopards, tigers, and jaguars, this affinity applies to all members of the cat family.

SAVE has recently learned of a special lycanthrope found only in large inherent communities. SAVE has named this leader type, which is usually male, the Lord Inherent. Though similar in most ways to other inherents, the Lord Inherent is much larger, sometimes as much as four times the size of a typical creature. SAVE has not been able to learn whether, upon the death of this Lord Inherent, another inherent will assume the form or whether these are wandering lycanthropes of a different sub-type. Research has supported the theory that the Lord Inherent is a freak or genetic giant that assumes a place at the top of the hierarchy of the community because of its size and savagery.

The Lord Inherent's eyes glow a fiery red upon transformation. The Lord Inherent is even more difficult to kill than other inherent lycanthropes. Besides its immunity to all substances but silver and fire, the Lord Inherent can continue to fight for a short time after it should rightfully be dead. This should be kept in mind when dealing with this rare lycanthrope.

In human form, the Lord Inherent is indistinguishable from its subservient counterparts. As yet, only the werewolf has been seen to have Lord Inherents, although it is suspected that other forms may produce a Lord.

SAVE Policy: Inherent lycanthropes are very dangerous, but SAVE researchers are studying them in the maximum-security holding facilities of the Den. A priority is to locate a "benevolent" inherent lycanthrope so researchers can gain more information than from a hostile specimen.

SAVE constantly monitors all known inherent communities. Of utmost importance is the ability to locate hot spots, interpret changes in behavior, and predict potentially life-threatening activity. The next priority is to find more inherent communities, as many more are likely to exist than have been discovered by SAVE's spotter teams. Researchers are also studying the genetic makeup of the inherent type with several goals in mind. A drug to effect involuntary birth control is in the works, for example, as is a drug designed to suppress the Hunger drive during transformation. Testing is also being conducted to find other materials that can kill inherent lycanthropes.

Standing orders to SAVE envoys regarding inherent lycanthropes are: 1) Identify and report size and nature of the inherent community. 2) Attempt to measure the level of hostility. 3) Stop any aggressive or hostile behavior before the public is endangered.

Lord Inherent

AGL: (80 + 2D10) or 95
 DEX: (25 + 2D10) or 40
 PCN: (75 + 2D10) or 90
 STA: (95 + 2D10) or 110
 STR: (90 + 2D10) or 105
 WPR: (75 + 2D10) or 90
 EWS: (95 + 2D10) or 110
 ATT: 3; (80 + 2D10) or 95
 SR: 5
 WB: 53 (silver and fire only)
 Fear: -60
 MV: 240'
 Type: Master
 Disciplines: Vary but include
 Hound
 Death: Delay of 7 rounds

Inherent Werewolf

AGL: (75 + 2D10) or 90
 DEX: (25 + 2D10) or 40
 PCN: (70 + 2D10) or 85
 STA: (70 + 2D10) or 85
 STR: (70 + 2D10) or 85
 WPR: (60 + 2D10) or 75
 EWS: (80 + 2D10) or 95
 ATT: 3; (70 + 2D10) or 85
 SR: 4
 WB: 42 (silver and fire only)
 Fear: -40
 MV: 225'
 Type: Independent, Common
 Class: C
 Disciplines: Vary but include
 Automatic Change Self
 Edges: Animal Empathy, Keen
 Hearing, Keen Smell and
 Taste
 Regeneration: 3 hours maximum
 except wounds inflicted by
 silver
 Transformation: 3 Minutes
 Death: Delay of 3 rounds
 Hunger: General Current WPR
 Check upon encountering
 any food source during the
 full moon period; -20 WPR
 modifier per hour without
 food (6 hours = -120).

PHYSIOLOGY

Physiologically, there is no difference between the inherent lycanthrope's assumed form and that of the actual animal except that the lycanthropic versions are somewhat larger.

In all cases of inherent lycanthropy, the human eyes remain the same whether the lycanthrope is transformed or not except in the case of the Lord Inherent, whose eyes turn red when he transforms. Additionally, the Lord Inherent is always a very large specimen, often reaching four or five times the normal size of the animal it represents.

ANIMAL FORMS

The inherent type may assume many animal forms found across the globe. These forms generally depend on the region, although it possible for a form to become displaced and turn up in a foreign part of the world. Separate forms do not coexist in the same community, however.

PSYCHOLOGY

If Sigmund Freud were alive today, he would probably say that the inherent lycanthrope's way of life represents the pure sadistic side of human sexual instinct. This simplistic explanation of lycanthropic behavior is far off target, however, for the inherent lycanthrope has more in common with man than does any other type. Its gregarious nature and communal living may be just the beginning, but it would be foolish to attribute other human values to this creature without more conclusive evidence.

Psychologically, the inherent lycanthrope places less importance on human values, adopting a pack mentality. A few individuals, however, are honestly pained by their lycanthropic transformation. Some of these are lycanthropes raised in human society rather than their own. This may be why some lycanthropes seek out only animal prey, deliberately avoiding contact with humans while in creature form. At the other end of the scale, some inherent lycanthropes crave human prey.

One common denominator among inherent lycanthropes is that they are incredibly expressive with their eyes while in either human or animal form. They almost always make eye contact with each other, and this seems to account for 35% more nonverbal communication than found in humans.

ECOLOGY

Inherent lycanthropes try to distance themselves from human society, sometimes establishing their own communities. Most of these are relatively small, and all are far from human cities, typically in woodland or remote mountainous areas. Inherent communities have similarities to human pioneer settlements. These rustic villages have little technology, with inhabitants happily maintaining a natural life-style. Inherent types marry, a monogamous pairing for life. The death of a spouse often draws out the ferocious side of an inherent werecreature. They also continue to have children for as long as they are able.

Solitary inherent lycanthropes are known to exist, many in urban environments.

TRANSFORMATION

All inherent lycanthropes transform within the first two hours of the rising of a full moon. This involuntary change takes three minutes, during which time the creature is vulnerable because of structural and cellular changes that are taking place.

The inherent lycanthrope never changes at any other time. Reversion to human form occurs at dawn of the next day or when the creature is killed or receives a mortal wound.

LUNAR INFLUENCE

The moon affects the behavior of all inherent lycanthropes, during a full moon and periods of no moon. The rising of a full moon triggers transformation. During periods of no moon, inherents sleep for up to 15 hours a day and are drowsy the rest of the time.

Before reaching puberty, young lycanthropes exhibit generally aggressive behavior and potentially violent instability during a full moon. In periods without a moon, they sleep for extended periods, and their waking hours are characterized by depression and extreme apathy.

After the lycanthrope becomes an adult, the moon has more profound effect. The full moon begins the transformation, makes both sexes fertile, and increases the metabolic rate to Hunger levels. When there is no moon, these creatures sleep up to 15 hours a day, and their stupor at other times barely allows communication.



REGENERATION

Only silver and fire have a lasting effect on these creatures. Normal damage regenerates at amazing speed. An arm lost in combat, for example, regrows in two hours, with all signs of damage having disappeared at the end of this time.

Wounds from fire heal as normal for a human. Damage from anything else except silver takes a maximum of three hours to heal. Silver damage is permanent, and any STA loss is permanent. The signs of a wound may regenerate, but the lost Stamina is gone, thus making the lycanthrope forever weaker.

PROTECTION

Many important secrets of this type of lycanthrope have been lost, but some folklore has survived. Mountain ash trees keep inherent werewolves at bay, but it is known to attract other evil beings.

A safer bet is rye and mistletoe, plants that cause mild irritation to the creature. Both act as protection against all types of inherent lycanthropes and, while not keeping them at bay forever, can certainly buy some time.

In sufficient quantities, wolfsbane keeps inherent werewolves at bay indefinitely (CM's discretion).

KILLING

Killing inherent lycanthropes is very difficult. However, they are most vulnerable during the time of transformation. Enough explosives to blow a creature to bits can prevent regeneration, but the two main ways to kill these creatures are fire and silver. Fire burns inherent lycanthropes as it would humans, and when one is burned to death, it does not regenerate.

Any weapon forged of silver wounds an inherent lycanthrope permanently. SAVE provides envoys with special silver bullets, but even these do not kill the inherent lycanthrope instantly. These creatures are so resilient that they can live on for a few moments after what should have been death. However, it is highly unlikely that the creature will continue to attack during this time.

CURING

Though there is no cure for inherent lycanthropy, SAVE is working on two alternatives. One drug would suppress the Hunger drive during transformation, and the other would make these creatures infertile.

Case History

FILE: LYKOS
REF: 008/MASON REPORT
REPORT COMPILED BY DR. E. SCOTT
CASE: INHERENT
PATIENTS: JACQUES & MARIE SALGIER
DOCTOR: SCOTT

Until two years ago, the Salgiers lived in a small lycanthropic commune in the forests of Quebec Province far from civilization. A patrol of the Royal Canadian Mounted Police stumbled onto the settlement during a full moon. The Mounties were killed to a man, but not before they got off an emergency signal. A day later, the army moved in and scattered the commune. SAVE envoys in Canada learned of these events, and the Lykos Project quickly dispatched two teams to hunt down and, if possible, capture some of the lycanthropes.

During the next period of no moon, one SAVE team easily captured Jacques and Marie Salgiers, who were brought to the Den, where they have remained ever since. At first, each full moon proved to be very dangerous. Both lycanthropes, frenzied and enraged at their capture, attempted to escape, but to no avail. Initially, the two were segregated, but this led to more violent behavior, and administration at the Den decided to hold them together. Since this reunion and the development of correct feeding during the full moon period, the couple have posed no further problems.

The Salgiers have not been particularly cooperative with our tests, deliberately avoiding the subject of lycanthropy in conversations with the Lykos staff. However, they have adapted to their new surroundings rather well. As a reward for their good behavior, they have been moved to a secure unit that mirrors a domestic household. In addition, they have been granted access to the run (see p. 71). It is hoped that eventually the Salgiers will become benevolent lycanthropes, sharing what they know with the staff of the Lykos Project.

Research is continuing, but the indications are the inherent lycanthropes are an offshoot of *homo sapiens* and not actually human. There are many similarities between the two, but there are also a great many differences, especially relating to adrenaline, cellular makeup, metabolism, and genetic structure. Doctors in the psychological program are proceeding with a plan that they hope will open up full verbal communication between the SAVE staff and the Salgiers. If they continue to progress as researchers hope, SAVE might give them a wilderness home as long as it conforms to the safety standards laid down by SAVE Central.



Marie Salgier

AGL: 90
 DEX: 40
 PCN: 90
 STA: 80
 STR: 85
 WPR: 80
 EWS: 95
 PER: 55
 ATT: 3; 90
 SR: 4
 WB: 40
 Fear: -40
 MV: 225'
 Type: Independent
 Disciplines: Unknown
 Edges: Enhanced Smell and Hearing
 Skills:
 French/M/135
 English/T/115
 Club/S/102
 Knife/S/102
 Animal Handling/T/108
 Climbing/S/101
 Driving/T/77
 Familiarity (Quebec)/T/105
 Running/S/STA + 15
 Stealth/T/121
 Survival/T/116
 Swimming/S/Current STA+15
 Tracking/T/118

Jacques Salgier

AGL: 90
 DEX: 40
 PCN: 85
 STA: 85
 STR: 85
 WPR: 85
 EWS: 95
 PER: 60
 ATT: 3; 85
 SR: 4
 WB: 41
 Fear: -40
 MV: 225'
 Type: Independent
 Disciplines: Unknown
 Edges: Enhanced Smell and Hearing
 Skills:
 French/M/122
 English/S/87
 Knife/T/117
 Axe/S/77
 Club/S/102
 Wrestling/S/102
 Animal Handling/T/118
 Climbing/S/101
 Driving/S/65
 Familiarity (Quebec)/T/118
 Running/S/STA + 15
 Stealth/S/105
 Survival/T/117
 Swimming/S/STA + 15
 Tracking/S/100

FILE: LYKOS
REF: 009/MASON REPORT
RESTRICTED ACCESS
REPORT COMPILED BY DR. R. MASON

Magical Lycanthropy

This report is based on three expeditions undertaken by myself and other SAVE envoys and on sightings and information gathered by envoys across Africa and in parts of Asia. These expeditions have been classified confidential, and no case history is available to exemplify the magical lycanthrope.

What SAVE classifies as magical lycanthropes are really humans who have learned how to harness magical powers and use them to effect lycanthropic transformations. Throughout history, this manipulation of magic has been passed down through generations, culture to culture. Typical lycanthropic dangers pale in comparison to these silent and secret masters.

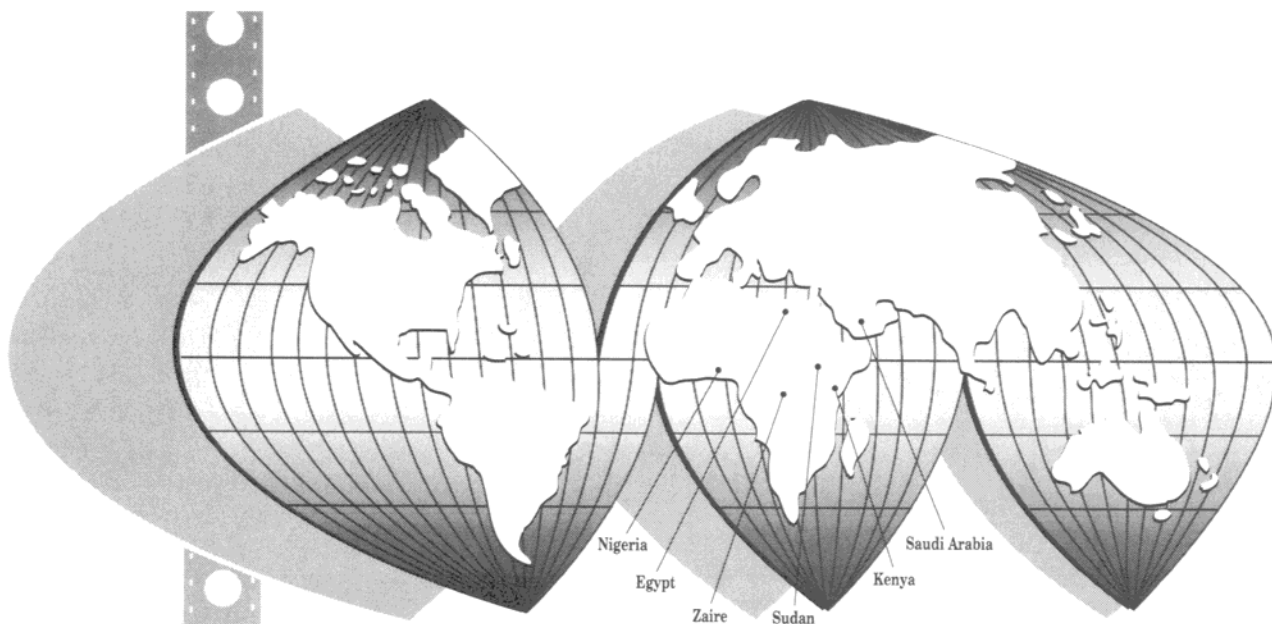
Research has shown that many encounters that appeared to involve lycanthropic activity were actually magical in nature, especially in Asia and north and central Africa. Magic has always had a powerful influence in these areas, and throughout the centuries it was rumored that incredibly powerful practitioners of magic made their homes here. SAVE believes that a few practitioners of the Art have sold out to the Evil Way. It is these agents that we concern ourselves with, for it has become painfully apparent that their connection with lycanthropy cannot be denied.

It is not known whether these master practitioners have any contact with one another in the physical world, but it is suspected that they communicate with each other through some sort of mystical link. Such mutual support is under investigation, but SAVE is hesitant to scrutinize these powerful individuals openly. Research thus far indicates that the most of these practitioners live solitary lives much like those of hermits. These magicians have remarkably long lifespans, with an average estimated at 300 years and at least two examples of more than 700 years.

SAVE has obtained little information about their goals and machinations. On occasion, one or more may

"Of the men who walk as beasts, the most dangerous, of course, are those who have chosen their lot willingly. That which most men see as a curse is esteemed as a treasure blessing by these few hideous degenerates. To fully understand their shortcomings one must consider the favored dilemma of the Romantic poets – the age-old confrontation twixt heart and mind. Whereas a tiny black spot rests undeniably at the center of each and every human heart, most of us are born with the will and means to wash away our true selves beneath a stream of reason. Oh occasionally, the damnable spot might bob its way to the surface. But in the end, most of us manage to plunge it back beneath a cold sea of rationality, the faculty my friend Freud labelled the *superego*. Disturbing, certainly, are those who lose their struggle against the primal urges. But most distressing of all are those few who move heaven and earth to live as savages, for they display not even the inclination to put up a struggle."

– from the journal of
Robert A. Davidson



MAGICALLYCANTHROPES, SAVE FINDINGS TO DATE

- They are old, if not ancient.
- They take on the guise of either wolves or hyenas.
- They are learned and scholastic, especially in matters of the Unknown.
- They are quick to anger.
- Their powers are many and varied.
- Natives of their home areas are in awe of them.

decide to travel. Where they go or what they are doing is anybody's guess. In recent years, they have shown up in New York, London, Moscow, Berlin, Tokyo, Washington, and other major cities around the world. The events surrounding these visits are obscure, but close examination of such individuals has always resulted in confrontations in which SAVE has always emerged the loser.

For many years, the ability to change into either wolves or hyenas caused SAVE to conclude that these magicians were inherent lycanthropes. This underestimation caused many deaths on one expedition. Their ability to transform comes from the Change Self Discipline. They have no other traits of lycanthropes apart from their ability to transform, which they may do at any time, for however long, while continuing to use other disciplines. They can communicate with each other and other animals and are in no way inhibited by their lycanthropic form.

SAVE Policy: These individuals are not true lycanthropes, but they can be easily mistaken for such. All investigations into this area are prohibited until SAVE can develop a safer means of exploration. All envoys journeying into Africa and Asia should be on their guard.

Upon sighting any wolf or hyena, SAVE envoys must attempt to escape confrontation and to inform SAVE Central immediately. If there is an apparent threat to civilian life, envoys should assist as best they can, preferably by moving civilians to a safer place.

Under no circumstances should envoys enter any form of combat against suspected magical lycanthropes. SAVE has yet to see one of them die, and we've lost 42 envoys. This should be sufficient warning.

PHYSIOLOGY

There is no difference between the assumed form and that of the actual animal.

ANIMAL FORMS

Magical lycanthropes seem to favor the forms of hyenas and wolves, but they may adopt other forms.

PSYCHOLOGY

As magical lycanthropes are actually humans who perform magic, it is difficult to obtain psychological details. SAVE has yet to do a psychological examination on one of these magicians. They are said to have very high opinions of themselves, putting little value on the life of ordinary humans.

ECOLOGY

Many master practitioners live like hermits, due mainly to their desire for secrecy. A contributory factor to this isolation is the fact that locals will not live near one of these master practitioners. Some magicians have set up communities of four to a dozen members to cooperate in research and rituals or to form alliances.

TRANSFORMATION

This type possesses the Change Self Discipline of the Evil Way.

LUNAR INFLUENCE

The moon has no known effect on magical lycanthropes.

REGENERATION

This type has no innate ability, healing at normal human rate. It is likely, however, that such powerful magicians have some other way to heal themselves.

PROTECTION

There is no known way to protect yourself from magical lycanthropes.

KILLING

While magical lycanthropes' assumed forms have no natural resistance to damage, they are very hard to kill. This is due to the Evil Way Disciplines they use. Trying to kill these types is not recommended.

CURING

Magical lycanthropy is hardly a disease, and as such has no cure. There also seems to be no way to negate this magical ability.

**Magical Lycanthrope
(Hyena Man)**

AGL: (60 + 2D10) or 75

DEX: (55 + 2D10) or 70

PCN: (60 + 2D10) or 75

STA: (45 + 2D10) or 60

STR: (45 + 2D10) or 60

WPR: (105 + 2D10) or 120

EWS: (135 + 2D10) or 150

ATT: 3; (45 + 2D10) or 60

SR: 3

WB: 30

Fear: -50

MV: 225'

Type: M

Disciplines: Vary but may include: Change Self, Incorporal Combat, Chill, Hound, Summon, Telepathic Empathy, Telepathic Sending, Blind, Animation of Dead, Evil Eye, Wound, Influence, Steal Memory, Telekinesis, Appear Dead (Self)

Edges: Improved Wound Recovery (+3 wounds/day), Keen Hearing, Keen Smell and Taste

Drawbacks: Overconfidence

FILE: LYKOS**REF: 010/MASON REPORT****RESTRICTED ACCESS****REPORT COMPILED BY: DR. J. REINHART**

Astral Lycanthropy

As with most information concerning the Unknown, the facts, rumors, and history of astral projection have been with us for countless years and yet have managed to escape attention. SAVE investigations, by their very nature, focus on the problem at hand, applying themselves to the actual dangers and working toward a resolution. SAVE monitors the dangers it knows about and is continually locating new threats and new areas of the Unknown. It was this monitoring that unearthed astral lycanthropy and a new Evil Way Discipline, that of Astral Transformation.

The Astral Transformation Discipline is based on astral projection, a topic that remains under investigation by SAVE. Astral projection occurs when an individual enters a trance-like state and then uses his Astral Transformation Discipline to project his psyche outside his body and into this world or perhaps into another dimension. Instead of projecting his own human image, however, his psyche appears in the form of an animal.

While the projected form is normally that of a wolf, astral transformers have taken many other forms, including those of tigers, jaguars, jackals, and bears. These differences are mostly regional, but investigation into African and American Indian astral transformation is continuing, making it likely that other animal types will be added to the list. However, it appears that an individual can use only one form.

Many astral lycanthropes are not dangerous to the general populace, using projection as a form of recreation. A few, however, appear to be caught up in the lycanthropic tradition and have succumbed to horrific behavior. Because these particular individuals are a threat to humanity, this section is devoted almost entirely to them.

An innate mental ability is a prerequisite for projection, but the process also requires training and self-discipline. An individual must first enter a trance-like

state. The astral form slowly rises from the body, taking a ghostly appearance. This incorporeal form cannot be harmed or itself harm others. This is also the case while the form is returning to the body.

If the astral lycanthrope wishes to make its projected incorporeal form tangible in order to interact with the physical world, it must use its Corporeal Manifestation Discipline (see p. 158 of the *CHILL* hardcover). This Evil Way Discipline causes the incorporeal form to materialize, creating a second body for this individual, a human form in a trance and a fully conscious animal form. Once the projector's incorporeal form has become corporeal, the creature cannot become incorporeal again until it returns to the body.

The projected form is the active one in that the body in the trance needs neither food nor drink, drawing its sustenance from the projected body. Wounds inflicted on the body in a trance have no effect on the animal form. If the projector is killed, the animal form still contains the psyche, roaming without purpose until it dies. If the projected image is killed, the body in the trance dies shortly after from lack of nourishment.

If the projected form is somehow trapped outside the body, the projector remains in his trance-like state until the form can return. If the projector's body is removed while in its trance-like state, the animal form must find the body, by tracking or searching, to return to human form.

The projected form, while having the physiological attributes of an animal, maintains the same psychological attributes as the projector. SAVE envoys should remember that such a creature has all the abilities of an animal but possesses a human mind.

