

HOWL IN THE HALF-LIGHT

The towers of steel and glass look over the jungle of streets and stone... and in the jungle, there are those who rule and those who chafe at the rules. The city's streets are a hotbed of fury, passion, and opportunity...but blood is the price.

An adventure for the "Howl in the Half-Light" rules.

CHARACTER SHEET:

Name:

Origin:

Howl:

Description:

Points:

1ST SCENE:

Participants: NPCs, PCs

Challenge: *the Half-Light of the Moon*

There's rumour of something nasty moving around town, something that's killing people in a way that makes it look like Pack, but it's not any of you right?

NPC: JONES

Origin—Pact with Demons

Howl—Howl Forward/Howl Back

Description: Never one for first names, Jones is curt and doesn't waste time or words. He's got babies to feed and bills to pay, and get out of the way or help.

DEMON: SINDY

Challenge Brought: Lusts and Passions

Power: **Inspire Fear**

Description: To look upon Sindy is to feel lust, for she is everything wanted by everyone, until one looks at her eyes. They contain nothing but darkness.

2ND SCENE

Participants: Jones, PCs, Alalola

Challenge: *Territorial Invasion*

Whatever it is, it's out to get you. There's brimstone in the air and a slight taint of decay. You only saw a glimpse of it but it knows you're on the scent.

5TH SCENE

Participants: Marcus, PCs, Anna

Challenge: *Demonic Whispers*

"Meet me at the corner," is all the note says. It plays games. It also doesn't mind calling the police or getting your paws bloody.

NPC: TREVOR

Origin—Curse

Howl—Howl to the Lady

Description: Maybe Trevor lucked out of the bullet, but the curse hit him hard. The Change is painful, but Marcus is doing what he can to make it a more of a gift.

DEMON: ALALOLA

Challenge Brought: Demonic Whispers

Power: **Attract Attention**

Description: Alalola is the blank shadow who saw what you did last summer... the one who rushes to tell the wrong people the wrong version of events.

3RD SCENE

Participants: Marcus, Trevor, PCs

Challenge: *Survival in Scarcity*

You are detectives in the dark. It's leading you deeper and deeper into the shadows, and your pool of suspects has grown deep enough to support a dive.

FINAL SCENE

Participants: Jones, Alalola, PCs

Challenge: *Hunger for Power*

Wolf jaws aren't meant to chew bubblegum. Only the sirens of the city howl. You saw it. You almost got your teeth into it. Whose body did you discover? Will you be able to find the killer, or will the Lady be the only justice?

NPC: MARCUS

Origin—Pact with Demons

Howl—Howl to the Lady

Description: Marcus knew he was in the wrong place at the wrong time, and his redemption is in Trevor, trying to explain that there is joy, not just horror.

NPC: ANNA

Origin—Gift of the Lady

Howl—Ride the Sunlight

Description: Anna is actually not a wolf, but the Lady sought fit to make her a Thylacine, instead. She sometimes considers herself a ghost.

4TH SCENE

Participants: Anna, Trevor, Sindy, PCs

Challenge: *Lusts & Passions*

Anna knows **Sindy** is involved somehow. How does one get a demon to sing? The darkness in her eyes... only reflects your own. You understand the problem, right?

POSSIBLE AWARD (ONE ONLY)

- 1 pt.—Participation
- 2pts—Defeat a Demon
- 3pts—Defeat both Demons
- 4pts—Find the True Killer
- 5pts—Find the Killer w/No Deaths
- 6pts—Find Killer w/No Violence

TURN ORDER:

- 1—Determine Scene Issues & Participants
- 2—Roll Challenge
- 3—Play Scene, **Howl** if necessary.
- 4—Roll Resolutions for Actions
- 5—Narrate Resolution of Scene(s)
- 6—Give Points

RESOLUTIONS: (ROLL D6)

- 1—Unfortunate Failure (w/Consequence.)
- 2—Failure that you might squeak out of.
- 3—Unsatisfactory. Not a loss, nor a win.
- 4—Fair. Not the best, but it can work.
- 5—Great! You feel good about it!
- 6—Fabulous Success (w/Consequence.)

CONSEQUENCES

- 1—Lose abilities until next moonrise.
- 2—Take a -1 to a Resolution roll.
- 3—Loss of territory, or prized possession.
- 4—Humiliation and loss of status.
- 5—Change Description significantly.
- 6—Damage to self or loved ones.

**A HOWL IN THE HALF-LIGHT
ADVENTURE:**
"Corner of Tooth & Claw"

HOWL IN THE HALF-LIGHT

Great leaders are passionate about and confident in the work they do, and they inspire others to do so in the process. They make a team better. So why is it that becoming a Pack Leader is a fight that splits the contestants apart?
An adventure for the "Howl in the Half-Light" rules.

CHARACTER SHEET:

Name:

Origin:

Howl:

Description:

Points:

1ST SCENE:

Participants: Melo, Klanmor, PCs

Challenge: *Territorial Invasion*

After Mr. Lupus left to become an exec, someone has to take his place. The company believes in promoting from within so who is going to apply?

NPC: MELO

Origin—Gift of the Lady

Howl—Howl to the Lady

Description: Melo is a Hispanic youth with eyes that seem to follow you. He's well-spoken in English and Spanish, and his wolf form has golden eyes and fur.

DEMON: YOYO OYO

Challenge Brought: Demonic Whispers

Power: **The Frenzy of Repeat**

Description: Yoyo Oyo has eyes all over her head, in odd configurations not like a spider, and she has hands all over her hands, and she has teeth and teeth and...

2ND SCENE

Participants: Natter, Reick, Melo, PCs

Challenge: *Lusts and Passions*

Word has gone out—the water cooler has spoken and there are a lot of applicants. So, tell us, why should we choose you over these other qualified individuals?

