LYCANTHROPES

BY VAIDENON OF HUSTAN, WARDEN OF THE INKHORN FELLOWSHIP

The Wererat, the Wereboar and the Werelynx; with a Note on the Others

> "Every village has its werewolf story, and most of them are about a neighbour nobody liked. The few that are not are the ones worth writing down."
>
> — Vaidenon of Hustan, Warden of the Inkhorn Fellowship, Tashal, Morgat 720 TR

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Columbia Games' *Lycanthropes* (Bestiary #4637) is the authority on the cursed of Yael: the disease and how it spreads, the full-moon change, healing, remedies and each church's view, with full profiles for the werewolf, werebear and werecat (Lycanthropes 1–6). It names the wererat and wereboar as examples of "other" strains and leaves them for the GM (Lycanthropes 3). The Fellowship has taken up that invitation. *(Inkhorn)* This entry gives our three strains in full, the wererat, the wereboar and the werelynx, and sends the reader to Columbia for everything else. The selkie, or wereseal, has its own entry in this Physiologus.

Our strains follow every rule of *Lycanthropes* 1–3 exactly: infection, Yael's pull, the change, healing, fire and death. To build a character's second profile, add the modifiers below to his own attributes and skills, as Columbia directs (Lycanthropes 3).

THE WARDEN'S NOTE

I have been asked more than once whether there is a werehorse, or a weredog, or (once, by a very drunk Kaldoric squire) a weregoose. Columbia leaves the door open, and the Fellowship has walked through it only where the country itself told us to: rats where there are ports, boars where there are chases, lynx where there are northern pines. Of the weregoose I have found no trace. I continue to look.

THE WEREWOLF, WEREBEAR AND WERECAT

Columbia gives these three in full, with their lore, their records and their special abilities: the werewolf (Lycanthropes 4), the werebear of the Usnarserkrs (Lycanthropes 5), and the werecat in its cougar, lion and tiger forms (Lycanthropes 6). The Fellowship adds only the northern werelynx to the werecats (below), and a way of choosing among them (Lycanthrope Type, below).

WERERAT (INKHORN)

The wererat strain belongs to towns, docks, and sewers. It is spread by the bites of infected rats (Lycanthropes 3: Animal Transmission), and it is feared above all in crowded ports such as Golotha, Coranan, and Tashal. In rat form the afflicted is a lean, stooped, long-snouted hybrid with a naked tail and yellow incisors, a climber and a squeezer through gaps. Wererats are less bold than wolves and hunt the sleeping, the drunk, and the sick. Their bites fester (Infection roll as for a dirty wound) as well as carrying the curse.

WEREBOAR (INKHORN)

The wereboar strain is a forest curse, linked in folk tale to the razorback (Swine) and the hunting grounds of the great. In boar form the afflicted is a massive, bristled hybrid with tusks like knives that charges like the wild boar. It does not stalk; it rampages through camps and villages. Wereboars are said to be cursed hunters who killed a sow with young, and the curse is commonest among foresters and huntsmen. *(Inkhorn)*

WERELYNX (INKHORN)

The werecat of the north is the werelynx. It belongs to the forests of Peran, where the most prized lynx pelts come from (Cats), and to Orbaal and Ivinia, home of the snow lynx (Cats). In beast form it is a tufted-eared, short-tailed hybrid with huge silent paws that drops on its victims from trees and rocks. It is the stealthiest of the Hârnic lycanthropes and the least likely to be seen before it strikes.

RELIGIOUS VIEWS

Each church's view of lycanthropes is given in *Lycanthropes* (Lycanthropes 2). In folk belief, wererats are Morgath's vermin, as the black werecats are Naveh's (Lycanthropes 6). The wereboar is a curse of the hunt. In Peran the werelynx is thought sacred to the forest spirits. *(Inkhorn)*

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SPECIAL RULES

LYCANTHROPE TYPE (INKHORN SUB-TABLES)

Roll first on Columbia's Lycanthrope Type table (Lycanthropes 3). The Fellowship then divides its Werecat and Other results. *(Inkhorn)* Werecat: 01–40 werecougar; 41–75 werelynx in the north, Peran and Ivinia (else werecougar); 76–90 werelion; 91–00 weretiger. Other: 01–40 selkie (coastal realms; else wererat); 41–70 wererat; 71–00 wereboar.