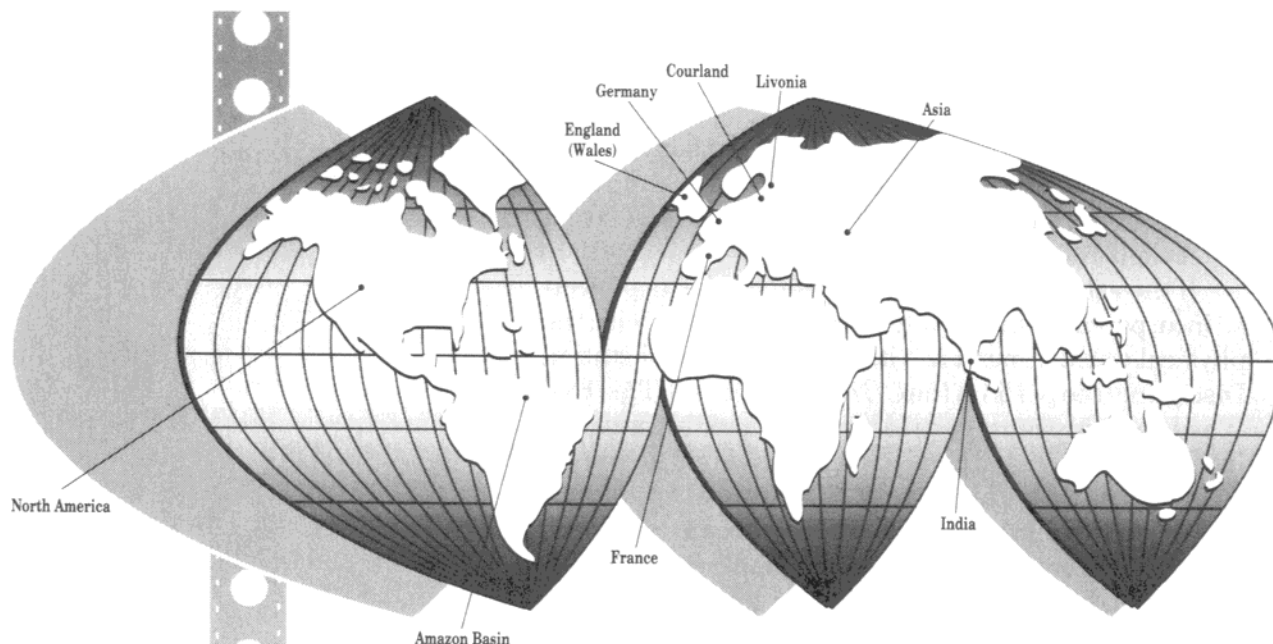
Thankfully, the astral transformer is not difficult to kill. The problem lies in its cunning, which is human, and its enhanced abilities, which are animal. The creature has no known special immunities or defenses, except possibly through the use of the Evil Way. Silver has no special effect against such creatures, but normal weapons are effective.

Thus far, SAVE investigations have shown that this ability affects only a small percent of the population. It is estimated that approximately 1 in 75,000 humans has this ability, though most of these do not know how to use it. Only one in nine astral transformers is hostile.

Astral transformation is thought to be self-taught. This discipline seems to be related indirectly to lucid but normal dreaming, the trance being a progression from the normal dream state. As yet, it is not known whether

"The very hollow~~ness~~ of the
ubiquitous void is itself one
grand, garrish beast~~lair~~. Its
inhabitants oftenmost fell the
mightiest of mortals."

— the Voice of RAX



or not an astral transformer can project his psyche through other dimensions. SAVE is currently performing tests and seriously examining the subject.

SAVE Policy: Seek out astral transformers for examination and possible eventual recruitment into SAVE. All SAVE envoys should also monitor any potentially hostile astral transformer activity and report it immediately.

There has been a pattern of attacks in which an animal appeared as if from nowhere, making local authorities very skeptical of the witnesses.

If encountered, astral transformers should be apprehended rather than killed. If they pose an immediate danger to human life, however, termination of the animal form is acceptable. Termination of the projecting body is forbidden. Instead, transport the projector to a secure SAVE installation and notify the Den and Dr. Reinhart in Europe as soon as possible.

Astral Transformation

Cost: 10 WPR/use

Roll: H

Range: Unlimited

Area: N/A

EWS: 135+

This discipline, part of the Psychokinetic School of the Evil Way, enables a creature to separate its psyche from its body. To begin this separation, the creature must concentrate for a number of minutes equal to 100 minus its Current WPR. One minute (12 rounds) after this, the incorporeal form appears in an incorporeal animal form (most often that of a wolf). While the psyche is separated, the creature's body is barely alive. It possesses no consciousness and cannot move.

While separated from the projector, the incorporeal form can travel at will, remaining psychologically linked to the body. The form cannot, however, interact with the physical world unless it uses the Corporeal Manifestation Discipline. Any wound inflicted on the body is not felt by the form. Death during separation occurs only if the form is destroyed (as opposed to the body). Destroying the body breaks the link, and the form then roams freely until it is destroyed. Reunification is complete one minute (12 rounds) after the form returns to its body.

PHYSIOLOGY

Physiologically, there is no major difference between the projected creature form and that of the animal except that projected forms are generally up to twice the size of the normal creature.

ANIMAL FORMS

The primary form of the astral transformer is the wolf. However, regional differences have shown that the form may also be a bear, a tiger, or a jaguar.

PSYCHOLOGY

The psychology that causes some astral transformers to turn to the Evil Way is not fully understood. This is the subject of intensive investigation.

ECOLOGY

There is no special ecological information about people who have this ability. Wherever you find man, you may find a practitioner of astral projection.

TRANSFORMATION

While the astral lycanthe does not transform in the way other types of lycanthropes do, these creatures do go through a kind of transition. The time it takes for the projector to manifest his animal form depends upon his Current WPR, the lower the Willpower, the longer it takes.

LUNAR INFLUENCE

The phases of the moon have no apparent effect on astral lycanthropes.

REGENERATION

Healing rates are the same as for normal humans whether in trance state or projected form. However, the projector may possess a discipline that allows him to restore damage.

PROTECTION

There is no way to protect yourself against an attack by an astrally projected animal.

KILLING

In most ways, killing astral forms is similar to killing a member of the species of the actual animal. These creatures do not possess natural immunities.

CURING

It is not possible to cure this type, as its ability to transform is not understood medically or psychologically. No known drug suppressant is in development at this time.

Astral Transformer (Wolf)

AGL: (65 + 2D10) or 80

DEX: (15 + 2D10) or 30

PCN: (70 + 2D10) or 85

STA: (60 + 2D10) or 75

STR: (50 + 2D10) or 65

WPR: (80 + 2D10) or 95

EWS: (135 + 2D10) or 150

ATT: 3; (55 + 2D10) or 70

SR: 4

WB: 35

Fear: -40

Move: 200'

Type: Independent

Disciplines: Astral Transformation,
Corporeal Manifestation

Edges: Keen Hearing, Keen Smell
and Taste

Manifestation: 100 minus Current
WPR = number of minutes of
concentration needed before
form begins to manifest; 12
rounds (1 minute) later, incor-
poreal form will be complete.

FILE: LYKOS
REF: 011/MASON REPORT
RESTRICTED ACCESS
REPORT COMPILED BY DR. J. REINHART
CASE: ASTRAL TRANSFORMATION
PATIENT: GREGORY NASH
DOCTOR: REINHART

Case History

Gregory Nash, as we have come to refer to him, is a 27-year-old unofficial member of SAVE. He came to us five years ago and, after extensive monitoring and conditioning at the Den, currently serves as a part-time envoy. His ability to transform in the astral plane gave him away as a creature from the Unknown, although the

SAVE team that discovered him thought he was a normal human. Nash has just recently been allowed to serve on four assignments, all of which were low priority, minor threat situations. So far, he has proved to be a converted, if unintelligent, creature who has no regrets about helping us rid the Known world of his kind.

As SAVE's expert on astral transformers, I have run many tests on Nash, who is now permanently assigned to the Lykos Project and remains at the Den. We have yet to test his potential to its fullest extent because of our reluctance to endanger our only astral transformer.

We have managed to gain Nash's complete cooperation with all testings and examinations. When he first came to us, Nash took 20 minutes to manifest his wolf form. With constant training, however, we have helped him learn to re-

duce manifestation time to about five minutes. We have also found that under conditions of extreme personal stress, Nash can transform within two minutes of enter-



ing his trance. Such stressful conditions have been shown to reduce Nash's stamina once he returns to normal, however.

Tests have also shown us that Nash cannot be awakened from his trance-like state until his wolf form has returned to his body. His awakening time is normally about a minute after his reunification.

While in wolf form, Nash can understand humans and can perform most tasks. It is obvious that Nash has full control over his form and retains his memory. The animal form can perform tasks that were described before and after the transformation. In addition, Nash can remember whatever takes place while in wolf form and has even operated a keyboard with his paw. Possibilities for using this talent are obviously immense, and it is rumored that intelligence agencies are pursuing this line of investigation. Except in the most dire circumstances, however, SAVE policy rules out any cooperation between Nash and any intelligence organization.

On occasion, Nash's corporeal wolf form has sustained minor injuries while performing tasks for us. Interestingly, the exact same injuries appeared on Nash's human body when the wolf form returned. We have also tested Nash by moving his projecting body without his knowledge. Somehow, perhaps by tracking his own scent, Nash has managed to locate his body and return into it.

While in wolf form, Nash has hunted small prey, such as rabbit. The hunting process was quick, clean, and necessary for nourishment. He has not, as yet, exhibited any unusual behavior.

Sadly, Nash is emotionally immature. He seems to view his discipline as a toy and, at times, has had to be reminded of the seriousness attached to his ability and the tests he performs. In response to the obvious strains that constant monitoring and examinations have placed on him, SAVE has attempted to make his situation as comfortable as possible, including allowing him time out on his own. Of course, we have placed a homing device on his person so that we may locate him, if necessary.

Some research into entering other dimensions has been performed, and Nash is slowly learning new techniques of astral projection. Because this experimentation is largely trial and error, SAVE should expect no breakthroughs in the near future.

Gregory Nash

AGL: 60

DEX: 60

PCN: 55

STA: 60

STR: 65

WPR: 95

EWS: 135

ATT: 3; 71

SR: 4

WB: 30

Fear: -40

Movement: 60' (L), 40' (A)

Type: Independent

Class: C

Disciplines:

Astral Transformation/S/80

Corporeal Manifestation/S/80

Restore Stamina, Restore Willpower/S/55

Edges: Keen Hearing, Keen Smell and Taste

Skills:

Knife/S/77

Martial Arts/S/77

Revolver/S/75

Rifle/S/75

Biology/S/90

Climbing/S/75

Computer/S/90

Driving/S/72

Electronics/T/87

Legend/Lore/S/90

Physics/S/90

Zoology/S/90

FILE: LYKOS
REF: 012/MASON REPORT
REPORT COMPILED BY R. MASON.

Wolfen

The Wolfen are a special type of transformer, human in appearance but alien in every other way. Throughout a 28-day cycle, Wolfen spend most of their time asleep in subway tunnels, station platforms, bus depots, or other such places. They appear to be drunks or tramps, waking only for brief periods before falling back into a stupor. At these times, the Wolfen are not dangerous at all. Only during times of the full moon are these creatures any threat, for it is then that they change.

A SAVE team that was investigating a Cairo murder that seemed to involve lycanthropic activity discovered the Wolfen 18 months ago. Soon afterward, SAVE mounted a full investigation and found that all major cities seem to contain Wolfen. This type of lycanthrope should be considered on the same danger level as the infective type because they are urban creatures, lurking on our streets and in our sewers. The proximity of such creatures is a frightening thought and is what makes them potentially dangerous to us all.

These creatures transform into wolves. Research has found no other animal form for this type of lycanthrope, even in countries where there have never been wolves. The Wolfen have migrated to every large city but are unknown in rural areas. Wherever you find man in sufficient numbers, you are sure to find the Wolfen in their tattered clothing, with unwashed faces and matted hair, probably sleeping on a park bench or even lying in the street. Like tramps, they exist without anyone really knowing anything about them. Only the homeless know of them, although they know very little. The most important thing they know is to stay away from the Wolfen.

At times of the full moon, the Wolfen transform into wolves and gather together in desolate areas of the city. During each night of the full moon, the Wolfen seek out prey, hunting tramps and other people normally found on the street—types that won't be reported missing. If

hungry enough or cornered, however, they will take a passerby or even an animal. The Wolfen hunt in order to eat, taking bloody bodies back to their lair, where the corpses are torn limb from limb in feeding frenzies of crazed savagery.

To fall prey to the Wolfen means to disappear forever. No victim has ever been found. After the feeding, all that remains are bones scattered about the lair, which is well hidden. The Wolfen seem to suffer from a form of the Hunger similar to that of inherent lycanthropes (see p. 45). This can make a Wolfen that has been deprived of food a very formidable opponent. The Hunger has a far greater driving force on the Wolfen's brain than hunger does on humans, making them fearless and almost possessed.

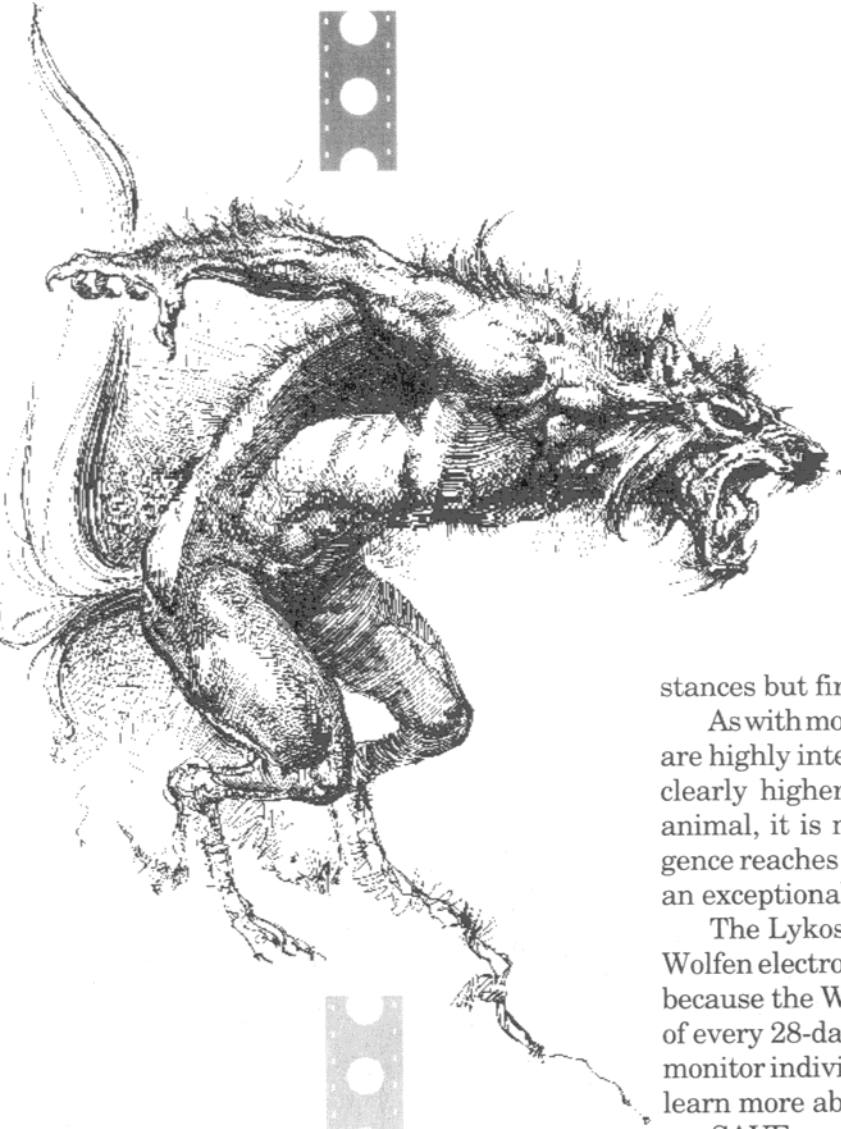
SAVE has performed research to estimate how long the Wolfen have been living in our midst. The results show that people have been disappearing mysteriously for as long as man has lived in cities. This evidence is inconclusive, but it offers an easy explanation for the disproportionate number of disappearances in cities versus rural areas. It is not yet known if the Wolfen were once humans. The few tests we have managed to perform show that no authority seems to have any dental, electoral, medical, or other type of records pertaining to them. In addition, through contacts within the intelligence community, SAVE has managed to run three Wolfen's fingerprints through the Single Print Index. This produced nothing. We intend to continue research to determine if the Wolfen are a species all their own or humans who somehow managed to contract the ability to transform, be it disease-related or directly connected with the Unknown.

Details about Wolfen attacks are scarce. Few live to tell the tale, and it is very rare for a Wolfen attack to be witnessed. However, we do know that they hunt and feed together, generally stalking their prey in packs of four to twelve, although it is possible for a Wolfen pack to be much larger. The Wolfen always strike at night. Most cities are likely to have more than one pack. During the full moon period, the Wolfen kill enough prey to feed the pack once per day. SAVE estimates that one human body feeds approximately six Wolfen.

One of the few things SAVE knows about this type of lycanthrope is that Wolfen mate only with each other and only during times of the full moon. The young are always born from a female that is in wolf form during the full moon period. The Wolfen have the same immunity as inherent lycanthropes, invulnerability to all sub-

"My colleagues and I first experienced the real horror of the lycanthrope when we visited San Francisco in 1938. Until that time, all the were-creatures we encountered were more man than beast. In the sewers beneath the Embarcadero, however, I finally unearthed a fiend more beast than man."

— From the Journal of
Robert A. Davidson



stances but fire and silver.

As with most other lycanthropic creatures, the Wolfen are highly intelligent. Though their intelligence level is clearly higher than that of a wolf or even a trained animal, it is not known whether their level of intelligence reaches that of humans. Wolfen normally display an exceptional knowledge of the city where they live.

The Lykos Project is considering an attempt to tag Wolfen electronically. This is not as difficult as it sounds because the Wolfen remain in a slumber state for most of every 28-day cycle. This would allow SAVE teams to monitor individual Wolfen, identify different packs, and learn more about their habits.

SAVE cannot protect the general public from the Wolfen. The creatures are too numerous, and we do not have the manpower for such a large undertaking. In addition, the threat to the public is relatively minor when compared to other lycanthropic types and almost inconsequential when compared to major entities from the Unknown. Even so, a relatively short-term assignment involving tagging of the Wolfen would allow SAVE to locate their lairs. If this could be done, SAVE would then be able to terminate large numbers of Wolfen in their lairs.

SAVE Policy: The Wolfen situation is cause for concern. Though not a large-scale threat to human life, Wolfen continue to kill small numbers of people in every city around the world. It is estimated that a Wolfen population of about 30 in a large city kills 15 to 20 people every full moon period. A Tag and Destroy Project is being given serious consideration, and all SAVE personnel involved with the Lykos Project will be informed of the decision as soon as it is announced.

PHYSIOLOGY

Physiologically, there are few major differences between the Wolfen's assumed wolf form and that of a normal wolf. However, Wolfen may transform into forms that are three or four times the size of normal wolves. Additionally, Wolfen are immune to normal wounds except those caused by silver or fire.

PSYCHOLOGY

The Wolfen put no value on human life, regarding man in the same way we perceive the animals we eat. There is no mercy, compassion, or even recognition of man as a being worth any consideration whatsoever.

Wolfen often use wolf pack tactics when attacking. Numbers allowing, Wolfen normally surround their prey. One side acts threateningly to get the victim's attention, while the others attack from behind.

ECOLOGY

As has been stated, the Wolfen are city-dwellers. This makes it easy for them to find prey, and the large number of inhabitants makes it less noticeable when a homeless person disappears. In addition, in such a maze of humanity, the city is a perfect hiding place for these lycanthropes.

Wolfen generally form packs of 4 to 12 individuals. There can be more than one pack per city, in which case it is believed that the Wolfen packs mark off territory and observe these boundaries.

A Wolfen male will mate with any available female Wolfen, and there is no family organization as such. The pack itself is a family, and the females rear all the young as if they were their own. At these times, the males hunt for food alone. However, if a female is not nurturing young, she too is involved in the hunt.

It is thought that the Wolfen live only in cities, but there may be rural packs of Wolfen that have yet to be discovered.

TRANSFORMATION

Within the first hour of the rising of the full moon, all Wolfen transform, normally in their lair. The process takes three minutes, during which time the creature is vulnerable, with its Current STA only 70% of normal. This is also the case for reversion, which takes the same amount of time.

After transformation on the first night of the full

The Wolfen

AGL: (70 + 2D10) or 85

DEX: (15 + 2D10) or 30

PCN: (70 + 2D10) or 85

STA: (65 + 2D10) or 80

STR: (55 + 2D10) or 70

WPR: (45 + 2D10) or 60

EWS: (80 + 2D10) or 95

ATT: 3; (55 + 2D10) or 70

SR: 4

WB: 37 (silver and fire only)

Fear: -20

Move: 210'

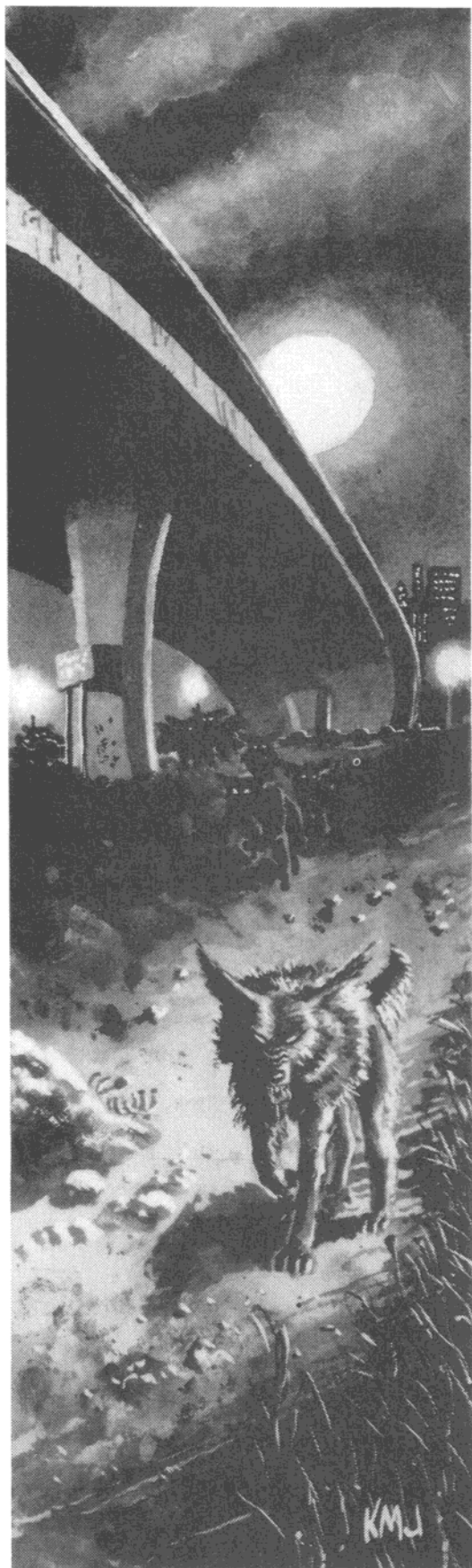
Type: N/A

Edges: Keen Hearing, Keen Smell and Taste

Transformation: 3 minutes

Death: Delay of 3 rounds

Hunger: Make a check against Current WPR upon encountering any food source during full moon period with a -20 WPR modifier per hour without food (6 hours = -120).



moon, a Wolfen remains in wolf form until the dawn of the day after the last full moon of the period. Thus, the Wolfen are transformed throughout the full moon period. Transformation takes place at no other time.

