

Aborea

Attention Werewolf!



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Introduction

Every month it is time again: The night of the werewolves! If some rational beings, who have a weak immune system, get into the moonlight on the last night of the month, they turn into big horrible creatures with thick fur, sharp claws and wolf-like muzzles with sharp teeth, trying to extinguish all life. An hour-long fight for survival begins!

The werewolves

Description

Sensible beings can turn into werewolves in the moonlight of the last night of each month. At the first ray of sunshine of the new month they transform back into what they were before.

Werewolves develop such cruelty in their shape that they want to extinguish all life. With their transformation they also lose all sense of reason and wisdom. However, they regain these at the first ray of sunshine and transform back into what they were before. Then they do not remember anything that happened when they were transformed.

Their values

Category	Value
Hit points	60
Initiative	2
Weapon	Claws, Mouth
Damage	Claws +3, Mouth +1
Combat bonus	Claws 8, Mouth 6
Armor	7 (thick coat)
Treasure	Most diverse
Special	Regeneration 1
Level of difficulty	9

Fast or slow?

Werewolves are usually very quick to act and can move quickly.

Getting infected

Like in **Aborea - Zombie Apocalypse Mode** you can get infected and become a werewolf yourself. If a werewolf dies, it vomits a yellow liquid, which is very dangerous. If it touches the skin of a rational being, the latter will start to writhe in pain and in a few seconds will turn into a werewolf itself. If this happens, however, the game is not over for a player and his character! The player can still continue to play, but in the role of a werewolf and must behave like one. Anyone who touches the yellow liquid will remain a werewolf forever, as it penetrates through the skin into the body and gets stuck there.

Population on Palea

The population of Palea is already a bit smaller than in the actual game due to the werewolf attacks.

The frequencies of the different species of rational beings are given in %. That means that about as many percent are less in this small Aborea setting than in the normal one.

Which species can run faster or is stronger has advantages over others. It depends on a wide variety of factors how many beings are still alive from which species.

Species	% there are
Elf	98
Gnome	96,5
Halfling	96,5
Man	97,5
Dwarf	97,5

Other continents

If there are also rational beings on the other continents, it should be the same or similar to the situation on Palea.

But don't let that limit you and come up with something great. If a group should actually flee to another continent, it is most likely to be a very different setting than on the continent of Palea.

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