COMMON SPECIALS

Intimidate, Healing, the infectious bite, Yael's pull and reversion at death apply to every strain as Columbia gives them (Lycanthropes 2–6; Combat 18).

STRAIN SPECIALS (INKHORN)

Wererat: squeezes through any gap a hand wide; its bites fester. **Wereboar:** Charging attack, +1 impact per 5 feet run, limit 20 feet (Bestiary 2); never tests morale while wounded. **Werelynx:** +25 AML when it drops from above, and it can strike the upper body without penalty (Cats: Lynx).

RELIGIOUS VIEWS

- See Lycanthropes 2 for every church; the notes above add folk beliefs for the new strains (Inkhorn).

FOLK TALES

The Rat-King of the Wharves

Golotha's dockers say a man lives in the sewers who is a rat at the full moon, and that every rat in the Shadow Quarter follows him. Two dock-wardens who went to find him came back with their faces chewed.

The Huntsman's Sow

A Kandian huntsman speared a sow with her farrow, against his lord's order. At the next Yaelah, the lord's hunt found the huntsman's clothes in a wallow, and something with tusks took three of the hounds.

ADVENTURE HOOKS

- A plague of rat-bites in a city quarter, and one of the bitten is a PC.
- A great boar has been seen walking on its hind legs in a lord's chase at the full moon; the lord wants it for a hunt.
- Trappers in Peran are found without throats under trees; the tracks are a lynx's, but enormous.

ENCOUNTERS

Lycanthrope Type (Lycanthropes 3), Werecat and Other results. The Fellowship proposes that a result of "Werecat/Other" be resolved on this table:

D100	RESULT
01–40	Werecat: werecougar. Other: selkie (coastal realms; else wererat)
41–70	Werecat: werelynx (north, Peran, Ivinia; else werecougar). Other: wererat
71–75	Werecat: werelynx (as above). Other: wereboar
76–90	Werecat: werelion. Other: wereboar
91–00	Werecat: weretiger. Other: wereboar

Wererats are an Urban encounter (night, poor quarters, 1 in 500 a "person" met is a wererat at Yaelah); wereboars and werelynxes are Wilderness animal results at Yaelah (1 in 100).

RUMOURS

RUMOUR	TRUTH	WHERE
Something has been killing in the poor quarter every full moon.	open	Tashal, Golotha, Coranan
A great boar walks on two legs in the lord's chase.	open	Kanday, Kaldor
Burn a lycanthrope's skin and the curse is ended.	false	anywhere

ECONOMIC DATA

ITEM	PRICE	SOURCE
Wolfsbane (repels werecreatures, it is believed)	Herblore price	Lycanthropes 2
Silvered or enchanted weapon	varies (Treasure)	Columbia
Bounty on a proven lycanthrope (a lord's)	100–500d	Inkhorn

THE FELLOWSHIP'S ADDITIONS

- The wererat, wereboar, and werelynx strains: modifiers, average blocks, and specials
- Sub-tables for the Werecat and Other results
- Encounter frequencies

Everything else follows HârnMaster 3 and the Columbia Games articles cited, which the Fellowship commends to every reader.

CREDITS

Writer: Vaidenon of Hustan. Set down by Lesli of Bifel and his homunculus, Claudin.

Sources cited: Columbia Games' *Lycanthropes* (Bestiary #4637), *Cats* (#4620: Lynx; Dejekra), *Swine* (Razorback), *Rodents* (Rat), *Hârnlore* 8 and the HârnMaster 3 core rules (Character 9; Combat 18; Treasure 20); Selkie, in this Physiologus.