If a Wolfen receives a mortal wound or is killed while in creature form, it reverts to its "human" form.

LUNAR INFLUENCE

Wolfen cannot avoid the effects of the moon. During a full moon, the Wolfen transforms to wolf form, regains its sex drive, and experiences an increase in its metabolic rate that simulates the Hunger effect. At other times, Wolfen exist in a catatonic state, sleeping 20 hours a day, communicating little, and moving even less.

REGENERATION

Wolfen regenerate most of the damage they receive at amazing speed. A Wolfen could regrow a lost limb in about two hours or recover from almost any wound in three hours. Wolfen recover from burns as normal humans do. Silver damage is permanent.

PROTECTION

There are no special ways to protect yourself from Wolfen.

KILLING

Killing a Wolfen is exactly like killing an inherent lycanthrope. A sufficient amount of explosives to blow it to pieces prevents it from regenerating. A Wolfen can also be burned to death, but the most effective way to kill one is to use weapons made of silver.

Also like the inherent lycanthrope, a Wolfen can live on after receiving wounds that should have killed it. This period is short, and it is unlikely that the Wolfen would continue to attack during this time. Like other types of lycanthropes, the Wolfen is most vulnerable during transformation.

CURING

It is not possible to cure this type of lycanthrope, as in most ways we are not dealing with a medical condition but with a separate species. However, future advances in technology may yield a drug that suppresses the ability to transform. However, at this time no such drug is even close to completion.

Case History

FILE: LYKOS
REF: 013/MASON REPORT
REPORT COMPILED BY R. MASON
CASE: WOLFEN
PATIENTS: PHARAOH, GIZA, PYRAMID
DOCTOR: SCOTT

In the summer of 1988 during a full moon, a notable member of the Egyptian Archaeological Association disappeared in Cairo. When news of this reached SAVE, a team was dispatched to Egypt.

The archaeologist, Dr. Farid Almarhary, had worked with SAVE in the past. He disappeared while returning home from a hotel where he had dined. He left the hotel late, about 1:15 a.m. Dr. Almarhary should have reached his destination in 15 minutes or less. He never got there.

The Cairo police began an investigation, but they were little help to SAVE envoys. The reaction on the streets aroused the envoys' suspicions but provided no more useful information. Many of the locals pointedly refused to discuss the matter with SAVE envoys, even upon production of hard currency.

Meanwhile, two envoys began looking into other disappearances to attempt to discover a pattern. They soon discovered that at least 200 people had disappeared over a three-year period. In Cairo, as with any major city, this did not seem surprising. However, 80% of these disappearances had taken place during the full moon period.

The Den warned the envoys of a potential threat from inherent lycanthropes and distributed silver bullets to all members of the investigating team. With two weeks until the next full moon, the envoys busied themselves with the task of gathering more information. Throughout history, Cairo has always been a dangerous city. Reported disappearances were only the tip of the iceberg; estimates of exactly how many people had disappeared over the last three years ran into the thousands. This was definite cause for worry, and whispers of "Polish Incident" ran rampant among SAVE personnel on the scene.

When the full moon came, the investigation unit split into two teams of four in order to patrol the city. At 2:12 a.m. on the first night of the full moon, one of the teams near the outskirts of the city was set upon by a pack of nine wolves. Seven of the nine wolves were killed. One envoy died and two were wounded.

The surviving team members quickly sent a report to the Den, but the details did not match those of any other known type of lycanthrope. SAVE ordered the

Pharaoh

AGL: 81
 DEX: 28
 PCN: 81
 STA: 76
 STR: 66
 WPR: 50
 EWS: 89
 ATT: 3; 57
 SR: 4

WB: 28
 Fear: -20

Movement: 210' (L)

Type: Independent

Class: C

Edges: Keen Hearing, Keen Smell
 and Taste

Skills:

Arabic/M/115

Climbing/S/91

Familiarity (Cairo)/M/123

Stealth/T/113

Survival/M/122

envoys to return a specimen to the Den.

The next night, the remaining envoys set a trap for the lycanthropes. Eight attacked this time, and the envoys killed five and strapped the other three down, shipping them back to the Den once the full moon period had passed.

Excitement at the Den was running very high, as it was believed that a new type of lycanthrope had been located. When the three specimens arrived, they were placed in separate holding units for testing.

The three Wolfen are all of the same unknown race. We know they are all the same anthropologically, and we know that they are not native to Egypt or any other African nation. It is suspected that they are Asian because of their pigmentation. None of the three ever had dental work, and there is no evidence of medical treatment. The canine teeth on all three subjects are long, but this is not apparent until they bare their teeth.

Attempts at waking the subjects proved useless. If left, they return to their sleeping pattern almost instantly. They have been here quite some time now and have yet to speak. It is believed that their vocal cords do not permit normal verbal communication.

During periods of the full moon, the creatures transform into wolves, remaining in that form until the full moon period ends. At this time, they revert to human form and begin their cycle over again, sleeping most of the time and waking only to stretch and move around a bit before returning to sleep.

During their stay at the Den, all three subjects have had a diet of raw beef and raw lamb. At first, none of the subjects would eat. On the second day, after trying to escape and apparently looking for other food, each specimen began to eat what was offered.

Recent tests in which humans were used to bait the Wolfen have shown that their natural urge to kill and preference for human prey remain with them.

Six months ago, SAVE introduced all three Wolfen to a new environment, complete with their own run. We also reintroduced them to each other. At first the creatures were wary, but signs of recognition showed through, and a hierarchy has been established. Pharaoh, the biggest of the three, controls the others, which have been named Pyramid and Giza.

Plans are currently under way to obtain more Wolfen subjects from other cities. The goal is twofold, to ascertain whether there is only one race or more and to see how Wolfen of different packs and backgrounds react to each other.



Pyramid

AGL: 84
 DEX: 30
 PCN: 87
 STA: 79
 STR: 66
 WPR: 56
 EWS: 91
 ATT: 3; 67
 SR: 4
 WB: 37
 Fear: -20
 Movement: 210' (L)
 Type: Independent
 Class: C
 Edges: Keen Hearing, Keen Smell
 and Taste
 Skills:
 Arabic/M/121
 Climbing/S/94
 Familiarity (Cairo)/M/131
 Stealth/T/117
 Survival/M/125

Giza

AGL: 76
 DEX: 30
 PCN: 77
 STA: 70
 STR: 62
 WPR: 59
 EWS: 87
 ATT: 3; 92
 SR: 4
 WB: 24
 Fear: -20
 Movement: 210' (L)
 Type: Independent
 Class: C
 Edges: Keen Hearing, Keen Smell
 and Taste
 Skills:
 Arabic/M/118
 Climbing/S/85
 Familiarity (Cairo)/M/127
 Stealth/T/110
 Survival/M/121

The Den

Driveway: This single road leads to the Den, connecting with Interstate 95. However, a sign states "Road Closed." The drive is two miles long, and cameras are positioned at intervals along its length.

Cameras: Pictures from all cameras are transmitted directly to the security post. Pictures from cameras positioned along the driveway and at the gate are relayed to the gatehouse. The cameras pan their area of coverage; the security post can override this program to focus on any object of interest.

Perimeter Fence: The three-meter-high fence that runs around the Den is electrified and topped with razor wire. The only break is at the gate.

Gate: The gate is operated from the gatehouse. Like the fence, it is three meters high. It is not electrified, however.

Gatehouse: Two members of the GemeinKrugge security staff man the gatehouse. They can open and close the gate, radio the security post, and monitor driveway and gate cameras.

Administration Building: All records and information related to lycanthropy are stored in this building, which is normally manned by at least two or three personnel. Computer links give SAVE Continental Headquarters and GemeinKrugge access to this body of data. Mason is usually in his office, and Dr. Scott spends some of his work time here. The building has a large meeting room, where SAVE decides many of its policies regarding lycanthropes. There is also a theater for viewing lycanthropic footage.

Generator: This building powers the Den in the event of a local power failure.

Residential Block: Everyone who works at the Den stays in this dormitory. Each person has a private room and bath. The common areas include a recreation room equipped with normal entertainment facilities. The dormitory can hold up to 40 people comfortably.

Security Post: Three guards man the security post at all times. Closed-circuit screens monitor all cameras. All security personnel check in here at the beginning and end of their six-

hour shifts. The gates to the runs are operated from here, as is the electrified fence running around the Den's perimeter. The armory is normally kept locked. Inside are 10 automatic rifles, 10 automatic pistols, and large reserves of ammunition (including plenty of silver bullets).

Science Block: The science block consists of three laboratories, two of which are general purpose labs. The third is a medical lab. This is a secured area, and only authorized personnel are granted access. During the day, Dr. Anders usually works here, and possibly Dr. Scott, too. There are also two isolation units here should it be necessary to hold any patients in the science block. These may not be opened without the presence of two security personnel and a doctor.

Storage Building: This building holds field equipment, various foodstuffs, and consumables for the residential block and other buildings.

Garage: This secure area contains the two Jeeps that belong to the Den. It also holds the Den's emergency van, which is equipped to hold a lycanthrope and transport it across land.

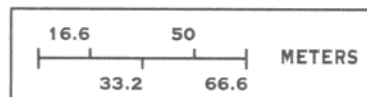
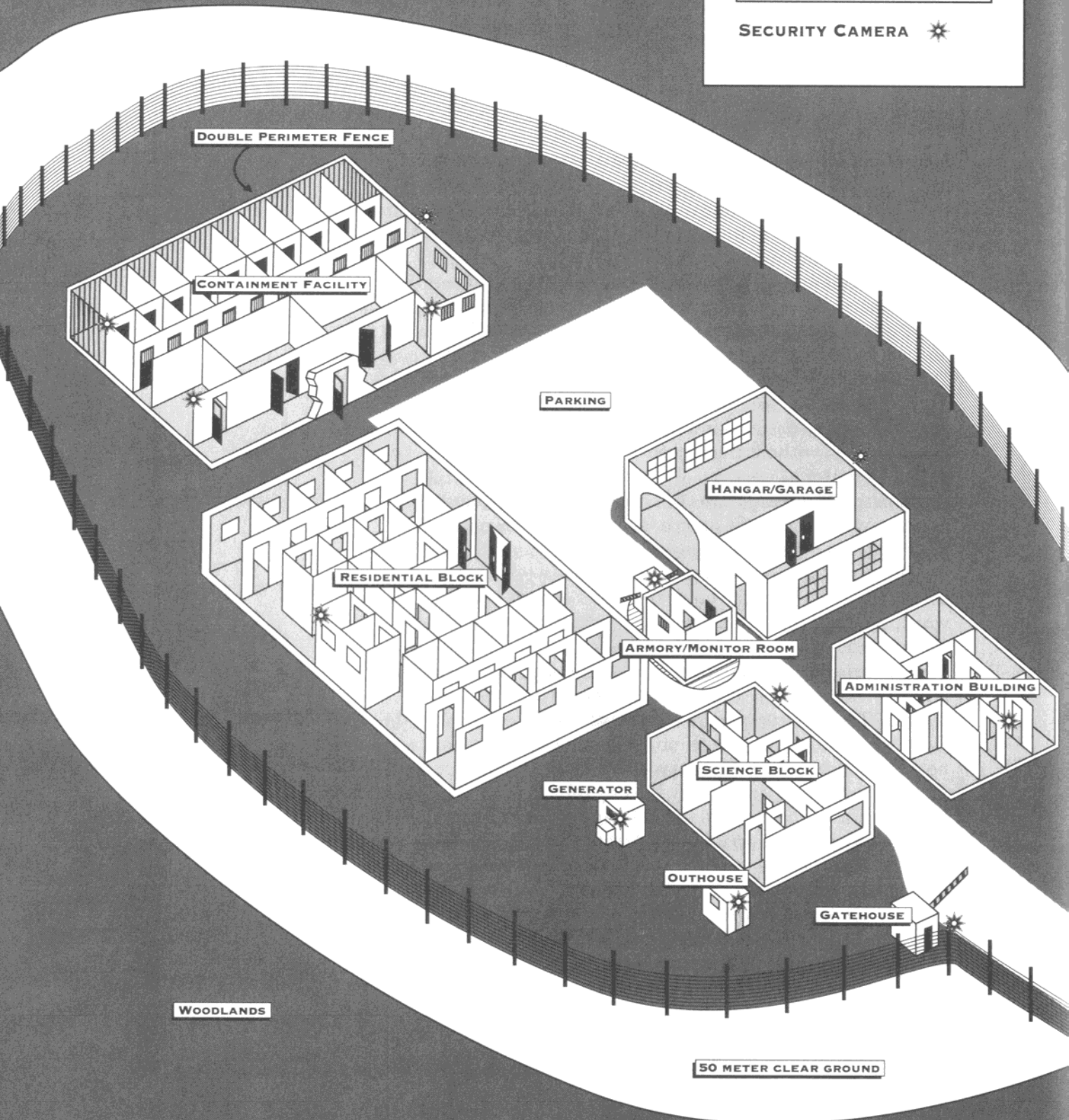
Containment Facilities: This secure area is where all lycanthropes are held. Each has access to its own part of the run. Two security personnel always man this area. Each lycanthrope, or lycanthropic grouping, has its own holding facility, all of which have observation windows. There are currently five empty holding cells. A security guard operates the doors to the holding cells, and he can do so only with the authorization of Mason, Scott, or Anders.

The Run: This is where some lycanthropes are allowed to leave their containment facility and exercise in a sealed-off area. Each run is surrounded by a double perimeter fence, and only one lycanthrope, or grouping, is allowed out at a time.

Woodland/Clear Zone: This area of ground has been cleared for 50 meters around the Den, thus allowing extra visibility and surveillance. Two security guards patrol this clear zone at 40-minute intervals.

The Den

KEY

SECURITY CAMERA 

SECURITY PERSONNEL

There are 12 GemeinKrugge security guards stationed permanently at the Den who work in six-hour shifts. Each carries a Heckler & Koch MP-5 submachine gun and a .45 automatic pistol. They carry three clips for each weapon, all containing silver ammunition. They all carry walkie-talkies and check in at the security post at the beginning and end of their shifts. In addition, each guard must radio in every 45 minutes as an added check.

DEN ADMINISTRATION

RICHARD MASON PROJECT COORDINATOR

Mason, survivor of the Polish Incident, heads the Lykos Project. He is very cautious around lycanthropes and acutely aware of exactly how dangerous and cunning they can be, an awareness that is based on first-hand experience.

As head of the Lykos Project, he is harsh but fair. He does not suffer any deviation from the rules that he has laid down, especially with regard to safety precautions. He does not accept cutting corners or making assumptions, and it is probably his tenacity that managed to get the Lykos Project off the ground and keeps it running efficiently.

He's a middle aged man, with a pronounced limp and gray hair. He maintains a refined appearance, almost always wearing a suit.

RICHARD MASON

AGL: 35
DEX: 60
LCK: 70
PCN: 70
PER: 45
STA: 50
STR: 55
WPR: 80
WB: 21
Movement: 31'
Sprinting: 85'
Unskilled Melee: 17
Sensing the Unknown: 14
Initiative: 3 + 1D10
Disciplines: Mental Shield, Sphere of Protection.
Edges: Improved WPR Recovery
Drawbacks: Cripple, Stubbornness, Poor Vision (Correctable)
Skills:
Club/S/60
Knife/S/60
Pistol (Automatic)/T/90
Rifle/T/90
Accounting/S/90
Anthropology/S/90
Archaeology/S/90
Biology/T/105
Botany/S/90
Chemistry/S/90
Computer/S/90
Driving/S/80
Familiarity (The Den)/M/123
Familiarity (SAVE)/T/103
Forensics/S/90
Geography/S/90
History/T/105
Investigation/T/93
Latin/T/105
Legend/Lore/T/105
Physics/S/90
Psychiatry/S/81
Survival/S/80
Zoology/T/105

DR. EDISON SCOTT

AGL: 70

DEX: 60

LCK: 60

PCN: 65

PER: 70

STA: 60

STR: 55

WPR: 65

WB: 30

Movement: 43'

Sprinting: 120'

Unskilled Melee: 31

Sensing the Unknown: 14

Initiative: 7 + 1D10

Edges: Concentration

Skills:

Boxing/T/92

Club/S/77

Knife/S/77

Revolver/T/90

Accounting/S/80

Animal Handling/T/98

Biology/S/80

Botany/S/80

Chemistry/S/80

Climbing/S/77

Computer/T/95

Driving/T/92

Electronics/S/77

Familiarity (The Den)/T/93

Geography/S/82

History/S/82

Investigation/T/91

Journalism/T/95

Legend/Lore/S/80

Mechanics/S/77

Medicine/T/92

Psychiatry/S/82

Physics/S/80

Swimming/S/Current STA +15

DR. EDISON SCOTT**DEPUTY PROJECT****COORDINATOR**

Scott has been with SAVE for five years, with the Lykos Project throughout that time. Before then, he was a writer for National Geographic magazine. Though he wrote about many subjects, the wolf was his favorite. He makes an excellent counter balance to Mason, who is stern and humorless. Scott is 31 years old, cheerful, and easygoing. He does, however, realize the seriousness of his work and enforces Mason's directives when necessary. Scott jumps at every opportunity to work in the field and to get away from the confines of the Den.

Scott is rarely seen in a suit, preferring casual, but practical clothes. He's tall and lean and keeps himself in shape, often jogging around the perimeter of the Den. His eyes are a clear blue, and his hair is blond and quite long. He has a warm face.

DR. KIM ANDERS**PSYCHOLOGIST**

Anders is a psychologist, one of the best. She joined SAVE three years ago and the Lykos Project two years ago. In that time, she has distinguished herself by discovering facts concerning lycanthropy that remained hidden from other researchers. This is in no small way due to her telepathic empathy.

Contrary to what might be expected, Anders is not a clinical, career orientated, analyst and in fact astounds many of her colleagues with her ability to relax

DR. KIM ANDERS

AGL: 50

DEX: 60

LCK: 60

PCN: 80

PER: 80

STA: 70

STR: 50

WPR: 65

WB: 30

Movement: 36'

Sprinting: 100'

Unskilled Melee: 25

Sensing the Unknown: 16

Initiative: 5 + 1D10

Disciplines:

Telepathic Empathy/T

Base: 53; Score: 83

Edges: Ambidexterity

Drawbacks: Curiosity, Impulsiveness, Won't Kill.

Skills:

Revolver/S/75

Anthropology/S/87

Biology/T/102

Botany/S/87

Chemistry/T/102

Computer/S/87

Driving/S/85

Familiarity (The Den)/T/98

Forensics/S/87

French/T/102

Hypnotism/T/100

Investigation/S/85

Legend/Lore/S/87

Medicine/T/98

Psychiatry/M/121

Physics/S/87

Savoir Faire/S/86

Swimming/T/Current STA +30

and take time out from work. She is an excellent motivator and has an acute understanding of the workings of the human mind.

Anders is an attractive woman, tall and slender, with her auburn hair around her shoulders.



DR. JURGEN REINHART

Reinhart is a middle-aged German occultist. He worked for GemeinKrugge before joining SAVE, and it was Reinhart and Mason who developed the plan to set up the Den. Reinhart is not a full-time member of the Den's staff but is Project Coordinator of the Psychic File, based in Europe.

Since the discovery of the astral lycanthrope, however, Reinhart has become more involved with the work at the Den, and therefore makes frequent visits.

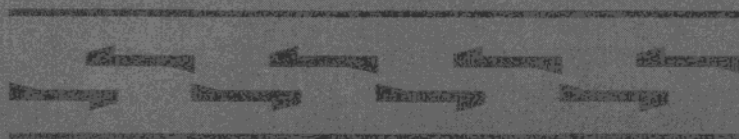
He has short, thinning black hair, a beard, and a large Teutonic moustache. His eyes show a certain coldness and detachment. He is a bit overweight and fond of tweed suits.

DR. JURGEN REINHART

AGL: 60
 DEX: 55
 LCK: 30
 PCN: 70
 PER: 63
 STA: 60
 STR: 65
 WPR: 85
 WB: 32
 Movement: 40'
 Sprinting: 110'
 Unskilled Melee: 31
 Sensing the Unknown: 14
 Initiative: 4 + 1D10
 Disciplines:
 Telepathic Empathy/T
 Base: 44; Score: 74
 Leave the Body/T
 Base: 44; Score: 74
 Seance/T
 Base: 44; Score: 74
 Edges: Eidetic Memory, Keen Hearing.
 Drawbacks: Stubbornness, Phobia-Churches.
 Skills:
 Club/S/77
 Knife/S/77
 Revolver/M105
 Accounting/S/92
 Antiques/S/65
 Biology/S/92
 Chemistry/S/92
 Computer/S/92
 Driving/T/92
 Electronics/S/77
 English/T/107
 Familiarity (SAVE)/T/91
 Graphology/S/77
 History/S/92
 Hypnotism/T/76
 Investigation/T/83
 Legend/Lore/M/127
 Photography/S/77
 Physics/S/92

SAVE Timeline

- 1874 two SAVE envoys found mutilated in Wales. Suspected werewolf attack.
- 1921 suspected werewolf activity in Omaha, Nebraska, USA.
- 1966 suspected werewolf attack on small village, Quebec Province, Canada.
- 1982 expedition to Sudan. All lost.
- 1984 *(fall)* Polish Incident.
- 1984 *(winter)* Lykos Project initiated.
- 1985 SAVE envoy shot and killed due to infective lycanthropy.
- 1986 follow-up expedition to Sudan, led by Dr. Reinhart. All except Reinhart lost.
- 1987 *(June)* Martin Alvarez brought to the Den.
- 1987 *(fall)* first SAVE envoy with ability of astral transformation discovered.
- 1988 *(spring)* Salgriers brought to the Den.
- 1988 *(fall)* Wolfen discovered.



CM's Section

This section is designed to help the Chill Master use the various types of lycanthropes and incorporate them into his campaign. If you, as CM, decide to design a scenario or short campaign featuring lycanthropes, you should remember that your players are likely to have fixed views on these creatures. Your players all must have seen a werewolf movie of some description and may have even read a few stories about them. You can use these fixed views to your advantage, as they are almost universally the same. Transformation, mutilation, and fear are the key things we relate to werewolves or any other werereatures.

In a lycanthrope scenario, the atmosphere should serve as an extension of the threat: dark, ominous and snarling. You should create a certain feel for your players' envoys. Don't just say, "It's a full moon guys." Say, "When you step outside, the first thing you notice is the enormous full moon hanging in the night's black sky." Don't say, "You find a dead guy." Say, "You find the mutilated and bloody corpse of Mr. Johnson, lying twisted and broken on the moor." When using lycanthropes, don't simply have the creatures attack the envoys; have them stalk and circle them. Build up to a climax, then hit them hard.

