

## Spirits and the Spirit World

- the world is crowded with spirits - trees, animals, machines, everything has some sort of soul
- there is another world behind this one that you call the **shadow** world.
- the shadow world matches up to the real world fairly closely in the countryside. Hatch is a bit weirder, and when there's lots of people for the chile festival, its chaotic.
- in the shadow are spirits of everything, not just normal things, but spirits of joy, theft, murder. Some of them are weird mixes of real animals, some of them can take a human shape.
- most spirits are antagonistic if not downright aggressive.
- spirits seem obsessed with the thing they represent until they get a name of some sort, then they become more aware
- some spirits have a **secret weakness** you can use to threaten them with or make them do things you want - like throwing water on fire spirits, or offering shiny things to racoon spirits.
- most seem happy to stay in the shadow, but some come into the real world. They seem to either seek you out, or attack you when you find them. Its reached a point where you preemptively keep an eye out for this sort of activity and nip it in the bud, because if they have time to adjust they can become really strong.
- conversely, you can only enter the spirit world in two places - a **hilltop spring** where Coyote-that-Bleeds usually stays, and **Dorothy's Lunchhouse**, where Anette and her brother work. You can move in and out of the shadow by drinking some water, or eating some food from those places, respectively.
- you can't take anything into the shadow with you, including clothes - this was a bit awkward to begin with, but you're kind of used to it now.
- **the spirit world is not comforting.** Its almost always dusk or dawn, and although you can often see the sun and the moon they don't always provide as much light.
- spirits have their own language - Tahoma and Kirk understand the most, enough to converse, the rest of you really only recognise individual words

### Coyote-that-Bleeds

This spirit found Doug, Tahoma and Anette a few years ago. It offered to teach them things they needed to know and help them out from time to time if they agreed to do things for it. So far its has been a mutually profitable agreement - it has taught them some of the spirit speech, made other spirits teach them tricks, showed them how to spot spirits in the real world, and healed them when they've been badly hurt.

In return it has demanded random services from each of them. Sometimes its been simple things like some of their blood. Another time it demanded a bouquet of blue flowers - but then another spirit turned up that couldn't stand blue and they were able to drive it away. Another time it demanded they capture 5 hare spirits alive - and then it ate them. If the werewolves refuse to help it, it sometimes sulks, and sometimes attacks, or just makes a nuisance of itself.

Coyote-that-Bleeds is a slightly larger than normal coyote. Where it touches the ground, the spirit bleeds. Blood pools around its feet if it holds still, but it disappates, leaving no mark. It refuses to discuss why this happens.

### Tricks

Coyote taught you, or got other spirits to teach you, some spirit tricks that you can use. They are written on the character sheet - many of them need a hero point.

## Being a werewolf

Its been a few years since Tahoma, the first of you to discover he was a werewolf, first changed, and with experience and experimentation, you have found out the following about being a werewolf:

### Shapechanging

- You can change into one of **5 shapes** - human, beast-man, monster, monster wolf and wolf. The middle three shapes are bigger, stronger and faster than the person shape (see char sheet).
- You **revert to human shape** if you sleep or get knocked out.
- You can change to any form from any form, and it **takes about 5 seconds** (one combat round).
- The monster shape is really hard to stay in - you get about 10 seconds or you freak out and start smashing *everything* around you, friend or foe, to pieces.
- If normal people see the monster shape, they **freak out** - some of them run away, some of them attack.
- **Clothes don't change with you at all** - if you change from human to wolf, it takes a second to get free of them, and you can change to the beast-man shape in some clothes, but you often need to lose what you are wearing before changing.

### Healing

- You **heal up** really fast - scratches and cuts are gone in less than a minute, and even broken bones and gunshots heal in an hour or so - usually without even a scar.
- You can concentrate (use a hero point) and heal up even faster, but that leaves you ravenously hungry.
- Some stuff hurts a lot tho, like **fire and silver**. Silver is really not good too, it leaves marks like chemical burns. They take a long time to heal.
- If you drink the blood around Coyote-that-Bleed's feet, you can heal any wound quickly.

### Moon

You don't have to change in the full moon, but there's some sort of weird moon connection going on. You sometimes feel a flow of spiritual energy when you see the moon, and moonlight spirits hang around you sometimes.

### Senses

Your senses are better than most people even in human shape, but in beast-man shape they are even better, and in wolf shape your sense of smell and hearing is excellent, although you can't see colour properly.

### Instinct

None of the characters could articulate this, but they are responding to two quite strong instincts since becoming werewolves which you as players need to know.

- they feel the urge to take and hold **territory** that is theirs.
- they feel the urge to **stay with their own kind** - not on a moment to moment level, but long term. They are finding humans harder and harder to deal with as time goes on.

### Hero Points

You start with a set number of points you can use (the blue counters). More might be given to you during the game. You can use them to:

- power your spirit tricks
- change to any form instantly without it taking an action
- heal up any one wound level instantly
- get +3 dice on any roll you want to make (if you don't need to spend a point already to make the roll).