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THE FELLOWSHIP'S STRAINS

WERERAT (INKHORN)

Habitat: Towns, docks, sewers
Height: 5′ 4″
Weight: 130 lb
Lifespan: As human
Group: Solitary
Size: Medium/d6

ATTRIBUTES

12 Str	08 Eye	11 Int	12 End
13 Sta	20 Hrg	11 Aur	16 Mov
09 Dex	21 Sml	11 Wil	
17 Agl			

SKILLS

65 Initiative
85 Awareness
75 Tracking
75 Swimming
85 Dodge
85 Stealth
85 Climbing
75 Bite 5p *(infectious; festers)*
60 Claw 4e

ARMOUR

B3 E2 P1 F3 GAC 1

STRIKE LOCATIONS

Use standard strike location tables (Combat; as Lycanthropes and the Ivashu with humanoid tables).

- Squeezes through any hand-wide gap.
- Intimidate; Healing (as Lycanthropes 2).

WEREBOAR (INKHORN)

Habitat: Forest, chases
Height: 6′ 0″
Weight: 300 lb
Lifespan: As human
Group: Solitary
Size: Medium/d6

ATTRIBUTES

19 Str	09 Eye	11 Int	18 End
19 Sta	13 Hrg	11 Aur	16 Mov
07 Dex	20 Sml	15 Wil	
11 Agl			

SKILLS

65 Initiative
70 Awareness
75 Tracking
55 Dodge
60 Stealth
65 Gore 9e *(tusks; charge)*
45 Bite 5p
50 Trample 7b

ARMOUR

B6 E5 P3 F4 GAC 2

STRIKE LOCATIONS

Use standard strike location tables (Combat; as Lycanthropes and the Ivashu with humanoid tables).

- Charging attack: +1 per 5 feet, limit 20 feet (Bestiary 2).
- Never tests morale while wounded.
- Intimidate; Healing.

WERELYNX (INKHORN)

Habitat: Northern forests, Peran
Height: 5′ 6″
Weight: 150 lb
Lifespan: As human
Group: Solitary
Size: Medium/d6

ATTRIBUTES

14 Str	16 Eye	11 Int	13 End
12 Sta	19 Hrg	11 Aur	21 Mov
10 Dex	17 Sml	14 Wil	
19 Agl			

SKILLS

70 Initiative
85 Awareness
75 Tracking
85 Climbing
90 Dodge
90 Stealth
95 Jumping
75 Bite 6p
70 Claw 6e

ARMOUR

B4 E3 P1 F3 GAC 1

STRIKE LOCATIONS

Use standard strike location tables (Combat; as Lycanthropes and the Ivashu with humanoid tables).

- +25 AML dropping from above; upper body without penalty (Cats: Lynx).
- Intimidate; Healing.

READ FIRST

The werewolf, werebear and werecat records are in Columbia Games' *Lycanthropes* (Bestiary #4637, Lycanthropes 4–6), and are not reprinted here. The records in this table are the Fellowship's own, built on Columbia's model.

ATTRIBUTE AND SKILL MODIFIERS (BEAST FORM)

	WERERAT	WEREBOAR	WERELYNX
Str	+1	+8	+3
Sta	+2	+8	+1
Dex	−2	−4	−1
Agl	+6	+0	+8
Eye	−3	−2	+5
Hrg	+9	+2	+8
Sml	+10	+9	+6
Int	+0	+0	+0
Aur	+0	+0	+0
Wil	+0	+4	+3

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	WERERAT	WEREBOAR	WERELYNX
End	+1	+7	+2
Mov	+5	+5	+10
Initiative	+10	+10	+15
Dodge	+30	+0	+35
Awareness	+30	+15	+30
Stealth	+30	+5	+35
Tracking	+20	+20	+20
Jumping	+10	+0	+40
Climbing	+30	—	+30
Swimming	+20	—	—
Source	Inkhorn	Inkhorn	Inkhorn

Modifiers for the werewolf, werebear and werecat are in Columbia's Lycanthropes 3. These three columns are the Fellowship's, on the same model; the GM may vary them, as Columbia allows (Lycanthropes 3).

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