As CM, you'll take on many roles, even in a single evening. In a lycanthrope scenario, however, your starring role is the werereature. Play it for all it's worth: snarl, be smart, use your acting skills to the fullest. Before running the scenario, spend some time looking at the various scenes with werereatures in them, and decide how you're going to portray them. A little work in advance always pays off.

LYCANTHROPIC DISORDER

Use of this type should be memorable, even if it's only in a subplot or as a red herring.

It may sound obvious, but this guy is insane. That is the key to the role. Your sufferer of Lycanthropic Disorder can be played as a tragic character who doesn't understand his problem. The sufferer who is a tortured soul creates moral difficulties for the envoys because, although the sufferer is pained by his disorder, he is devastating under rage conditions.

These sufferers are probably used best in a subplot, perhaps in a scenario that isn't even related to lycanthropy in any other way.

SCENARIO SUGGESTIONS

Technically, this disorder could strike anyone, a policeman, the mayor, a SAVE envoy, the President, and so forth.

An interesting scenario might focus on a sufferer who becomes a psychopath. Have the envoys begin an investigation into a series of murders, and make sure the investigation is locked into the full moon period. A good way to do this is to bring the envoys on the scene after the first series of murders and have them investigate for a week or two before the next full moon. With a little research, you can look into forensic investigation techniques and perhaps have the envoys work closely with the FBI and local law-enforcement agencies as special liaison agents for the duration of the investigation. That way, you can provide the players' characters with resources that SAVE cannot, like a lear jet, Single Print Index, forensic labs, medical examiners, SWAT teams, and so forth.

Suggested sources: *Red Dragon* by Thomas Harris or the film *Manhunter*.

INFECTIVE LYCANTHROPEs

The primary factor to consider when using infectives is the high danger, which takes two forms. The envoys risk not only being torn limb from limb, but they can also be claimed, turning into lycanthropes. The other element of high risk is that introduction of these creatures to highly populated areas could easily cause a disaster.

With careful thought, you can introduce this threat. Careful structuring and fine manipulation will pay off in your players' enjoyment of a really big assignment. "You gotta believe me sheriff! There are 50 werewolves, and they're heading your way! Get these people outta here!"

SCENARIO SUGGESTIONS

If you introduce Infective lycanthropes into the scenario, you must be prepared for the consequences. It is possible that these critters will show up in your nicely written scenario, claim all your important NPCs and then the PCs, and move on in search of new victims, leaving you with a handful of paper and a very surprised look on your face. Always ask this question: "Can this get out of hand?" If the answer is yes, you've still got work to do. Once you've got it under control, you can begin.

Isolation is very important. The best way to stop an infection from spreading is to quarantine the sufferers, perhaps on an island or in a deserted wilderness setting. Or, throw one or two infectives into an insane asylum, and have the envoys in for a visit and let loose.

Here's one for CMs who thrive on disasters of epic proportion: have a huge infective attack on a city! The envoys should be involved from day one, piecing things together and proceeding normally with the investigation until it gets so bad people can't walk the streets anymore. Rolling in the National Guard is sure to end the campaign with a bang. If you have doubts about this idea, check out George R. Romero's *Night of the Living Dead*, *Dawn of the Dead*, and *Day of the Dead*. These movies deal with this type of epic horror and can show you how to use TV stations, national panic, police, and fear to achieve the best effect.

INHERENT LYCANTHROPES

There's plenty you can do with these lycanthropes—communities of them, one creature, a “good guy” inherent—the possibilities are endless. This is the traditional werewolf, and you want to throw in all the trimming when you use it. The moon, silver, legends, and so forth should all come into play. You have the options for quite a few variations on the species in addition, and you can always add a few Disciplines of the Evil Way.

If the envoys do not have the correct weapons, the inherent lycanthrope can prove indestructible. This isn't too much of a problem, but a good CM shouldn't allow his envoys the chance to kill the creature too quickly. For purposes of plot resolution, it's best not to let the situation get to the point where the full moon period is over and the envoys can easily take out their man when he's in his less dangerous human form. The last night of the full moon is just about right for the showdown.

Inherents can even be used for a mini-campaign. CMs should feel free to modify these lycanthropes through species and environment, creating a unique feel and plot. (Lycanthropic polar bears?)

SCENARIO SUGGESTIONS

With the myriad ways to use these creatures, CMs should have little trouble coming up with ideas. One possible plot is worth mentioning, however. You can put the envoys in the center of a war between inherents and some infectives. Imagine finding a dead infective with its throat ripped out. Such an event could be large or small scale, taking place over a large area or in any small town. Remember, if you're using infectives, don't let it get out of hand.

MAGICAL LYCANTHROPEs

Using magical types in scenarios is to be avoided unless you are using them in a way that they cannot, for some reason, instantly take out the envoys or you are confident that your envoys are a match for them.

When using magical lycanthropes, be sure to convey their mysterious nature. SAVE hasn't a clue as to their intentions, and you should make use of this fact. Perhaps a mini-campaign is best for this type. The magical lycanthrope works best as a background manipulator who sends hired thugs or lesser creatures against the envoys rather than an adversary who uses his magical powers directly against the envoys.

Remember how tough these creatures are and use them with caution. A reasonable way of getting around this is to bolster the group with NPCs. This way, you can give an example of how awesome these magical lycanthropes are without losing all the PCs.

It's best to use magical types singly or in pairs. Don't put the envoys up against a bunch of them unless you can somehow give the PCs a major advantage. Even if you can do this, it would be best to keep the situation as simple and realistic as possible, or the horror will go out the window.

SCENARIO SUGGESTIONS

A magical werewolf in New York, London, Washington, Moscow? These guys seem to travel often, but their motive and itinerary are up to you. Perhaps SAVE assigns a team to follow a magical type in an attempt to find out what he's doing. This could be interesting, not to mention very dangerous. It could involve world politics, strange trade, intrigue, murder, other entities from the Unknown, or any number of other things.

You could have SAVE decide to form another expedition. Send it off to Africa or Asia in an attempt to learn more about these mysterious types. Dr. Reinhart could go along as well, and you can bump up the numbers by adding NPCs, allowing you room to show the players exactly what this type can do without killing their characters straight off.

ASTRAL LYCANTHROPEs

An obvious use of this type would be for the envoys to run across the creature's body while it's psyche is out and about. They could move it in an attempt to keep the creature from reuniting with it, or they could set a trap for it (which is bound to get it really upset). The astral transformer isn't as dangerous as other types of lycanthropes unless he's loaded up with Disciplines of the Evil Way, so the CM can be more relaxed in his choice of setting and can use big cities with less fear that the scenario could get out of hand.

SCENARIO SUGGESTIONS

One idea is to create an astral form and set it upon someone or something so that it sparks SAVE's interest. Perhaps SAVE even realizes that it is an astral transformer. The trick is that the physical, projecting form has been destroyed and the astral form is roaming about seeking to avenge itself. You could have wonderful fun with the envoys trying to pin it to any number of suspects, but of course there aren't any!

Alternately, you could use an astral transformer as a criminal of some kind. Not a psychopath, but someone else who uses his ability for some nefarious activity.

Don't forget Gregory Nash, SAVE's resident astral transformer. SAVE could assign him to the players' team. He would be very useful to them, but he's a little high-strung, and the group could have all manner of problems. Or Nash could lose it, succumbing to the temptations of more power from the Evil Way. The players' envoys would be assigned to eliminate or capture him. Either way, Nash is a useful tool for the CM and can be used as an ally or an enemy.

WOLFEN

The Wolfen blend into human society, offering many possibilities. As with inherent types, the CM should remember that Wolfen are pretty hard to kill if the envoys don't have the right gear.

That said, the Wolfen can be used to good effect right in the middle of any big city. In many ways, it would be a good idea for the players in your campaign to have no knowledge of them. When the envoys realize that many of those strange people in the subway are actually turning into wolves and going on the hunt, they're bound to shiver.

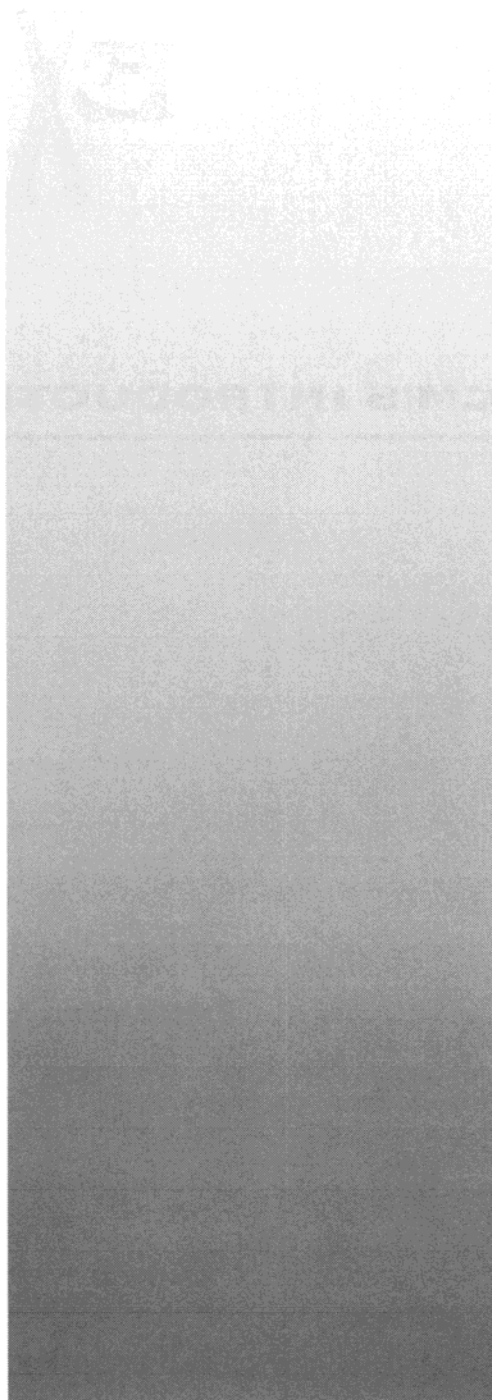
Wolfen fit in well to an investigative scenario, especially if the envoys have never heard of them. After all, people disappear all the time. Don't even give the group silver bullets. Wait until the Wolfen cause some serious damage, to a SWAT team, for example.

SCENARIO SUGGESTIONS

The Wolfen can be so useful that you should set up your campaign so that they haven't been discovered yet. If you are going to run a short Wolfen campaign, the best way to begin would be to lead into their discovery. Such a revelation is rare, and your players are sure to love having their envoys traipsing through abandoned subway tunnels, warehouses, and other desolate places. But be sure to let the players work things out for themselves.

The envoys could also be involved in a mission to identify Wolfen in a city and tag them electronically. If they haven't quite figured out the full moon's influence, this could be a little dangerous.

Whitley Streiber wrote a novel called *Wolfen*. These beings are not the same as the Wolfen in *Chill*, but in a way ours are a tribute to his. There's also a film called *Wolfen* that's worth watching.



the Beast of EXmoor

CM'S INTRODUCTION

For years, the eerie and barren landscape of Exmoor, Devon, England had been haunted by an elusive predator known as the Beast of Exmoor. Between 1983 and 1986, the Beast became more active, attacking sheep and deer, but the creature always managed to avoid capture by the Devon police, eager tourists, journalists, and the elite Royal Marines Commandos.

It was general belief that the Beast of Exmoor was no ordinary creature, but there were many theories as to what it actually was. A popular legend held that it was a fearsome black dog. Some people thought it was a lynx, others a wolf, still others a panther. One of these is very close to the truth. The Beast is a black panther . . . sometimes. More often, he is a man, for the Beast of Exmoor is a werepanther of the inherent type.

Michael Leighton is the Beast. His mother, Christine Leighton, was raped by a primitive tribesman in 1937 while she was traveling in Peru. She returned to her home in Exmoor and gave birth to Michael nine months later.

Michael's early years were very troubled, and he made few friends. Michael suffered from a mild form of Stage 2 Lycanthropic Disorder until he reached puberty. One stormy night of the full moon, a 14-year-old Michael transformed into a werepanther. In an

uncontrollable fit of Hunger, he attacked, killed, and devoured his mother.

With no relatives to guide him, Michael was at a loss. His sudden ability to change form frightened him so much that he hid the remains of his mother and ran away. The following three nights, Michael again transformed into his feline form, but he sought his prey among the herds of cattle on local farms.

The next few weeks were very difficult for Michael. He was in Wales during the next full moon, and once more the Hunger drove him to seek food, this time preying on flocks of sheep. He remained in Wales for the next 10 years, working on farms while in human form and feeding on sheep while in panther form. One night, Michael couldn't stop himself from killing and devouring a man. To avoid questioning, Michael moved on once more, this time to Scotland, where he stayed for three years. While there, the werepanther's Hunger caused him to attack and kill seven people.

The werepanther's uncontrollable urge to kill was making Michael Leighton nervous and the local population very wary, so he decided to return to Exmoor. In 1964, Michael reclaimed the old cottage and 10 acres that had been his childhood home. He sold some of the land and spent the proceeds on cattle. This way, Michael could buy and raise his own prey, killing them whenever the Hunger took over, while allowing his beastly activities to continue without attracting attention. As the years progressed, Michael began to feel more at peace with himself and his condition.

Until things went wrong. In 1982, a harsh winter killed Michael's remaining cattle. Over the previous 18 years, he had sold almost all of his land to buy more cattle and pay bills. When the next full moon arrived, the werepanther went on the hunt once more, killing a ewe from a nearby farm. Michael's years of relative stability were shattered, and the Beast gained an undeniable lust for the hunt. The Beast continued this singular killing until one night, in a fit of bloodlust, it killed 30 sheep grazing in a field.

Local farmers quickly mounted their horses to hunt for this Beast that was attacking their sheep. In a show of sheer bravado (and to avoid suspicion), Michael joined the hunt, which, of course, was unsuccessful. Michael Leighton continued his lunar activities as the Beast into 1984, taking pains to be more restrained since his 30-sheep massacre, but no longer

CM'S ORDER OF EVENTS

- Envoys receive assignment.

SUNDAY, DECEMBER 2

- Envoys drive to Black Dog, hear radio news.
- Envoys arrive in Black Dog, pick up keys, meet Steve Bister.

MONDAY, DECEMBER 3

- Werepanther attacks Deacon's farm.
- 6 a.m., farmhands find bodies.
- 8:30 a.m., news of attack becomes general knowledge.
- 11 a.m., police make statement.
- 2 p.m., Dr. Thomas joins police investigation.
- 11:13 p.m., Steve Bister is killed.
- 11:25 p.m., Steve Bister's body is found.

TUESDAY, DECEMBER 4

- 12:40 a.m., news of Bister's death reaches Black Dog.
- 1 a.m., Bister's death announced on BBC.
- 8 a.m., soldiers pass through Black Dog; evacuation and containment operation begins.
- Exmoor sealed off; evacuation complete by midday; troops and police in place.
- Marines are attacked at 11:46 p.m.
- Envoys hunt down the Beast.
- Showdown!

denying his animal instinct to hunt and kill.

By July of 1984, outraged farmers demanded that something be done, so local authorities called in the Royal Marines. Still, Michael continued his hunting. On a foggy night, a marine sharpshooter shot the Beast at close range. In his panther form, Michael didn't even feel it, and the Marine paid for the shot with his life. Sightings continued, and the Beast of Exmoor went on attacking sheep and any deer that it came across.

Michael Leighton's alter ego continued seizing and eating sheep, cows, and deer well into 1986. After nearly being trapped in a burning shack, Michael came to his senses and decided to leave his cottage for a while to let things cool down. He returned to Scotland, where he could again hunt in safety.

Michael recently read a newspaper report about a sighting of the Beast in Exmoor that took place after a sheep was mauled. He knew that couldn't be true because he was at the other end of the country at the time of the attack. He returned to Exmoor to investigate, but during the next full moon, he killed four sheep.

SAVE has decided to send a team to Exmoor before the next full moon. Dr. Mason of the Lykos Project, acting on project information that suggests lycanthropic involvement in the Exmoor incidents, has contacted European Coordinator Otto Dubcek. After determining which envoys are available among those currently in the area, Mr. Dubcek has arranged for the party to gather in Gravesend, Kent, England. Here the envoys meet for the first time, learn the gravity of their mission, and proceed to Black Dog, a village near Exmoor. Unfortunately, the SAVE team cannot arrive until the second day of the full moon period, by which time the Beast will have already struck.

The other creature that has been making attacks is a lynx that has also been roaming this area for some time, having escaped from a zoo. It will have an important part to play as events unfold.

The scenario follows in basically a linear format. First is the Chill Master's Order of Events, followed by a summary of what the local police know and when they learn of various events. This information is readily available to the envoys. Then come the player characters, non-player characters, and players' introduction. The events and locations of the scenario follow in sequence.



GERALDINE HENDRIX

• MYSTIC •

ENGLISH, AGE: 54, 5' 4", 155#, RED HAIR, BLUE EYES

Geraldine is a shy, amiable lady who takes in more than she would have people think. She is plump and motherly, and relies heavily on her psychic capabilities.

Geraldine has known of her psychic powers ever since the age of seven, when she telepathically warned her father of a charging bull. This power both astounded and saved the life of her father. Since that time, her father spent time with Geraldine, helping her control and expand her knowledge of the Art.

Geraldine is a self-styled medium and clairvoyant, and has aided SAVE many times in the past.



JEREMY "JEZ" CROW

• JOURNALIST •

ENGLISH, AGE: 23, 6' 1", 170#, BLOND HAIR, BLUE EYES

"Jez" is an up-and-coming free-lance photojournalist, who has just returned from an assignment in France. He is quiet and happy-go-lucky, but is fond of practical jokes. Jez wears jeans and t-shirts; dressing up for him is a clean t-shirt and jeans, a sports jacket, and his "good pair" of tennis shoes.

Jez has an avid interest in the paranormal and lived in a haunted house for over a year, just "to see what would happen." When events in and around the house started getting out of hand, SAVE was notified. With Jez's help and knowledge of the house, SAVE was able to purge the house of its paranormal occupant.

Basic Abilities		Skills/Level		Base	Score
AGL	50	French/S		52	67
DEX	60	Journalism/T		53	83
LCK	45	Photography/T		45	75
PCN	65	History/T		62	92
PER	50	Stealth/S		53	68
STA	55				
STR	60				
WPR	40				

MOVEMENT
36'

SPRINTING
100'

UNSKILLED MELEE
27

SENSING THE UNKNOWN
13

INITIATIVE
5 + 1D10

EQUIPMENT
35mm camera and film
Notebook
Tape recorder

WOUNDS									
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Basic Abilities		Skills/Level		Base	Score
AGL	30	Animal Handling/M		65	115
DEX	30	Familiarity/T (FARMING)		68	98
LCK	30	Familiarity/T (HOME REMEDIES)		68	98
PCN	85	Familiarity/T (OCCULT)		68	98
PER	80				
STA	63				
STR	30				
WPR	90				

MOVEMENT
30'

SPRINTING
80'

UNSKILLED MELEE
15

SENSING THE UNKNOWN
17

INITIATIVE
3 + 1D10

EDGES
Animal Empathy

EQUIPMENT
Walking stick
Deck of cards

DISCIPLINE	LEVEL	BASE	SCORE
Clair/Presc. Dream	T	55	85
Telepathic Emp.	T	55	85
Telepathic Send.	T	55	85
Leave the Body	T	49	79
Seance	T	49	79

WOUNDS									
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PROFESSOR MATTHEW PETERSON

• PROFESSOR •

AMERICAN (NORWEGIAN), AGE: 55, 5' 11", 150#, BROWN HAIR, BLUE EYES

Professor Peterson is a bookworm, who wears thick glasses and slicked back hair. He thinks before talking and therefore sometimes seems distracted and slow to respond. He is well-mannered, never talks behind others' backs, and rarely says anything bad about anyone.

Peterson is a professor of parapsychology, who lectures at Bristol University and has been involved with SAVE for a number of years. He prefers the research side of his work to being in the field, and has performed extensive research for SAVE.

When not in the field, Professor Peterson spends all of his time researching and experimenting with people fluent in the use of the Art.



KATRINA "KAT" STEVENS

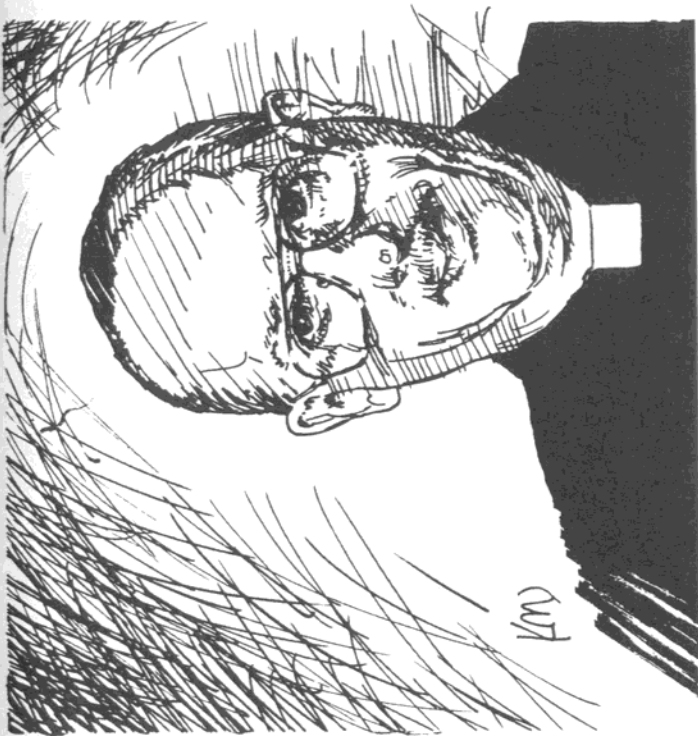
• HISTORIAN •

ENGLISH, AGE: 23, 5' 0", 90#, BROWN HAIR, BLUE EYES

Kat is a petite, attractive brunette with almost feline qualities—hence her nickname Kat. She is intelligent, and acts of her own volition.

She has just completed a degree in Roman history at Oxford University, where she graduated with a 4.0 grade average, making her the top student of her class.

Katrina has been recruited into SAVE by the archaeologist, Morgan Richardson. This is Kat's first SAVE investigation.



REVEREND EDWARD GRANGER

• CHRISTIAN CLERGYMAN •

AUSTRALIAN, AGE: 45, 5' 7", 170#, BLOND HAIR, BROWN EYES

Reverend Granger is a stocky, balding and jovial man, who firmly trusts in his faith and believes it is unshakable. He runs a small parish in Coolgardie, where there have been a number of spiritual possessions. Reverend Granger—"Rev" or "Eddy" to his friends—has performed over ten successful exorcisms within a one-year period.

Eddy has been referred to as "the Lord's hands" by the Australian press. This recognition has forced him to leave his home and travel abroad, as thousands of people have come to him with false possessions and maladies.

When he came to the United States, Eddy was contacted by SAVE.

He now works with SAVE, although he believes all Unknown phenomena to be of spiritual origin.



