

FLYING WEREWOLF – ARC 7

DESCRIPTION: In its human form, it appears as a regular person. In its wolf form, it is a horse-sized white wolf with dragon wings and glowing golden eyes.

MONSTER TYPE AND MOTIVATION: Beast (motivation: to run wild, destroying and killing)

SUPERNATURAL POWERS:

- Shapeshifting into a giant wolf, a man, and back again.
- Good night-vision.

ATTACKS:

- Flap attack: Monster uses its wings to whack aside hunters. 2 harm.
- Bite: Hunter will be infected with werewolf disease. 3 harm.
 - If the werewolf disease is not cured with an appropriate Big Magic cleansing ritual before the next full moon, the hunter will become a werewolf. It is recommended that the hunter's playbook be changed to the Monstrous.
- Claw: 3 harm.
- Dive bomb: Monster flies into the air and dive bombs the hunter. 3 harm.
- Lacerate: Monster goes for an artery. 4 harm.

ARMOR:

- Underneath the fur, there are patchy dragon scales. 1 Armor.
- Will magically heal 1 point every hour.

HOW MUCH HARM WILL KILL IT: 12

WEAKNESSES:

- Silver weapons add +1 harm.
- If the monster is still fighting the transformation, then the hunters have a possibility to talk them out of the transformation. Roll charm at -2.

COUNTDOWN:

- Day: The monster attacks a bunch of animals right outside of town.
- Shadows: The monster attacks a basketball player at a court the edge of town. Nearly kills him. But the monster shakes itself out of it before it kills the man.
- Sunset: The monster finally kills a man. He is found with his throat torn out on the docks. From this point on, all players trying to charm the monster out of its transformation will take -1 on charm rolls against it.

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- Dusk: The monster swoops down and attacks a ship full of sailors, killing all of them.
- Nightfall: The monster kills one of its own friends when they try to track it down.
- Midnight: A friend of the hunters' goes after the monster on their own, and the monster kills them.

Keeper Susannah's Note: This statbook works best with either a transformed hunter that has lost control or a friend of your hunters.