MORGAN RICHARDSON

• ARCHAEOLOGIST •

AMERICAN (WELSH), AGE: 31, 5' 7", 135#, AUBURN HAIR, GREEN EYES

Morgan is unassuming but perceptive, and always holds her cards close to her chest. She absorbs information quickly and stays cool under pressure.

No matter where she is, Morgan always has her notebook and pen; she plans to publish her autobiography, so she is constantly writing or sketching.

Morgan is studying Celtic history and culture in Wales, as well as lecturing on esoteric Celtic sites in Great Britain.

On one of her many visits to a Celtic burial mound, Morgan was "contacted" by an ancient power that told her to look in a certain place for an artifact. Upon searching the specified area, she found a Celtic amulet.

Soon after telling a friend of her encounter, Morgan was contacted by SAVE; she has been a member ever since.

Basic Abilities		Skills/Level		Base	Score
AGL	60	Archaeology/M		70	120
DEX	55	Art Criticism/T		70	100
LCK	40	History/T		70	100
PCN	70	Latin/T		70	100
PER	55	Legend/Lore/T		70	100
STA	45	Tracking/S		60	75
STR	40				
WPR	70				

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STAMINA

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WILLPOWER

MOVEMENT
40'

SPRINTING
110'

UNSKILLED MELEE
25

SENSING THE UNKNOWN
14

INITIATIVE
6 + 1D10

EQUIPMENT/RANGES
Portable archaeology kit (*in bag*)
35mm camera and film
Notebook and pen

EDGES
Courage

NOTES

Basic Abilities		Skills/Level		Base	Score
AGL	45	Antiques/S		60	75
DEX	40	Familiarity/T(THEOLOGY)		61	91
LCK	60	History/S		62	77
PCN	60	Medicine/S		56	71
PER	55				
STA	60				
STR	40				
WPR	65				

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STAMINA

CURRENT

WILLPOWER

MOVEMENT
35'

SPRINTING
95'

UNSKILLED MELEE
21

SENSING THE UNKNOWN
12

INITIATIVE
4 + 1D10

EQUIPMENT/RANGES
Holy symbol (silver Crucifix)
.22 revolver
Bible
Hip flask of brandy

NOTES

Disciplines	Level	Base	Score
Mental Shield	S	40	55



JACKSON FARHQUAR

• DILETTANTE •

ENGLISH, AGE: 45, 5' 9", 155#, BROWN HAIR, BROWN EYES

Jackson is a snooty rich man, who tends to look down his nose at people. He is not prejudiced, he just feels he is better than everyone.

Jackson spent a few years as an officer in the British army, but he grew tired of taking orders from "commoners."

He now lives an idle but luxurious life in London. Jackson became interested in SAVE as a "fun way to meet eccentric people" and, seeing as he has nothing better to do, has decided to join the investigation.



DR. VLADIMIR GORCHAKOV

• DOCTOR •

RUSSIAN, AGE: 50, 5' 8", 165#, BROWN HAIR, GRAY EYES

Dr. Gorchakov is a confident, brusque and somewhat imposing figure who takes life very seriously and seems to have an answer for almost every question.

He studied medicine at Moscow University, and graduated in the top half of his class.

Dr. Gorchakov is a direct descendant of the Russian nobleman Aleksandr Mikhailovich Gorchakov, a fact of which he is very proud.

Dr. Gorchakov has been involved with SAVE since his student days in Moscow, when a cadaver decided to get up and leave the morgue.

Basic Abilities		Skills/Level		Base	Score
AGL	45	Russian/M	67	117	
DEX	55	English/T	67	97	
LCK	40	Forensics/S	67	82	
PCN	60	Greek/T	67	97	
PER	60	Medicine/M	63	113	
STA	65	Psychiatry/T	58	88	
STR	55	Savoir Faire/S	58	73	
WPR	75				

MOVEMENT
35'

SPRINTING
95'

UNSKILLED MELEE
25

SENSING THE UNKNOWN
12

INITIATIVE
4 + 1D10

EQUIPMENT
Medical Bag
Microscope

DRAWBACKS
Curiosity

Notes

WOUNDS									
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WILLPOWER

Basic Abilities		Skills/Level		Base	Score
AGL	50	Boxing/S	57	72	
DEX	35	Driving/S	35	50	
LCK	60	Gambling/S	38	53	
PCN	35	Savoir Faire/T	36	66	
PER	30	Shotgun/T	26	56	
STA	70				
STR	60				
WPR	20				

MOVEMENT
36'

SPRINTING
100'

UNSKILLED MELEE
27

SENSING THE UNKNOWN
7

INITIATIVE
5 + 1D10

EQUIPMENT
Rover Fastback (Car)
Double-barreled shotgun
Binoculars
Shooting stick
£5,000

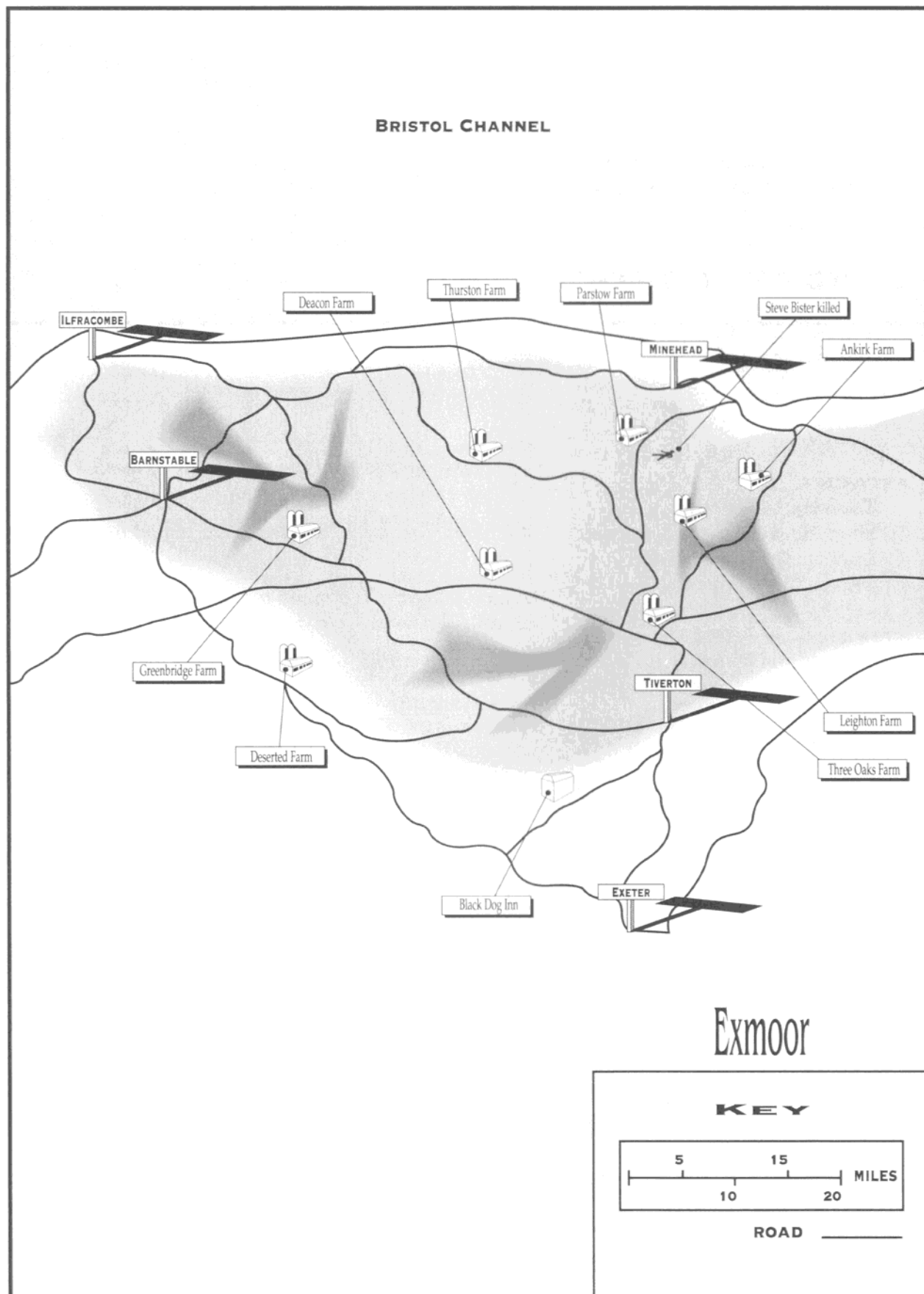
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WILLPOWER



ENVOYS' INTRODUCTION

ATTACK 1

Thursday, October 24.
 Sheep killed and partially devoured.
 Location: Greenbridge Farm
 Owner: Mr. A. Liston

ATTACK 2

Wednesday, October 30, full moon.
 Sheep killed and partially devoured.
 Location: Thurston's Farm
 Owner: Mr. S. Thurston

ATTACK 3

Thursday, October 31, full moon.
 Sheep killed and partially devoured.
 Location: Parstow's Farm
 Owner: Mr. H. Parstow

ATTACK 4

Friday, November 1, full moon.
 Cow killed and partially devoured.
SIGHTING!
 Location: Ankirk Farm
 Owner: Mr. L. Smith

ATTACK 5

Saturday, November 2, full moon.
 Sheep killed and partially devoured.
 Location: Three Oaks Farm
 Owner: Mr. B. Travis

You have followed the instructions, received by telephone last week, to a tee. Here you sit at the ungodly hour of 9 a.m. on a Sunday around a large, rectangular table, in an otherwise empty room, with seven other envoys who are as groggy and eager as you are. After introductions have been made, all eyes are directed to the center of the table where your Assignment Brief is just waiting to be read aloud.

At this point, at least one player should volunteer to read a photocopy of the following Assignment Brief aloud to the other players, or the CM may simply read it.

• ASSIGNMENT •

From Coordinator R. Mason—Lykos Project, Maine, U.S.A.

• BRIEFING •

A series of animal mutilations occurred recently on five farms near Exmoor, Devon, England. This area has been notorious as the locale of the “Beast of Exmoor,” a creature that remains at large. This is not the first time these mutilations have occurred; others took place during the early to middle 1980s (Lykos File report attached).

Exmoor has also been connected with a creature known as “The Black Dog.” It is not known if there is a link between these recent mutilations and the Black Dog, but it is deemed likely.

SAVE suspects that possible lycanthropic activity may be taking place. Two important factors support this reasoning:

1) Four out of the five recent attacks have taken place during the last full moon period, one attack on each night at separate farms in the Exmoor area.

2) These mutilations are in keeping with lycanthropic *modus operandi*.

• ORDERS •

Travel to your base of operations, the village of Black Dog. Investigate eyewitness reports and events relating to this recent activity. Determine the nature of the creature and the level of threat. If possible, locate, apprehend, and secure the creature for transportation to a SAVE facility. If securing is not possible, termination is advised and approved, especially if there is an apparent threat to the general populace.

• BUDGET •

SAVE provides this team with £1,000 to cover expenses. Any additional funds needed must be supplied by party members. (See p. 148 of the *CHILL* hardcover.)

• CONTACTS •

SAVE envoy Charles Grenville. Home Office M.I. 8 London. Should the party run into any legal problems (especially with reference to firearms possession), Grenville can provide assistance.

• TRAVEL INFORMATION •

Accommodation: Spinneys Cottage, Black Dog, Devon. (*Keys at Black Dog Inn.*)

24-hour vehicle breakdown service: Barnstable

Nearest major town: Tiverton

Nearest Hospital: Minehead, Barnstable

Local Radio: Radio Devon, Exeter.

• TEAM EQUIPMENT •

1 vehicle, a modern off-road Range Rover with a car phone

2 cans of spare fuel

1 spare tire

Tool set

First aid kit

Flashlight and spare batteries

35 mm autofocus camera with lenses, film, flash, and tripod

2 three-man tents and camping gear, including food

2 pairs of 7 x 50 binoculars

2 pairs of infrared goggles

Video camera plus film

• INDIVIDUAL EQUIPMENT •

Flashlight and batteries

Map

Compass

Multi-purpose utility knife

.45 automatic pistol

3 clips of .45 ammo

1 clip of .45 silver ammo

1 fixed-channel walkie-talkie (secure) 5 km range

BEAST OF EXMOOR

Report compiled by Matthew Forbes

The Beast of Exmoor has managed to remain hidden from the people of Devon for many years. It is generally thought that the Beast is the Black Dog of the moors, sightings of which have been made throughout the centuries, both by locals and by visitors to the moors.

Rumors about the Black Dog date back a very long way indeed, but information about the creature is remarkably scarce. This is in no way due to the tight-lipped locals, as I myself have made my home here in the village of Black Dog all of my life and know that my neighbors are anything but tight-lipped. It seems that the Black Dog, while of great interest to myself, is an accepted part of the area's history and of little interest to the local populace.

I have never seen the Beast myself, but the following information has been compiled from reliable sources.

The beginning of the Beast of Exmoor incident of the early to middle 1980s started with a series of attacks that were documented in the April 21, 1983, edition of the *North Devon Herald*, which devoted its entire front page to a hunt mounted by farmers after an animal of some description had killed large numbers of sheep in the Exmoor area. One farm had lost 30 sheep.

When the hunt was unsuccessful, the assistant chief constable of the Devon police called in the Royal Marines from their nearby headquarters in Lympstone. Equipped with infrared equipment, they dug themselves in camouflaged trenches and monitored the areas where the attacks had taken place.

At 5:35 a.m. on May 4, a sharpshooter picked up a large, black animal in his sights. He could not shoot, however, because there was an occupied farmhouse directly behind the animal.

At the end of July, the police released a statement declaring that the Beast was dead. It was a dog, they said, that had been shot and crawled away to die. The body was not recovered.

Sightings continued all year. Eyewitness reports were conflicting. Some claimed to have seen a wolf, some a big cat, others a lynx, and still others a large, black dog.

One man stumbled across the remains of several deer. Each had been partially consumed.

On the night of Tuesday, October 31, a man hit a large black creature while driving his Triumph across the foggy moors. It rose over the hood momentarily and ran off.

On February 14, 1986, the national *Daily Mirror* reported that the Beast had attacked the same farm twice in one month. The second time, it killed an ewe, ripping off the whole shoulder.

The Beast's method for slaughter was to crush the skull between its jaws or break the neck. In either case, the prey was always slashed open from the neck down and always partially consumed.

It is worth noting that most of the attacks and sightings have taken place during nights of the full moon. Approximately 10% have taken place at other times.

NOTE: Matthew Forbes, a former SAVE envoy, died in his sleep at his home in Black Dog, Devon, England in the summer of 1988. He was a learned man, active in England and across Europe during his time with SAVE. Further contact regarding this report should be made to the Lykos Project.

BEGINNING THE SCENARIO

Allow the players to discuss preliminary strategy and plan their trip to Exmoor. If they scan the morning's newspapers for any information, they find nothing of interest.

It was a full moon last night and will be for the next three nights. The weather is dismal, gray, and cold, showing no signs of brightening up.

The assignment is running one day behind schedule due to typical problems at the administration end of things. The envoys should begin their trip to Exmoor, which is five to six hours from London, preferably by mid-morning on Sunday, December 2.

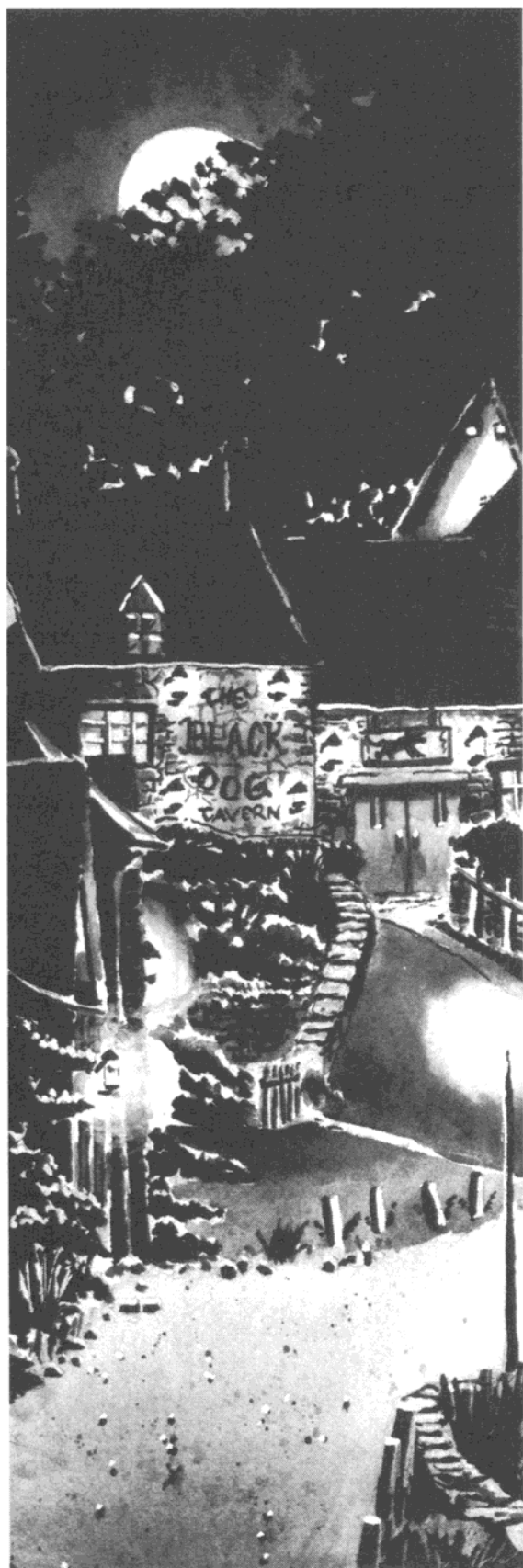
If the envoys listen to the radio during their trip, as seems likely, read the following radio report as they near Exmoor. If they do not listen to the radio, have Grenville call them on their car phone and give them the same information.

This report just in: There was yet another murder last night in the Exmoor area. So far, police have not released the victim's name, but it is understood that he was a local farmer. As yet, there are no suspects and no apparent motive. Chief Inspector Martin Garris had this to say about the incident:

"Some time between midnight and approximately 4 a.m., the murderer gained access to the farmhouse. As yet, we have no suspects, and it is possible that the killer may strike again. A full statement will be issued when we have more information."

If the envoys stay tuned to the radio, they will hear another report when they are almost to Black Dog:

Police have released the name of the man who was murdered last night in his farmhouse in Exmoor. He was Mr. Henry Parstow, a local farmer who had no family. Mr. Parstow was the victim of a savage



attack. The police have stated that they are still working on possible theories and have declined to issue a statement concerning possible suspects. However, a very heavy police presence remains in the Exmoor area, and Chief Inspector Martin Garris has warned that the murderer may strike again.

BLACK DOG

By the time the envoys reach Black Dog (which should be mid to late afternoon), it will be swarming with journalists. All the rooms at the inn are full, but the envoys should have no trouble getting keys to the Spinneys.

The hamlet of Black Dog lies just south of Exmoor. It is a quiet village of old, dry-stone cottages.

Several vans with BBC and international broadcasting companies' logos are parked along the village's streets. As you drive through town, you notice the Black Dog Inn, a church, and the town's combination post office and general store. Reporters are everywhere. The few local inhabitants seem bewildered by the flocks of journalists.

THE BLACK DOG INN

An old wooden sign hangs over the door to this pub. A large black dog is crudely painted on it. The words "Black Dog Inn" are painted in black on the wall.

Inside, the coziness and warmth of the establishment are apparent by the wood panels, low lighting, blazing fire in the fireplace, small round tables with comfortable stools, a well-stocked bar, and an extensive menu of wholesome food. There is a pay phone here. The pub is open from 11 a.m. to 11 p.m. (10 p.m. on Sundays).

The owner, Mr. Barton, is an amenable man, although he, his wife, and his son are rushed, serving a raucous bunch of journalists gin and tonics and large scotch whiskeys. The owner has the keys to Spinneys, which he gives to the envoys without hesitation, asking if they are relatives of the late Mr. Forbes or if they are journalists.

If the envoys claim to be journalists, they will be warmly welcomed by the others at the bar (although a General Journalism or Specific Savoir-Faire Check will be required to maintain the guise).

Though congenial and willing to help the envoys, the Bartons have only lived here two years and know very little about legends of the Black Dog or the Beast

of Exmoor.

When the envoys are picking up their keys from Mr. Barton, they bump into a photojournalist, Steve Bister, who has also just arrived. He asks for a room, but Barton apologizes, saying that there aren't any left. Bister is a thoroughly likable fellow, and both he and Barton are visibly upset that Bister has nowhere to stay. He asks the nearest envoy if he knows anywhere to stay and, if possible, strikes up a conversation.

During the conversation, the envoys learn that Bister is 24 years old and is struggling to make it as a free-lance photographer. If the envoys are kind enough to let him stay at Spinneys, Bister is extremely grateful and offers to share information with them. If the envoys do not offer Bister a place to stay, he should run into the PCs around the village later, still friendly even though they didn't help him.

Bister usually wears jeans and a denim jacket, and he always has his camera handy. Steve has ginger hair, which is curly and needs to be cut. He's young, ambitious, and willing to take risks if necessary. It is important that he become friends with the envoys before his death, which occurs Monday night.

SPINNEYS

This quaint, three-bedroom cottage is situated opposite the village green and about one minute from the pub. It used to belong to Matthew Forbes, former SAVE member, who left the house to SAVE in his will.

The cottage is well-furnished, if a little dusty, and has all standard amenities, including a telephone. Only the refrigerator needs stocking.

POST OFFICE AND GENERAL STORE

This dual purpose facility is the only shop in Black Dog. It is open from 9 a.m. to 5 p.m. (closed on Sundays and closed for lunch 12-1). Food, maps, tourist books, camera film, and Black Dog postcards are available here.

Three local women work in the shop. They seem to enjoy all the media attention, and the increase in business. The women are knowledgeable about local legend, have all the latest gossip, and are eager to help the envoys. This help can take the form of information that is not yet generally available and also misinformation and rumors (CM's discretion).

GETTING ARRESTED

Should the intrepid SAVE envoys break the law in any way or be caught or seen acting suspiciously, it is highly likely that the police would want a few words with them.

Obviously, the seriousness of the crime dictates what measures the police would take, although even a minor crime would bring detention at Barnstable police station. Keep in mind that English police do not carry firearms.

If their activities are related to the current investigation, SAVE envoys can expect a very long wait in an interview room or a cell. If more than one envoy is being detained, they are kept separated. After 1D10 hours, Chief Inspector Garriss shows up to interview them.

If the envoys are smart enough to remember Charles Grenville, they can use him for aid. In this event, Garriss would phone Grenville and return to the envoys, being very apologetic. In addition to releasing them, he would also return any confiscated items and issue them police passes. He would also communicate all the information that the police have with reference to the investigation and ask them to share anything they know.

If the envoys commit crimes that are not constructive to the investigation, not even Charles Grenville will be able to help them out.

CHURCH

The church in Black Dog is small and quite old, with a cemetery behind it. There are two services every Sunday at 10 a.m. and 7 p.m. About 20 people attend regularly. The reverend is cheerful and cooperative toward the PCs.

The church serves no real function for this scenario, although you may want to throw in a couple of red herrings here, such as strange inscriptions on gravestones or something sinister in the church records. Specific Old English or Latin Skill Checks may be required (CM's discretion).

DR. THOMAS

Dr. Thomas is the local veterinary surgeon who examined all five animals that were recently attacked in the area. He is a middle-aged professional man and does not suffer fools gladly, but he will be impressed if any of the envoys exhibit a knowledge of Zoology, and that may win his trust. He always talks in technical jargon and is a stark realist. He does not believe in mythical beasts.

He did not live in this area during the attacks from 1983 to 1986, arriving here in early 1987. If an envoy can gain Thomas' confidence and friendship with a successful General Zoology Check or if an envoy exhibits veterinary skills, Dr. Thomas gives the PCs his information without police authorization (CM's discretion).

Dr. Thomas can tell the envoys that the mutilated animals were incinerated after his examination. The first attack was different from the others, he goes on, in that the wounds were less severe and the body, though partially eaten, was comparatively intact. The other animals were torn limb from limb, and there was little left but bones.

At 2 p.m. Monday, police recruit Dr. Thomas into their investigation of the murders. He does not cooperate with the envoys after this time unless the team has gained the confidence of Inspector Garriss.

Dr. Thomas wears tweed suits and sports a moustache. His hair is closely cropped, and he stands about six feet tall. His house looks like any other in Black Dog, with no sign in front advertising his profession. The envoys would have no way of stumbling onto Dr. Thomas, but any of the townspeople can point out his house if envoys ask questions about the animal attacks.

WHAT THE POLICE KNOW

The police know a great many more details than they reveal to the public and press. There is also a time lag before police announcements. The following information is all that police know at given times. This information is not generally available to the PCs unless they get the full cooperation of Inspector Garriss. Envoys can get parts of this information, in the form of rumors (not necessarily accurate), from the townspeople of Black Dog (CM's discretion).

SUNDAY, DECEMBER 2

8 a.m.: Police are called to Parstow's farm. Someone broke into the house, through the bedroom window, killing Mr. Parstow. The attack was savage, and Mr. Parstow suffered wounds that included a cut throat and slashes on his chest and abdomen.

7 p.m.: Medical examination shows that Mr. Parstow was partially consumed. His wounds are in keeping with savage animal attacks. Police policy is to keep the lid on it until more information can be gained and confirmation made.

MONDAY, DECEMBER 3

6:17 a.m.: Police arrive at Deacon's farm. Mr. and Mrs. Deacon both died in an attack similar to that on the Parstow farm.

11 a.m.: Police issue a statement to the press that they suspect a large animal.

5 p.m.: Preliminary medical report shows the victims were attacked by the same creature and also were partially devoured.

11:43 p.m.: Police find Steve Bister's body.

TUESDAY, DECEMBER 4

6 a.m.: Police develop photographs taken by Bister's camera. They show a dark form on a misty road. The pictures are a little blurred, but the form is definitely not human.

11:30 a.m.: Police and military seal off Exmoor after evacuating civilians.

**CHIEF INSPECTOR
MARTIN GARRIS**

Inspector Garriss is a good policeman. He's a tall, lean man in his middle 30s. His short black hair is just beginning to show signs of gray, and his eyes have a coldness about them. He worked for the Metropolitan Police in London until he was seriously wounded during a riot. That persuaded him that city policing was not for him, and he moved his wife and two children to Devon.

Garris is an outstanding policeman who smokes cigarettes almost constantly. He works by the book and can be hard if he wants to. Until he speaks with SAVE contact Grenville, he will be really tough on the envoys (especially those who aren't English). Once he has spoken with Grenville, however, he will adopt a more friendly approach. Then Garriss will be an information source for the envoys. He should be available whenever the PCs need to talk with him, except at the final showdown.

POLICE REPORTS

Police release no further information on Sunday, but police patrols pass through the village every two hours or so. If the envoys drive around at all, they'll definitely pass one or two police cars.

If the envoys act suspiciously, police stop and search them. Anything out of the ordinary results in the envoys' arrest and their being taken to Barnstable. Remember that guns are very out of the ordinary in England. (See **Getting Arrested** on previous page).

EXMOOR

The area just north of Black Dog is the Beast's domain. Its frightening atmosphere contributes to the scenario. Arthur Conan Doyle's *The Hound of the Baskervilles*, Emily Bronte's *Wuthering Heights* and especially R.D. Blackmore's *Lorna Doone* capture the feeling of moorland very well. When envoys venture into the moor, or ask townspeople about it, read them the following.

Exmoor is a bleak, desolate place. It is a place strangely untouched and almost mystical. It is unspoilt by tourist theme parks or other man-made "scars" on the landscape.

It is full of low, heather-covered hills and wooded valleys, and it is home to the shaggy Exmoor ponies and native red deer. Like all moorland, fog can rise quickly, easily disorienting the traveler. But as fast as it may come, it may go again.

Exmoor is a place of natural beauty, of legends, and of romance. However, it is also the hunting ground of the Beast.

Following are locations on the moor that may prove important to the scenario. The locations of these farms is general knowledge among the townspeople of Black Dog.

ANKIRK FARM

This farm is owned by Mr. Leslie Smith. Five farmhands help him work the farm, but Mr. Smith is the only one who lives there. He's about 60 years old and always carries a double-barreled shotgun under one arm. He speaks briefly with the envoys if approached.

He tells them that he lost a cow to the Beast, and that it wasn't the first time such a thing had happened. He also lost two sheep in 1984. He knows it was the Beast because he saw it loping off. A big black thing, black as the bloody night. He advises the envoys to stay away from it because if it ripped his cow apart, it could rip them apart just as easily. The vet took what was left of the cow.

DEACON FARM

If the envoys somehow arrive at this farm on Sunday, they will find Mr. and Mrs. Deacon friendly and cooperative, but of little help.

Once the police arrive after the Deacons' deaths, two policemen guard the farmhouse constantly, not allowing anyone in under any circumstances. During Monday, December 1, police will be in and out of the place for most of the day. If the envoys gain the confidence of Inspector Garriss, he escorts them inside the farmhouse.

If the envoys gain entry, they find a blood-spattered bed, wall, floor and door, as well as a broken window.

An L result on a Specific Tracking Skill Check reveals animal tracks; an H result shows it to be a big

cat; and a C result shows it to be a panther. However, the tracks can only be followed for about 20 meters before they become muddled.

DESERTED FARM

This location has no significance to the scenario except as a red herring. The farmhouse and outbuildings are in disrepair, and fields of weeds indicate years of neglect. A mischievous CM might want to haunt the farmhouse or create some other spiritual presence to befuddle his players. Be careful not to let this diversion obscure the main plot, however.

GREENBRIDGE FARM

This farm is owned by Mr. Alfred Liston, who runs it with the help of his two sons. He will gladly talk to anyone who shows up asking questions (thinking them journalists), and he will tell them about the attack on his farm.

A baby lamb was attacked by some animal, which he personally reckons was the Beast. The lamb's throat was torn out, and its hindquarters were consumed.

Dr. Thomas, the local vet, removed the body for disposal. Mr. Liston has never seen the Beast or lost any livestock before.

LEIGHTON FARM

Michael Leighton keeps mostly to himself, and so townspeople know little about him. If the envoys go to his farm, they find a run-down place, obviously inhabited by a farmer who has fallen on hard times. Despite signs of occupancy, there is never anyone home when the envoys arrive. If they break in, they find nothing useful.

PARSTOW FARM

Two policemen guard the Parstow Farm at all times, allowing no one to enter. If the envoys get the cooperation of Inspector Garris or find another way to enter the house, they find everything in order except the master bedroom. The bedroom window is broken, and the bed and floor are spattered with blood.

An L result on a Specific Tracking Skill Check reveals tracks outside the window; an H result identifies the attacker as a big cat. A C result identifies the tracks as those of a panther. No matter what, however, the tracks cannot be followed because they are confused with the prints of the police and the two farmhands.

THREE OAKS FARM

This farm is owned and run by Mr. Brian Travis and his wife. Travis won't talk to anyone or tell anyone about the attack. He's had enough of journalists and becomes threatening if harassed.

THURSTON FARM

This farm is owned by Mr. Simon Thurston and his wife. They are a young couple and work it for Simon's father, who has another farm 16 miles away. They have lived on the farm for nine months.

Simon Thurston is relatively amenable but doesn't want anyone walking across his farm scaring his cattle and ruining his crops. He has heard of the Beast and thinks that it must have been what attacked his sheep.

The sheep was almost totally eaten. Its head had been practically taken off, too. Dr. Thomas, the vet, took the corpse. Thurston hasn't lost any other sheep or seen the Beast.

THE FULL MOON

(2ND NIGHT)

At approximately 2 a.m., a large werepanther crashes through the window of the Deacons' bedroom window and shocks the sleeping couple blearily awake. The werepanther quickly leaps on Mr. Deacon, who feebly lifts his arms to protect himself. With one claw, it tears out Mr. Deacon's throat, spraying the bed and wall with his blood. Its second claw tears a foot-long gash into Mr. Deacon's chest, sending a gusher of blood upward and raking the life out of his body, which falls limp.

Mrs. Deacon, screaming and bathed in her husband's blood, bolts for the door, but she is no match for the speed and power of the werepanther. It lands on her back, claws raking across her shoulder blades, tearing through her nightgown and her back, exposing the bone. It then bites the back of her neck, breaking the vertebrae and almost severing her head.

The werepanther remains to feast for about 20 minutes, then leaves by the open window.

MONDAY, DECEMBER 3

Two farm workers who show up for work at 6 a.m. discover the Deacons' bodies and call the police. Two cars arrive at 6:17 a.m. Inspector Garriss arrives at 7:30.

Sketchy reports of the deaths are on the radio by 8:30. Intrepid journalists manage to interview the two farmhands who discovered the Deacons, and rumors about the savagery of the mutilations follow closely on the heels of the news of the deaths. With the horror growing at each telling, Black Dog is in a panic by mid-morning.

At 11 a.m., police issue a report stating that the recent deaths were not the work of a man, but an animal. Probably a large dog or cat, the infamous Beast of Exmoor. People are advised to stay off the moors until the situation can be defused. Police urge farmers on the moors to leave their homes.

This news sets off the journalists. They clamber over each other to be the first out on Exmoor, all attempting to get a picture of the Beast. Only one reporter succeeds, and he doesn't live to tell about it.

THE FULL MOON

(3RD NIGHT)

At 11:13 p.m., Steve Bister is driving along in his beater Vauxhall when something appears in his headlights on the foggy road ahead.

With adrenaline rushing through him, Steve brings the car to a screeching halt, grabs his camera, and jumps from the car. About 20 meters ahead, a dark shape is slowly moving closer. Bister shoots four pictures before the creature breaks into a run. Bister clicks off two more and races back toward his car. As Bister opens the door, the panther springs, its claws striking him in the head, knocking him to the ground. The camera falls from his hands.

Shocked, stunned, and wiping the blood from his eyes, Bister tries to pick himself up. The panther, meanwhile, spins around and leaps upon him again. Its claws and sharp teeth rip Bister open from neck to abdomen. The creature feeds for about 12 minutes before being frightened away by the sound of an approaching car.

In the car are three journalists, two photographers and a reporter. They find the camera and the still warm corpse of Steve, steam rising from his body in the cold, foggy night. They use their car phone to call police, who arrive at 11:43 p.m. Inspector Garriss shows up at 12:32 a.m. The attack makes the news at 1 a.m., but it's all round Black Dog by 12:40 a.m.

TUESDAY, DECEMBER 4

Police develop Bister's photographs by 6:00 a.m.



The pictures are not released to the press, but Inspector Garris shares them with the envoys if they have already gained his confidence. The pictures show a foggy road, lighted by Bister's car headlights, and a dark animal shape low on the road.

About 8 a.m., a convoy of military trucks passes through the village of Black Dog. The chief constable of Devon, with the approval of the Prime Minister, has called in two companies of the Royal Marines from nearby Lympstone.

Led by Major John Phillips, they set up a field command post. By midday, the Marines have sealed off all roads into Exmoor. Each roadblock consists of a barrier, four armed Marines, and one unarmed policeman. Without a police pass or military credentials, no one gets into Exmoor by road.

In addition, four-man fire teams patrol the moor perimeter at two-hour intervals. Inside Exmoor, the Marines establish 10 eight-man camouflaged, dug-in positions. Ten four-man fire teams criss-cross Exmoor on eight-hour patrols, starting from and finishing at one of the eight dug-in positions or the field command post.

Each unit has one radio, and standing orders are to radio in to field command every four hours.

Twelve police vehicles patrol the roads in Exmoor. Each vehicle carries two policemen, one carrying a rifle with telescopic sight. Unless they see something out of the ordinary, the police radio in every two hours.

Standing orders are to ensure that all civilian personnel are removed from Exmoor. No unauthorized personnel are allowed access to the moors. Anyone sighting the creature has orders to shoot.

Though Exmoor has been sealed off, the envoys will probably want to be on the moors now more than ever. It has become obvious that there is a threat to human life, and SAVE orders are to bring the situation to a successful resolution. The envoys could get access to Exmoor with the cooperation of Inspector Garris, or they could sneak past the Marine patrols.

It is important that the envoys be on the moor by nightfall. If they do not decide to do this on their own, the CM may have to encourage them. If the envoys have gained the confidence of Inspector Garris, it is likely that he might ask for their help and send them on a special patrol. If the envoys are still not on good terms with Garris, Grenville might give them a call to find out how they are doing and then suggest that

they might want to get involved more directly, noting that the police and Marines can do nothing to hurt a lycanthrope.

THE FULL MOON

(4TH NIGHT)

The PCs should be somewhere on the moors during the late evening of December 4. The full moon is high in the night sky, and a thick fog has risen. At 11:46 p.m., a four-man patrol of Marines passes about a half mile from the envoys, who are searching a small wood.

The Marines are about seven yards apart in a patrol line, following a narrow trail through the woods. They pass the crouching werepanther. It leaps at the third Marine, the radio man, bringing him down and tearing gashes in his chest and throat. The two Marines in front spin around, readying their weapons. The rear Marine backs off, his weapon also leveled.

The creature turns toward the rear Marine and breaks into a run. All Marines open fire. The panther takes seven hits by the time it reaches the rear Marine, who goes down with the creature upon him. A savage wound rips him open from face to ribs.

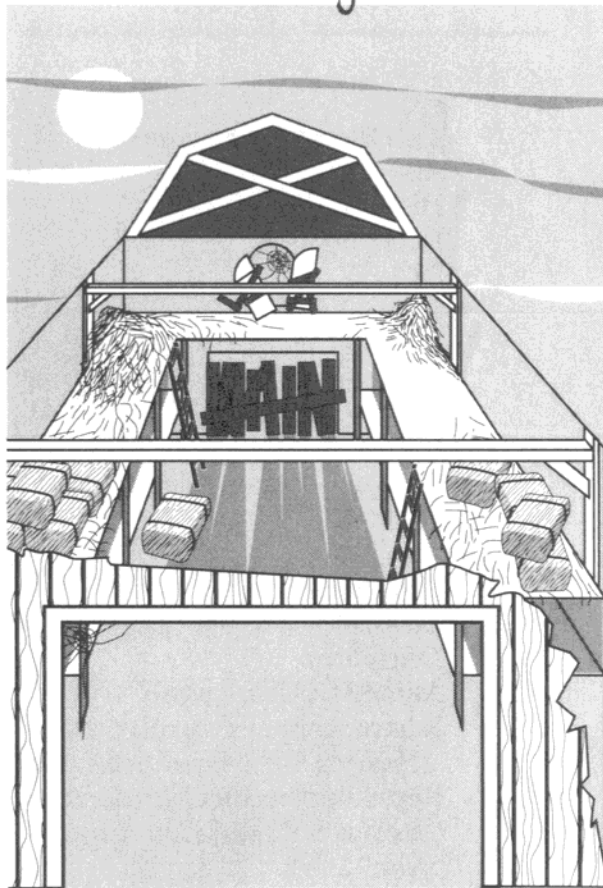
The other two Marines back up and take aim as the werepanther turns its attention to them. It starts to cover about 30 yards between itself and the two Marines. They both open fire, putting 16 more holes in it. Their magazines are empty, yet it takes down another Marine. The last Marine fumbles with his weapon and runs. A dozen steps farther down the trail and he, too, is brought down by the werepanther.

The envoys should respond swiftly to the sound of gunfire, arriving on the scene in about 10 minutes. The creature is still there, feeding on the remains of the Marines, when the envoys approach to within earshot of it. It hesitates momentarily, looks about, and makes a run for a nearby, evacuated farm.

As the envoys pursue, they find the four dead Marines. Two have been partially consumed, and both their weapons are empty.

A Specific Tracking Skill Check with an L result reveals fresh tracks, while an H result reveals panther tracks heading in the direction of a nearby farmhouse. A C result allows the envoys to follow the tracks all the way to Outbuilding B (see following). There is also a bloody trail, which seems to stop when the envoys reach the deserted farmhouse. (This is due

Outbuilding B (SEE P. 110)



to the Beast's regeneration.)

If the envoys fail to track the Beast, probably their only other option is to make a general search of the area. They will still find the evacuated farm because it is so close, but they will arrive there separately.

HUNTING THE BEAST

The farmhouse is about a quarter of a mile from the scene of the attack. The envoys are the closest people to the place, and it is up to them to sort this out. The Marines and police probably wouldn't be able to handle this because they are ill-prepared to deal with lycanthropes. As the envoys approach the outbuildings, there is no sound.

FARMHOUSE

This is the farmer's domestic and living area. It is dark, and the front and back doors are securely locked. All the windows are closed.

OUTBUILDING A

This milking building is dark, and its two large wooden doors can be opened easily. The main area is divided into stalls, each of which holds a cow.

OUTBUILDING B

This storage building is full of bales of hay stacked upon each other. The two large wooden doors can be opened easily, but it is pitch black inside.

SHOWDOWN

The Beast is hidden in one of the haylofts of Outbuilding B, but unbeknownst to it or to the envoys, the lynx is also in this building. When the PCs enter, the frightened lynx leaps from a loft onto a random envoy and attacks. If it is not subdued or killed in three rounds, it tries to escape out the door.

As the envoys are catching their breath after that attack, the black form of the werepanther rises from the other hayloft. Due to Michael Leighton's advanced state of insanity, this fight is to the death. Once it reaches death, the Beast still has three rounds of death throes to revert to human form. Depending on how the PCs do, you can have him collapse and serenely return to human form or have him fight it out all the way, feebly raking the characters as his claws turn back into hands.

Once it's all over and the envoys leave the building, read the following aloud.

Across the courtyard, about 20 yards away, stands a very large, black beast; it looks like a dog. As you try to get a better look at it, its eyes begin to glow a fierce red. It shimmers momentarily and fades into the fog.

The Beast (werepanther)

AGL: 87

DEX: 36

PCN: 79

STA: 82

STR: 73

WPR: 68

EWS: 88

ATT: 3; 71

SR: 4

WB: 42 (silver and fire only)

Fear: -40

MV: 225'

Type: Independent, Common

Class: C

Disciplines:

Automatic Change Self

Edges: Animal Empathy, Keen

Hearing, Keen Smell and Taste

Regeneration: 3 hours maximum except wounds inflicted by silver

Transformation: 3 Minutes

Death: Delay of 3 rounds

Hunger: General Current WPR

Check upon encountering any food source during the full moon period; -20 WPR modifier per hour without food.

Long Hot Summer

CM'S INTRODUCTION

Nine days ago, SAVE envoy Mark Frost disappeared while vacationing in Yellowstone National Park. Evidence from the scene of his campsite indicated a struggle had taken place with one or more animals. Park rangers could not find his body but listed Frost as presumed dead as the result of an attack by grizzly bears.

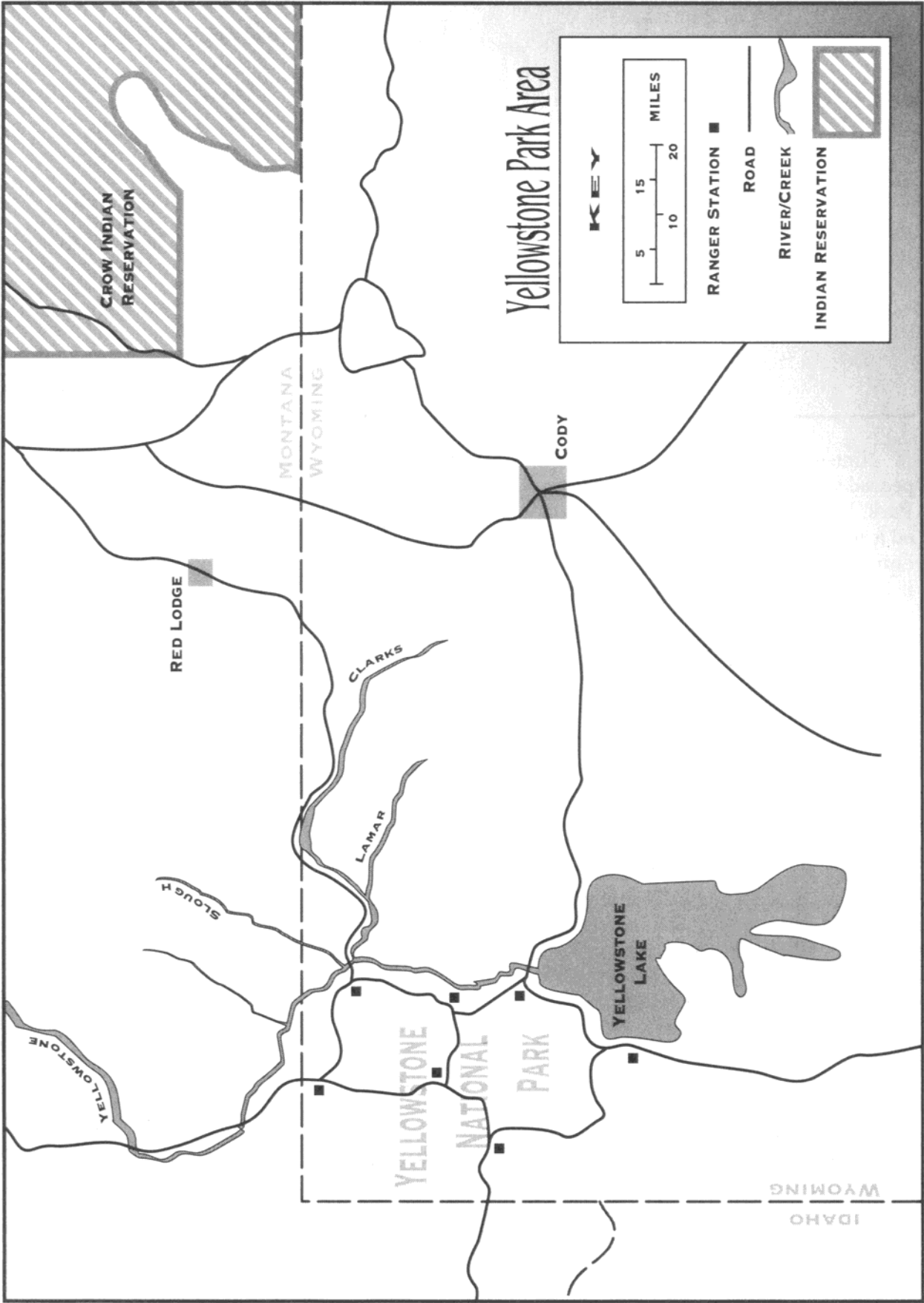
Standing policy within SAVE requires an in-house investigation into an envoy's death or disappearance. The players' envoys in this investigation team will, unwittingly, walk into a very dangerous situation.

Frost was the victim of an attack, but not a grizzly attack. He was attacked and killed by two infective werewolves.

Bordering Yellowstone National Park is a Crow Indian Reservation that was the site of a battle 25 years ago between a tribe of Indians and a pack of infective lycanthropes. The Indians lost, with 20 tribe members killed and 15 claimed.

This scenario pits the envoys against these infective werewolves. To add to the general level of danger and to isolate everybody involved to keep the infection localized, forest fires cut off the area from the outside world. This scenario appears in a modular format, giving the envoys a great amount of freedom to visit different locations in any order.

As the scenario progresses, the envoys' aim is not necessarily to have a showdown with a large pack of werewolves, but to get out alive, leaving the remaining werewolves to burn. For encounters with werewolves, use the statistics for infective lycanthropes on p. 39 in Section 2 of this book.





DICK CLEMENTINE

• CLERK •

AMERICAN, AGE: 31, 6' 2", 230#, RED HAIR, BROWN EYES

Dick is a electronics sales clerk for a major department store in lower Manhattan. His physical build and last name have made him an easy target for nicknames, namely, "Baby Huey," "Darling Clementine," and "Clem." However, his easy-going demeanor allows him to accept these nicknames with a shrug and a smile.

Dick's educational background consists of a BA in Economics and an MBA. Upon graduating from NYU, he got a job as a stock broker. However, this job ended quickly after his mother's untimely death.

After a year-long recovery from a nervous breakdown, Dick decided that he no longer wanted the pressures that came with being a stock broker, so he quit and took the sales clerk job.

Dick "feels" that his mother's death was caused by something supernatural, which is the main reason he joined SAVE.



MIKE THOMAS

• COMPUTER PROGRAMMER •

AMERICAN, AGE: 33, 5' 4", 135#, BROWN HAIR, BROWN EYES

Mike is a small, quiet man who likes to keep to himself; he feels more at ease around machines than he does around people.

His love for horror and mystery movies has inspired him to write horror and mystery computer games.

Due to his games' popularity, Mike has become a full-time free-lance writer and programmer.

Once, when writing a horror game, Mike's computer malfunctioned. From that point on, the computer turned itself on and off, left threatening messages on his monitor, and controlled the printer, making it type things that only Mike had the knowledge of.

Shortly after taking his computer in to be fixed, Mike was contacted by SAVE; he has been a dedicated envoy ever since.

Basic Abilities			Skills/Level			Base	Score
AGL	45		Accounting/S	55	70		
DEX	55		Computer/M	90	105		
LCK	60		Driving/T	47	77		
PCN	40		Language/T(FORTRAN)	55	85		
PER	55						
STA	45						
STR	40						
WPR	70						

WOUNDS

☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐

MOVEMENT
35'

SPRINTING
95'

UNSKILLED MELEE
21

SENSING THE UNKNOWN
8

INITIATIVE
4 + 1D10

EQUIPMENT
Laptop computer plus disks

CURRENT

STAMINA

CURRENT

WILLPOWER

Notes

Basic Abilities			Skills/Level			Base	Score
AGL	40		Computer/S	45	60		
DEX	35		Electronics/T	37	67		
LCK	35		Familiarity/T(BUSINESS)	45	75		
PCN	40		Familiarity/S(SUPERNATURAL)	41	56		
PER	50		Wrestling/S	47	62		
STA	40						
STR	55						
WPR	50						

WOUNDS

☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐

MOVEMENT
33'

SPRINTING
90'

UNSKILLED MELEE
23

SENSING THE UNKNOWN
8

INITIATIVE
4 + 1D10

EQUIPMENT
Electronic Bug
Electronic Filofax
Briefcase

DRAWBACKS
Curiosity

CURRENT

STAMINA

CURRENT

WILLPOWER

Notes



DAVE MAJEWSKI

• ENGINEER •

AMERICAN (POLISH), AGE: 34, 6' 4", 260#, BLOND HAIR, BLUE EYES

Dave is a hot-headed workaholic. When on a project, Dave works 70 or more hours per week; working takes Dave's mind off of the death of his two closest friends, who were lost in the Polish Incident. At the time of his friends' deaths, Dave knew about SAVE, but did not believe in the Unknown. After seeing a werewolf kill his two friends, Dave became a SAVE envoy. He still has a fear of werewolves, but he maintains his workaholic mind-set when on SAVE missions.

Due to his short temper, Dave is not a good leader, but he can always be relied on in any situation.

Dave loves to camp, and has all the trappings for year-round camping.



WILLIAM "BILL" SHINING CLOUD

• GUIDE •

AMERICAN INDIAN, AGE: 27, 6' 0", 180#, BLACK HAIR, BROWN EYES

Bill, a member of the Dakota Tribe, is proud of his heritage and his people's beliefs. He is currently a private guide, taking small groups of paying customers through the Black Hills of South Dakota. Bill hopes that through his tours, he can show people how life used to be and how the earth is dying from deforestation and pollution. Bill is patient and reserved; a true leader of men.

Bill practices the religion of his people; the earth is holy and should be treated as such. Before he drinks from a stream, he thanks the earth for its gift.

Bill destroyed a Black Tamanous, but not before it had consumed his wife and two children; shortly after this tragic event, Bill joined SAVE.

Bill dislikes Arnie Wylde for his brashness and his killing for sport, but will not let that get into the way of a mission.



ARNOLD "ARNIE" WYLDE

• HUNTER •

ENGLISH (KENYAN), AGE: 33, 5' 11", 165#, BROWN HAIR, HAZEL EYES

Arnie is a loud, opinionated character who always has something to say. However, in times of stress he can be prone to panic. He thinks of himself as a leader, but does not have the patience or the sense it takes.

Arnie used to be a big game hunter, but has done little hunting since big game restrictions have become stricter. Also, on his last expedition, Arnie wounded a jaguar. As he and his trackers followed its trail, they stumbled into a group of what appeared to be werejaguars. Arnie fled the scene, leaving his unarmed trackers behind. When he returned to the scene two days later, he found everyone dead; they had been killed in a sacrificial manner.

Arnie now devotes himself to SAVE, but tends to be trigger-happy.



MARGARET BEAUMONT

• LAWYER •

ENGLISH, AGE: 37, 5' 7", 140#, BROWN HAIR, BLUE EYES

Margaret is well-versed in talking to and winning over people. Her good looks and taste in clothes tend to catch the attention of both men and women; she believes that first impressions are vital in any relationship.

Margaret went to law school at Harvard and finished in the top five percent of her class. She is a litigation lawyer who has easily won all her cases.

Margaret recently returned from a four-week cruise to Australia. During the cruise, she had a harrowing encounter with a bast; the bast and Margaret had the same love interest. Margaret was approached by Lady Lilian Miles, a SAVE envoy, who was trailing the bast. Even though she was hesitant at first, Margaret helped Lady Miles defeat the bast. From that point on, Margaret has been an important SAVE asset.

Basic Abilities		Skills/Level		Base	Score
AGL	55	Pistol/S	40	55	
DEX	40	Acting/S	50	65	
LOK	70	Climbing/T	52	82	
PCN	40	Familiarity/T(Law)	60	90	
PER	40	Filching/T	50	80	
STA	55				
STR	60				
WPR	70				

Wounds

Basic Abilities		Skills/Level		Base	Score
AGL	60	Rifle/M	70	120	
DEX	70	Knife/S	55	70	
LOK	40	Familiarity/(CONGO JUNGLE)	38	68	
PCN	35	Survival/T	44	74	
PER	40	Tracking/T	38	68	
STA	55				
STR	50				
WPR	40				

[illegible]

MOVEMENT

38

SPRINTING

105'

UNSKILLED MELEE

28

SENSING THE UNKNOWN

88

INITIATIVE

5 + 1D10

EQUIPMENT

Checkbook

.38 Snub-nose revolver

Filofax

Mineral water

DRAWBACKS

Poor Vision (correctable)

CURRENT

WILLPOWER

NOTES



DES VANNERMAN

• PRIVATE INVESTIGATOR •

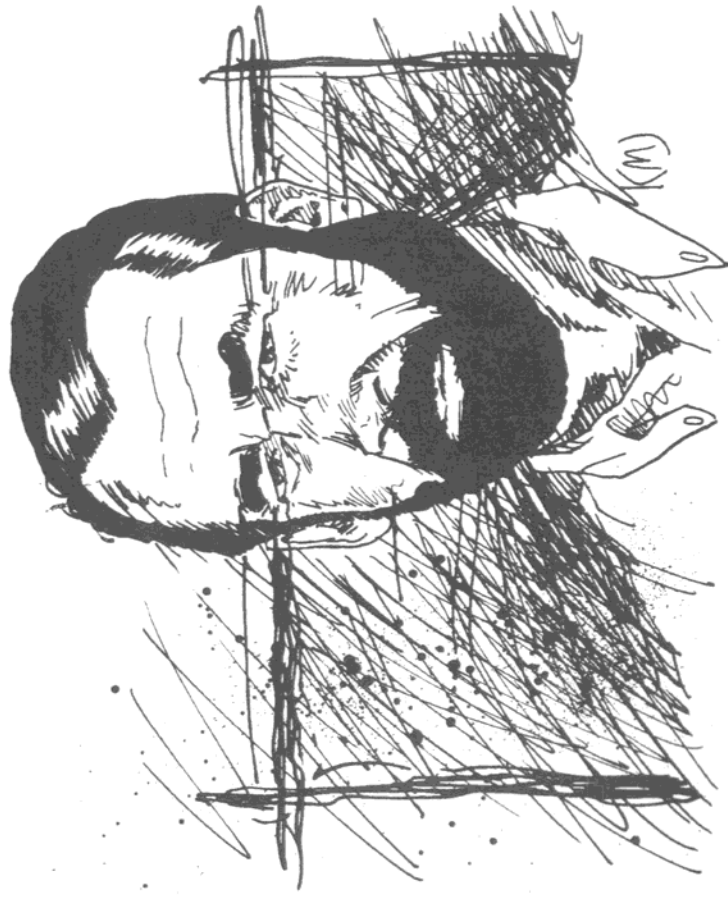
AMERICAN (GERMAN), AGE: 42, 5' 9", 155#, GREY HAIR, BROWN EYES

Des started as a police officer in Chicago. He knew all his life that he was going to be a law officer someday, but he never thought that there was so much "red tape" involved. So, after five years of being one of Chicago's Finest, he quit to start up the "Vannerman Detective Agency."

Des tends to be clumsy, but he is amiable and always seems to solve his cases. Even though he sometimes operates outside the law, he attempts to play by the rules whenever possible.

On one of his cases, Des was keeping track of wife whose husband thought was fooling around. Des found the wife in a "relationship" with a vampire. He killed the vampire, but not before the wife was totally drained of blood.

With some investigative work, Des located SAVE and has been a member for the past six years.



LEX FALCON

• WRITER •

AMERICAN (ENGLISH), AGE: 38, 5' 10", 140#, BLACK HAIR, BROWN EYES

Lex is a pulp horror author who was recruited by SAVE after he researched a novel a little too deeply. His "Book of Egyptology" took him to a newly discovered Egyptian tomb, where he uncovered a cult and their mummy master. Barely escaping the mummy's grasp, Lex left Egypt and is afraid that his discovery has made him a target of the cult.

He is not only paranoid, but he's also quite wary of doing dangerous things, tending to let others take all the risks.

Lex joined SAVE, not because he wanted to help vanquish evil, but because he thought SAVE would protect him. He goes on missions only because he is afraid that if he doesn't, he will be rejected.

PLAYERS' INTRODUCTION

Read the following section aloud or make a copy for the players to read it themselves.

•ASSIGNMENT•

From Coordinator R. Mason, Lykos Project, Maine, U.S.A.

•BRIEFING•

Nine days ago, a SAVE envoy, Mark Frost, disappeared while on vacation in Yellowstone National Park, Wyoming. The official report states that he was killed by a grizzly bear and dragged off. His body has not been found. SAVE general policy dictates that his disappearance or death be investigated by an operational team.

Reports state that there were no witnesses to the attack, although Frost had stopped at a nearby ranger station the previous day, at which time he was said to be in good health and spirits. That was the last time he was seen alive. His campsite was ransacked, obviously the site of an attack by one or more grizzlies.

The area where Frost was killed has few grizzlies due to the proximity to the border of the Park. Rangers take great pains to ensure that the bears remain in the park, as they endanger themselves and others by entering inhabited areas.

The region of Gardiner, Montana, on the northern edge of Yellowstone, has had 22% more disappearances in the last seven years than other towns near the park. In addition, statistics from the national park show a 15% rise in disappearances over the last 20 years, and a 35% rise in grizzly attacks that result in death. These figures have been factored to take the increase in tourists into account.

• ORDERS •

Travel to the scene of Frost's death and investigate it thoroughly.

Examine all evidence and attempt to trace Frost's last movements.

If there is any doubt about the accuracy of the official report, investigate further and discover exactly what took place.

Upon learning the nature of the entity, if any, or entities that killed Frost, you are to report your findings to New York and await further instructions.

• TRAVEL INFORMATION •

Accommodation: Park View Hotel, Gardiner, Montana. (Prepaid). Accommodation within the park must be booked far in advance.

• TEAM EQUIPMENT •

Budget: \$2,000
Jeep off-road vehicle with a car phone
2 cans of spare fuel
Spare wheel
Mechanical tool set
First-aid kit
Flashlight and spare batteries
35 mm camera plus film
2 three-man tents and camping gear
2 pairs of binoculars

• INDIVIDUAL EQUIPMENT •

Flashlight and spare batteries
Map
Compass
Multi-purpose utility knife

BEGINNING THE SCENARIO

The envoys meet each other in Gardiner in late August. The only real news on the local radio and TV stations is the extreme dry conditions, raising the danger of forest fires. Several small fires have sprung up, but they have been contained. The smoke from one such fire is visible from Gardiner.

Gardiner is a small town at the northern entrance to Yellowstone National Park. Many Indians live in this area, which is about 80 miles from the Crow Indian Reservation. The largest building is the town's only hotel.

NOTE: The player character, William "Bill" Shining Cloud, should have knowledge of the Crow Reservation, but should not suspect that it was the source of the attack. However, as the scenario progresses, the CM may wish to give the players hints pertaining to the tribe.

PARK VIEW HOTEL

This large log lodge contains a restaurant and bar. The hotel is crowded with tourists who were evacuated from the park because of fires.

If the PCs check the visitors' book or ask at the reception desk, they learn that Frost never stayed here.

AL'S CAMPING GEAR

This store sells any camping, hiking, and back-packing gear that anyone could want. The prices are all very high, but the merchandise is good. If buying, the envoys are quite likely to buy more than they need (each player must make a General Success WPR

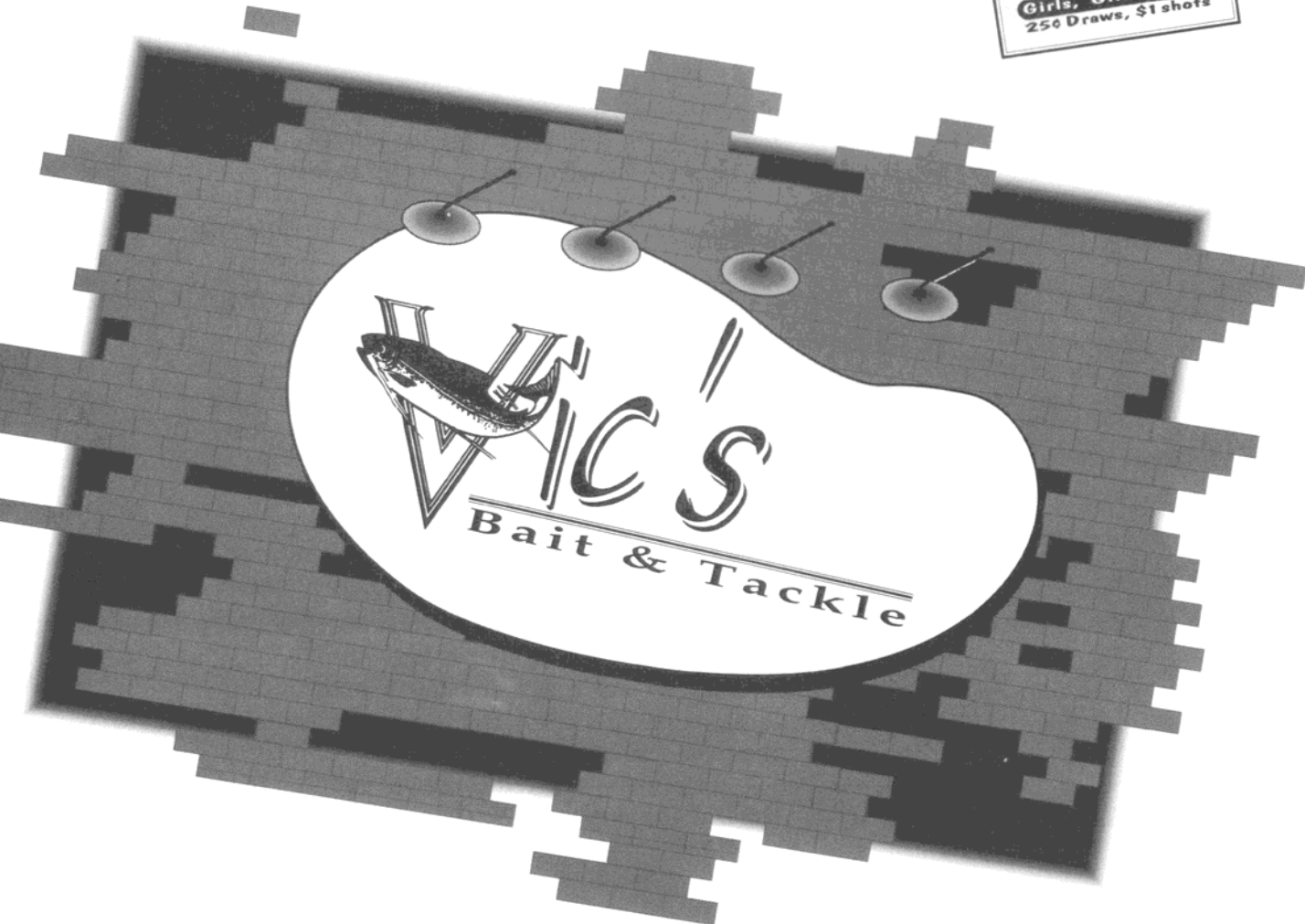
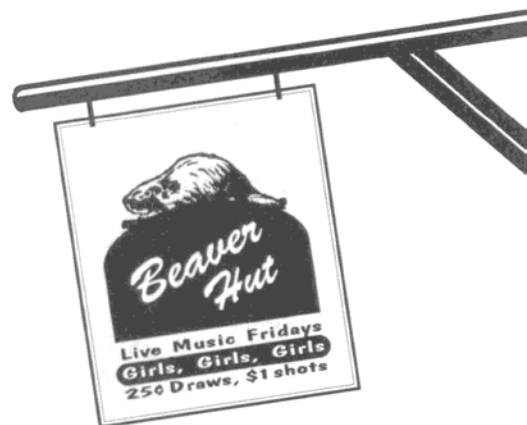
Check to have his character avoid spending 20% over and above what he needs).

The proprietor, Al, is a husky, congenial guy who is quite knowledgeable about the local area. Al knows about Frost's death, and he will tell the envoys the approximate location of Frost's campsite, a remote area along Hellroaring Creek about 15 miles east of Gardiner.

If asked about the Indians, Al says that they're a quiet lot who keep to themselves.

GENERAL STORE, BARS, POST OFFICE

These areas serve to flesh out the town. Most are filled with tourists, and all the prices are high. Indians are common, but they are extremely reluctant to talk to the envoys. If the envoys somehow succeed in making friends with one of the Indians, he begins to ramble about local traditions and history, eventually relating the story his mother told him about the Indians' big battle 25 years ago. When he tells it, he describes a concerted attack by animals, with some Indians joining the animals' side midway through the



battle. He thinks the location was somewhere between Gardiner and the Crow Reservation, in a sparsely populated area just north of Yellowstone's border.

SHERIFF'S SUBSTATION

Gardiner has a small Sheriff's Department, which is based in Livingston. It is manned by only two deputies, with the other two on loan to the park rangers to assist in the firefighting.

Deputy Fred Perkins is a trainee and not really up on operational policy. He's a nice enough fellow but not really a cop yet. Deputy Mason Luke keeps Perkins in line, is reasonably efficient, and knows the local area well.

Perkins and Luke tell the envoys all they know about the fire situation. These deputies brush off all other requests for information, saying that they are too busy with the fire danger and that the Frost case is closed. If the envoys persist, the deputies refer them to the park ranger station just south of Gardiner, adding that the rangers are even busier. Envoys with relevant police contacts or who get a C result on a General Savoir-Faire Check can persuade the deputies to help them.

If the envoys get the deputies to cooperate, they obtain precise directions to Frost's campsite. They also learn that Park Ranger Maurice Parsons discovered the apparent death scene.

YELLOWSTONE

Yellowstone is full of wildlife, including the grizzly bear, and is a place where hikers and campers from many countries come to sample nature.

Park rangers patrol the park, with ranger stations scattered throughout the hundreds of square miles of forest, including the park headquarters just south of Gardiner.

The Yellowstone River cuts the northern part of the park in half, flowing to huge Yellowstone Lake.

CROW INDIAN RESERVATION

The Crow Indian Reservation lies about 80 miles east of Gardiner. The envoys may never end up here, for the only clue they could pick up is if one of the locals, especially one of the Indians, tells them about the massacre 25 years ago.

If the envoys do reach the reservation, they find the Indians very suspicious of strangers. Many of

these Indians live in extreme poverty, however, and the envoys may be able to bribe tribe members to talk about the past.

Old tribe members tell about the tribe that was wiped out in the battle, with more Indians disappearing than killed. These tribal elders can also relate a series of disappearances since that time, especially in the western part of the reservation. They say most Indians are afraid to live in this part of the reservation.

If the envoys inquire about the area immediately west of the reservation, the Indians say that people still live in the towns, but most of the cabins and lodges in the area have been abandoned.

The Indians on the reservation know nothing about Frost's disappearance.

RANGER STATION

Because of the fires, only one ranger mans the ranger station. Luckily, this is Ranger Maurice Parsons, who happened upon Frost's campsite after the attack. Parsons describes a scene of horror, with Frost's camp wrecked, bloodstains and bits of human flesh everywhere, and a trail of blood leading off into the woods.

Parsons says he followed the bloody trail for a half mile as the traces of blood grew fewer and fainter until he lost the path entirely. If the envoys ask for directions to the campsite, Parsons replies that there is nothing left to find and that the area is far too dangerous because of the dual threat from bears and fires.

Though Ranger Parsons is convinced of the great danger, he is not the kind of person who likes to say "no." Even half-hearted demands, cajoling, or whining will get the envoys the information they need, namely precise directions to Frost's campsite.

THE CAMPSITE

The campsite is two miles from the nearest park trail. After the envoys leave their Jeep, they begin to hurry because they can see smoke rising from a fire near their destination. If they hope to find any clues, they need to get to the campsite before the fire does.

Once the envoys get there, they find a scene just as Ranger Parsons described it. Following the trail of blood is hopeless after all this time, and Frost's wrecked gear has the appearance of having been attacked by one or more grizzlies.



Just as the envoys are about to head back to their vehicle, three infective werewolves bound into the clearing from the direction of the fire. Because the envoys were on their guard, they get two rounds to shoot before the creatures close to melee. If the envoys kill two of them, the other retreats for reinforcements.

At this point, the stage is set for a confrontation. The envoys know what kind of creature they are up against but have no idea how many werewolves exist. A forest fire is driving the main pack of werewolves right at the envoys.

The envoys have no real chance to kill the entire pack of werewolves, and there is a good chance that some of the envoys could become infected and spread the problem far beyond the scope of this scenario. An act of God is clearly called for, so a sudden wind shift threatens to drive another small fire between the campsite and the envoys' vehicle.

Though the envoys may not realize it at first, the fire is their greatest ally, for it can destroy the werewolves for them. Their first inclination will probably be to defeat the lycanthropes, but this is a task that is beyond their abilities. The CM can use the threat of the fires to persuade the envoys to retreat before they get in over their heads.

From here on, the scenario becomes one of survival for the envoys. The fires ensure destruction of the werewolves, though the envoys don't know it at first. If the envoys head in the direction of the lycanthropes, they will have their hands full before they decide to make a run for it.

If the envoys are afraid to confront the werewolves directly or are more concerned about the fire danger early on, they may decide to head back for their vehicle sooner rather than later. In this case, they should meet a family of tourists, coughing and blackened by smoke, trying to find their way out of the forest. Once the envoys befriend them, the tourists hear the howling of the pursuing werewolves and begin to transform. If the envoys are busy enough avoiding fires and finding their way, this family could turn to werewolves before the PCs notice it.

The envoys might also meet grizzly bears or other terrified animals fleeing from the fire. In any event, once the envoys cross the Yellowstone River, they escape the fire danger and leave the remaining werewolves to be burned up.

How to Use This Book

THE RULES OF CHILL ARE LIKE A LANGUAGE. THE IDEAS THAT FOLLOW WILL TEACH KEY WORDS AND PHRASES TO THOSE WHOSE CHARACTERS JOURNEY TO A PLACE WHERE FEAR AND TERROR ARE CUSTOMARY.

A NOTE ON LANGUAGE

FOR THE SAKE OF CONVENIENCE, THE MALE GENDER IS USED AS A NEUTER TERM THROUGHOUT THIS PRODUCT. THIS DOES NOT IMPLY ANY CHAUVINISM ON OUR PART: IT SIMPLY TAKES UP LESS SPACE, AND MAKES FOR MUCH SMOOTHER READING.

STANDARD TERMS

AN ACTION IS WHAT A PC OR NPC DOES DURING A ROUND OF COMBAT. PCs AND NPCs CAN HAVE MORE THAN ONE ACTION PER ROUND.

THE ART IS THE ABILITY TO PERCEIVE OR USE THE ENERGIES/FORCES OF THE UNKNOWN, AND INCLUDES THE EVIL WAY. ALL FORMS OF THE ART ARE KNOWN AS DISCIPLINES.

ATTACKS (ATT) ONLY APPLY TO CREATURES AND ANIMALS. THIS IS THE NUMBER OF ATTACKS AN ANIMAL OR CREATURE CAN MAKE IN ONE ROUND.

BASIC ABILITIES REPRESENT PC, NPC, ANIMAL, AND CREATURE CHARACTERISTICS. THE BASIC ABILITIES ARE: AGILITY (AGL), DEXTERITY (DEX), LUCK (LCK), PERCEPTION (PCN), PERSONALITY (PER), STAMINA (STA), STRENGTH (STR) AND WILLPOWER (WPR). THE LOWEST SCORE A HUMAN CAN HAVE IN ANY ABILITY IS 10; THE HIGHEST POSSIBLE SCORE IS 90. SOME CREATURES HAVE SCORES WHICH EXCEED THOSE OF NORMAL HUMANS. NEITHER CREATURES NOR ANIMALS HAVE A LCK SCORE, ANIMALS HAVE NO PER SCORE, AND SOME CREATURES AND ANIMALS HAVE NO DEX SCORE.

A CALLED SHOT ALLOWS AN INDIVIDUAL TO SPECIFY AN EXACT TARGET (THE LEFT HAND, THE HEAD, ETC.) IN EXCHANGE FOR CUTTING HIS TARGET NUMBER IN HALF.

CHARACTER INSIGHT POINTS (CIPS) ARE WHAT CHARACTERS GAIN AFTER SUCCESSFULLY COMPLETING SAVE MISSIONS. A PLAYER CREATES A CHARACTER FROM A POOL OF 100 CIPS.

THE CHILL MASTER (CM) IS THE PERSON WHO RUNS THE GAME. THE CM TELLS THE PLAYERS WHAT'S HAPPENING IN THE SCENARIO AND ACTS AS THE EYES, EARS, AND OTHER SENSES OF THE PCs. HE PLAYS THE PART OF ALL NPCs AND CREATURES, AND SERVES AS THE REFEREE.

A CHILL SCENARIO DETAILS THE SAVE MISSION THAT THE PCs UNDERTAKE, AND IS WRITTEN FOR THE CM'S EYES ONLY. EACH SCENARIO IS DIVIDED INTO ENCOUNTERS. WITHIN EACH ENCOUNTER, BLOCKS OF ITALICIZED TEXT ARE READ ALOUD TO THE PLAYERS, AND NORMAL TEXT IS READ SILENTLY BY THE CM. TEXT THAT IS IN BOLD ITALIC IS ALSO READ SILENTLY BY THE CM, AND IS MEANT TO REFER HIM TO ANOTHER SECTION OR ENCOUNTER.

CLASSES APPLY TO CREATURES ONLY. THE THREE CLASSES OF CREATURES ARE: CORPOREAL (C): THOSE THAT HAVE A PHYSICAL FORM, INCORPOREAL (I): THOSE THAT HAVE NO PHYSICAL FORM OR SUBSTANCE, AND GASEOUS FORM (G): THOSE THAT HAVE NO SOLID PHYSICAL FORM, BUT EXIST IN A FORM THAT CAN EASILY DISPERSE.

CREATURES ARE ENTITIES FROM THE UNKNOWN THAT CHARACTERS ARE PITTED AGAINST DURING A SAVE MISSION. CREATURES ARE ROLE-PLAYED BY THE CM.

THE DICE USED IN CHILL ARE TEN-SIDED DICE (D10). THE ABBREVIATION D MEANS DIE OR DICE. 1D10 MEANS ROLL ONE TEN-SIDED DIE, 2D10 MEANS ROLLS TWO TEN-SIDED DICE, ETC. A ROLL OF "0" ON A TEN-SIDED DIE IS READ AS "10."

A NOTATION OF 1D5 INDICATES THE FOLLOWING:

ROLL	RESULT
1D10	
1-2	1
3-4	2
5-6	3
7-8	4
9-10	5

THE NOTATION D% INDICATES THAT A PERCENT ROLL IS TO BE MADE USING 2D10; ONE DIE REPRESENTS THE TENS DIGIT, AND THE OTHER DIE REPRESENTS THE ONES

(TWO "0S" ARE READ AS "100"). WHICH DIE REPRESENTS WHICH DIGIT IS DECIDED BY THE PERSON ROLLING THE DICE BEFORE THE BEGINNING OF THE GAME. FOR EXAMPLE: A PLAYER IS MAKING A PERCENT ROLL USING ONE RED TEN-SIDED DIE AND ONE BLUE TEN-SIDED DIE. BEFORE THE SCENARIO BEGINS, HE DECLARES THAT THE BLUE DIE WOULD BE HIS TENS DIE. HE ROLLS A "2" ON THE BLUE DIE, AND A "5" ON THE RED DIE, WHICH RESULTS IN A ROLL OF "25."

DISCIPLINES ARE FORMS OF THE ART, INCLUDING THE EVIL WAY. CHARACTERS USE ART DISCIPLINES, AND CREATURES USE EVIL WAY DISCIPLINES. THE NAMES OF DISCIPLINES APPEAR IN ITALIC TYPE THROUGHOUT THE TEXT.

DISCIPLINES OF THE ART ARE GROUPED INTO SCHOOLS AS FOLLOWS:

COMMUNICATIVE DISCIPLINES DEAL WITH SENDING AND RECEIVING MESSAGES IN WAYS OTHER THAN THOSE NORMALLY USED BY HUMAN BEINGS, INCORPOREAL DISCIPLINES ALLOW A CHARACTER TO COMMUNICATE WITH, MEET, AND COMBAT CREATURES ON ANOTHER PLANE, PROTECTIVE DISCIPLINES PROTECT CHARACTERS FROM THE UNKNOWN AND THE EVIL WAY, AND RESTORATIVE DISCIPLINES HEAL CHARACTERS, RESTORE STAMINA, AND SOMETIMES ALLOW A CHARACTER TO ATTEMPT OTHERWISE-IMPOSSIBLE FEATS OF STRENGTH.

DISCIPLINES OF THE EVIL WAY ARE GROUPED INTO SCHOOLS AS FOLLOWS:

COMMUNICATIVE DISCIPLINES DEAL WITH SENDING AND RECEIVING MESSAGES IN WAYS OTHER THAN THOSE NORMALLY USED BY HUMAN BEINGS, DISTORTIVE DISCIPLINES WARP REALITY, ELEMENTAL DISCIPLINES AFFECT THE OUTDOORS AND OTHER FORCES OF NATURE, MENTAL DISCIPLINES DIRECTLY AFFECT THE VICTIM'S MIND, AND SENSORY DISCIPLINES DIRECTLY AFFECT THE VICTIM'S SENSES.

EDGES AND DRAWBACKS ARE PERSONAL ADVANTAGES AND DISADVANTAGES WHICH CHARACTERS MAY POSSESS.

THE EVIL WAY IS A BRANCH OF THE ART THAT CREATURES USE.

AN EVIL WAY SCORE (EWS) APPLIES TO CREATURES ONLY, AND IS USED TO FIGURE THE BASE CHANCE OF SUCCESS WHEN USING EVIL WAY DISCIPLINES. THE EWS IS ADDED TO THE APPROPRIATE ABILITY SCORE, AND THE TOTAL IS DIVIDED BY 3. THIS NUMBER IS THE BASE CHANCE THAT THE CREATURE HAS WHEN USING ITS EVIL WAY DISCIPLINES.

FEAR IS THE MODIFIER USED WHEN A CHARACTER COMES INTO CONTACT WITH A CREATURE OR ANIMAL. THE FEAR MODIFIER IS APPLIED TO THE CHARACTER'S CURRENT WILLPOWER WHEN MAKING A FEAR CHECK.

A FEAR CHECK IS A SPECIFIC CHECK REQUIRED OF ANY CHARACTER THAT MEETS OR SENSES CREATURES OF THE UNKNOWN. IN SOME CASES, CHARACTERS MUST ALSO MAKE A FEAR CHECK WHEN THEY MEET ANIMALS. FEAR CHECKS ARE ALWAYS ROLLED AGAINST A CHARACTER'S CURRENT WILLPOWER SCORE. A FEAR CHECK IS MADE AT THE INSTANT IT IS REQUIRED, REGARDLESS OF THE SEQUENCE OF PLAY.

GAME TIME IS WHAT THE CM KEEPS TRACK OF WHEN THE CHARACTERS ARE DOING ANY GAME-RELATED. GAME TIME IS MEASURED BY A PRECISE UNIT CALLED THE ROUND. ONE ROUND EQUALS 5 SECONDS OF GAME TIME, AND, WITHIN A ROUND, EACH INDIVIDUAL IS ALLOWED ONE OR MORE ACTIONS.

A GENERAL CHECK IS THE ACT OF ROLLING A PERCENT AND COMPARING THE NUMBER ROLLED TO THE TARGET NUMBER. AS WITH ALL CHECKS, A PLAYER (OR THE CM) IS ONLY SUCCESSFUL IF THE NUMBER ROLLED IS EQUAL TO OR LESS THAN THE TARGET NUMBER.

THE KNOWN PERTAINS TO THE EVERYDAY WORLD WE LIVE IN.

MELEE COMBAT IS ANOTHER NAME FOR HAND-TO-HAND FIGHTING, WITH OR WITHOUT WEAPONS.

MISSILE COMBAT IS ATTACKING WITH AN OBJECT THAT IS THROWN OR FIRED AT A TARGET.

MOVEMENT (MV) IS HOW FAR AN INDIVIDUAL CAN MOVE IN ONE ROUND. RATES ARE GIVEN FOR MOVEMENT ON LAND (L), IN THE AIR (A), AND IN WATER (W). SOME CREATURES MOVE INCORPOREALLY (I). THIS MEANS THE CREATURE HAS NO PHYSICAL

FORM, AND CAN THEREFORE MOVE ANYWHERE—ON LAND, IN THE AIR, OR UNDER WATER—AT THE RATE SHOWN. INCORPOREAL CREATURES CAN ALSO MOVE THROUGH SOLID MATTER WITHOUT PENALTY.

NON-PLAYER CHARACTERS (NPCS) ARE THOSE INDIVIDUALS THAT THE PCs MEET DURING A SAVE MISSION. ALL NPCS ARE PLAYED BY THE CM, AND CAN BE HUMANS, CREATURES, OR ANIMALS.

PLAYER CHARACTERS (PCS) ARE THOSE INDIVIDUALS WHO UNDERTAKE SAVE MISSIONS. PCS ARE ALSO REFERRED TO AS CHARACTERS, SAVE MEMBERS, SAVE ENVOYS, OR JUST ENVOYS. COLLECTIVELY, THE PCs ARE SOMETIMES REFERRED TO AS THE GROUP OR THE PARTY.

PULLING A PUNCH IS WHAT AN INDIVIDUAL DOES WHEN HE WISHES TO LIMIT HIS ATTACK. HE DOES THIS BY VOLUNTARILY LOWERING HIS WEAPON'S STRIKE RANK BY ANY AMOUNT HE WISHES.

SENSING THE UNKNOWN IS THE SCORE A CHARACTER USES TO FIND OUT IF SOMEONE OR SOMETHING FROM THE UNKNOWN IS NEARBY.

SKILLS REPRESENT SPECIFIC PROFICIENCIES THAT CHARACTERS MAY LEARN. SKILLS HAVE SCORES AS DO BASIC ABILITIES, BUT THE LOWEST SCORE A HUMAN CAN HAVE IN ANY SKILL IS 25; THE HIGHEST POSSIBLE SCORE IS 140. PLAYERS USE CHARACTERS' SKILLS AT SPECIFIC LEVELS AS FOLLOWS:

STUDENT (S): THE LEVEL AT WHICH A CHARACTER STARTS USING A SKILL. THE PLAYER ADDS 15 POINTS TO HIS CHARACTER'S BASE SCORE FOR THAT SKILL.

TEACHER (T): THE PLAYER MAY ADD AN ADDITIONAL 15 POINTS TO HIS CHARACTER'S BASE SCORE FOR THAT SKILL.

MASTER (M): THE PLAYER MAY ADD AN ADDITIONAL 20 POINTS TO HIS CHARACTER'S BASE SCORE FOR THAT SKILL.

SOCIETAS ARGENTI VIAE ETERNITATA (SAVE) IS A SECRET ORGANIZATION DEDICATED TO PROTECTING THE KNOWN WORLD FROM CREATURES OF THE UNKNOWN.

A SPECIFIC CHECK IS THE ACT OF ROLLING A PERCENT AND COMPARING THE NUMBER ROLLED TO THE TARGET NUMBER. A SPECIFIC CHECK IS MADE WHEN A SPECIFIC RESULT IS NEEDED (FOR INSTANCE, DETERMINING THE AMOUNT OF DAMAGE THE CREATURE TOOK FROM A GUNSHOT, OR HOW MUCH INFORMATION THE PARTY ACQUIRED FROM AN INVESTIGATION). AS WITH ALL CHECKS, A PLAYER (OR THE CM) IS ONLY SUCCESSFUL IF THE NUMBER ROLLED IS EQUAL TO OR LESS THAN THE TARGET NUMBER. THE DEGREE OF SUCCESS IS DETERMINED AS FOLLOWS:

L RESULT—IS ANY ROLL EQUAL TO OR WITHIN 10% OF THE TARGET NUMBER. THIS INDICATES LOW SUCCESS. THE INDIVIDUAL BARELY SUCCEEDS AT WHAT HE IS ATTEMPTING TO DO.

M RESULT—IS ANY ROLL HIGHER THAN HALF OF THE TARGET NUMBER THAT ISN'T ALREADY AN L RESULT. THIS INDICATES MEDIUM SUCCESS. THE INDIVIDUAL HAS LESS-THAN-AVERAGE SUCCESS AT WHAT HE IS ATTEMPTING TO DO.

H RESULT—IS ANY ROLL EQUAL TO OR LOWER THAN HALF OF THE TARGET NUMBER THAT ISN'T ALREADY A C RESULT. THIS INDICATES HIGH SUCCESS. THE INDIVIDUAL HAS AVERAGE OR ABOVE-AVERAGE SUCCESS AT WHAT HE IS ATTEMPTING TO DO.

C RESULT—IS ANY ROLL BETWEEN 1 AND 10% OF THE TARGET NUMBER. THIS INDICATES COLOSSAL SUCCESS. THE INDIVIDUAL DOES EXACTLY WHAT HE IS ATTEMPTING TO DO, RIGHT DOWN TO THE LAST DETAIL.

K RESULT—IS DETERMINED WHEN THE TARGET OF THE ACTION CAN BE KNOCKED BACK (A KNOCKDOWN).

A STRIKE RANK (SR) DETERMINES THE RANGE OF DAMAGE A PARTICULAR WEAPON IS CAPABLE OF. EVERY WEAPON (INCLUDING FISTS, CLAWS, ETC.) HAS A STRIKE RANK. IN CREATURE AND ANIMAL STATISTICS, THIS REPRESENTS AN ANIMAL'S OR CREATURE'S NORMAL ATTACK.

A SURPRISE CHECK IS A GENERAL CHECK USED TO DETERMINE WHETHER A CHARACTER CAN RESPOND IMMEDIATELY TO AN UNEXPECTED ATTACK OR SITUATION. A SURPRISE CHECK IS MADE AT THE INSTANT IT IS REQUIRED, AND IS ALWAYS ROLLED AGAINST A CHARACTER'S PERCEPTION SCORE.

THE TARGET NUMBER (TARGET# OR T#) IS THE NUMBER WHICH IS ULTIMATELY

ROLLED AGAINST IN A GIVEN CHECK. THIS NUMBER MAY BE A BASIC ABILITY, DISCIPLINE, OR SKILL SCORE, EITHER WITH OR WITHOUT MODIFIERS.

TYPES APPLY TO CREATURES ONLY. THE THREE TYPES OF CREATURES ARE:

MASTERS: THOSE THAT MAY HAVE OTHER CREATURES SERVING THEM,

INDEPENDENTS: THOSE THAT USUALLY DO NOT SERVE OTHER CREATURES, AND THAT GENERALLY DO NOT HAVE OTHER CREATURES AS SERVANTS, AND

SERVITORS: THOSE THAT NORMALLY SERVE MORE-POWERFUL CREATURES.

THE UNKNOWN IS THE "DIMENSION" WHERE CREATURES COME FROM, AND PERTAINS TO THAT WHICH CANNOT BE EXPLAINED IN TERMS OF THE EVERYDAY WORLD.

UNSKILLED MELEE SCORE IS USED WHEN A CHARACTER MUST FIGHT SOMEONE OR SOMETHING HAND-TO-HAND AND HAS NO APPROPRIATE SKILL TO USE.

WOUND BOXES (WB) ARE USED TO DETERMINE THE AMOUNT OF DAMAGE THAT AN INDIVIDUAL CAN TAKE BEFORE DYING. THE NUMBER OF WOUND BOXES IS DETERMINED BY ADDING THE STR AND STA SCORES AND DIVIDING THE RESULT BY 4. THE MAXIMUM NUMBER OF WOUND BOXES A CHARACTER CAN HAVE IS 45; THE MAXIMUM NUMBER OF WOUND BOXES AN ANIMAL OR CREATURE CAN HAVE IS 70.

ABBREVIATIONS

A	AIR
AGL	AGILITY
ATT	ATTACK(S)
CIP(S)	CHARACTER INSIGHT POINT(S)
CM	CHILL MASTER
C	CORPOREAL
D%	PERCENT ROLL
D10	TEN-SIDED DIE
DEX	DEXTERITY
EWS	EVIL WAY SCORE
G	GASEOUS
I	INCORPOREAL
L	LAND
LCK	LUCK
M	MASTER
MV	MOVEMENT
NPC(S)	NON-PLAYER CHARACTER(S)
PCN	PERCEPTION
PER	PERSONALITY
PC(S)	PLAYER CHARACTER(S)
RND	ROUND
SAVE	SOCIETAS ARGENTI VIAE ETERNITATA
STA	STAMINA
STR	STRENGTH
SR	STRIKE RANK
S	STUDENT
T#, TARGET#	TARGET NUMBER
T	TEACHER
W	WATER
WPR	WILLPOWER
WB(S)	WOUND BOX(ES)
WND(S)	WOUND(S)

SPECIFIC CHECK RESULTS

L	LOW RESULT
M	MEDIUM RESULT
H	HIGH RESULT
C	COLOSSAL RESULT
K	KNOCKDOWN RESULT

Lycanthropy (li·kan'thrə·pē) *n.* **1** The supposed power of turning a human being into a wolf or of becoming a wolf, by magic or witchcraft. **2** Belief in werewolves. **3** *Psychiatry* A mania in which the patient imagines himself to be a wolf or some other wild animal.

Source: Funk & Wagnalls New International Dictionary of the English Language, 1987.

Lycanthropes is a 128-page sourcebook and 2 scenarios featuring werewolves and the many other half-human, half-animal forms that legend and history have brought to life.

The sourcebook reveals the folklore behind the "wolfman," including authenticated cases that prove (to some) the actual existence of the werecreature. *SAVE*

I SAY LYCANTROPHY
IS THE PAINSTAKENING
TRANSFORMATION
FROM MANFLESH TO
BEASTPLASM, THEN
THE UNAWARE CON-
SUMMATION OF A
DELICIOUS BEINGSOLE.

—RAX

has recompiled statistics, vital maps, case histories, and pertinent information (everything from how to recognize a werewolf on down to how to kill or even cure one) on 6 distinct types of lycanthropes: Lycanthropic Disorder, Infective, Inherent, Magical, Astral, and the Wolfen.

The Beast of Exmoor adventure scenario is based upon true-to-life, mysterious events in England, and *A Long, Hot Summer* is what the PCs may have to endure if they do not stop the strange happenings at Yellowstone

National Park. Both scenarios feature open formats, making them adaptable to any *Chill* campaign. Pregenerated characters are provided, or players may use their own PCs to avert some of the oldest Creatures of the Unknown to have walked this earth...

Werecreatures.



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