5TH SCENE

Participants: Melo, Keene, PCs

Challenge: *Survival in Scarcity*

This job isn't just about the position, or the consequences to the Pack, but it would mean a lot to those living on the edge.

NPC: KEENE

Origin—Gift of the Lady

Howl—Fill the Holes

Description: Keene is a young Asian transman with hazel eyes and amazing swagger. His wolf is male, and has a hint of rust red in the grey and black of his fur.

DEMON: NATTER

Challenge Brought: Half-Light of the Moon

Power: **Delight in Discord**

Description: Natter is noctilucent, a ghost orb of silver, with the occasional flash of red as it giggles. It is the cause of arguments, the imbroglio, the gossiper.

3RD SCENE

Participants: Keene, Yoyo Oyo, PCs

Challenge: *Demonic Whispers*

This is a panel interview with other potential candidates. There is that matter of what you do for a hobby? Why so many days off during the full moon?

FINAL SCENE

Participants: (any), PCs

Challenge: *Hunger for Power*

It's come down to two, and the forces that be are split. Mr. Lupus left a note endorsing one of you. Which one? Will that make a difference, or is this something that you need to take into your own hands... or jaws?

NPC: REICK

Origin—Cursed (Bitten)

Howl—Seller of Fire

Description: Reick is a reformed bitch. That's how she describes herself. Being bitten actually took the edge off in a lot of ways. She's brown-eyed and tall.

NPC: KLANMOR

Origin—Bloodline Curse

Howl—Howl to the Lady

Description: Klanmor is that office neat freak, and everything has a place, and a box and a label. His wolf is his Mr. Hyde, unkempt, bloody, and vicious.

4TH SCENE

Participants: Klanmor, Reick, PCs

Challenge: *the Half-Light of the Moon*

There's always the waiting. The Moon comes and goes, and the lack of choice grates on ones nerves. A good time for a run, a Howl, and maybe a bite...?

POSSIBLE AWARD (ONE ONLY)

- 1 pt.—Participation
- 2pts—Defeat a Demon
- 3pts—Defeat both Demons
- 4pts—Become Manager
- 5pts—Become Mgr w/No Deaths
- 6pts—Become Mgr w/o Violence

TURN ORDER:

- 1—Determine Scene Issues & Participants
- 2—Roll Challenge
- 3—Play Scene, **Howl** if necessary.
- 4—Roll Resolutions for Actions
- 5—Narrate Resolution of Scene(s)
- 6—Give Points

RESOLUTIONS: (ROLL D6)

- 1—Unfortunate Failure (w/Consequence.)
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CONSEQUENCES

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**A HOWL IN THE HALF-LIGHT
ADVENTURE:
"Leadership Training"**

HOWL IN THE HALF-LIGHT

Originally conceived for the “Indie Mixtape Volume 2,” I ended up having way too much fun with the whole set-up.

Here are some secrets and ideas based on things I’ve done with the game. Ideas within!

CHARACTER SHEETS

I always draw my wolf, and I encourage the other players to do the same. This is the only thing that makes the character sheet more than about three words. I recommend one sheet of paper, so they can track the changes that happen.

SCENES:

In developing scenes, all you need to do is roll your challenge and go with it. When developing a scenario I usually think about what the real issue is and then develop 6 scenes that meet all challenges. As you make new challenges, your goals change!

DEMONS

There are demons in this world. They’re chewy and taste bad. Are they part of any particular theology? They are everywhere, and influence everything and everybody. You probably once fed one yourself—and they make very appealing pacts...

DESIGNING DEMONS

What are the actual fears and forces behind the Scenes? Demons should be there to capitalize on the situation. They should provide revulsion in their description for they are not of this world, and thus do not belong... like you.

COLORING AND INCLUSIVENESS:

There is no reason for a wolf and their human form to maintain “color integrity.” Dot (for reasons unspecified) cannot walk as human—as wolf, she can run. Rawllick is female only in wolf form. Darmand’s gay. People are different, enjoy it!

THANKS GO TO:

Branwyn, Amber Clough, J. Walton, Josh Roby, and always the LintKing.

INSPIRATIONS:

The song, many wolf and dog tales, RPGs, videos, enchiladas and muppets, Elfquest, and the d6.

THE LADY

I leave it up to the group as to how they want to portray her. Is she a goddess? A witch? A demon? A metaphor? A deus ex machina? She can fix things, yes, but she will always extract a price. A character should always have a story of her.

PACTS & CURSES

In dealing with demons there’s some that say, “Yes,” and some that say, “No.” Either response has an effect, and no, one cannot simply “not play the game.” To be cursed might have been a set-up or a lesson. A pact will always have its catch.

CHALLENGES

There are two ways to run the term, “Roll challenge.” You could roll and make that a target number for the existing challenge, or if you’re running your own scenario or campaign you can roll it to decide a challenge. Open it up! Use your ideas!

POINTS AND AWARDS

These (yes, like everything else) should be adapted to your game. Everyone will get at least one point awarded at the end, but I strongly encourage the use of “during game” points given by group consensus (everyone laughs, everyone groans) as well as horrific success/failures.

MAGIC

The world is a magical place (not just Tahiti.) There are those who should be able to use this magic, both in and out of the Packs. The Howls are special, but that doesn’t mean there aren’t werewolves with Meows instead, right?

BORN OF THE PACK

How much does it matter to know who you are in a very real, vital sense? How does this change you having a birthright, a place in the universe, possibly even born a wolf? Do you reject your past? How does it affect your future? Ask! Challenge!

CONSEQUENCES:

These are just examples of things that may have meaning for the members of the pack. I use these as familiar points of concern—but I implore you to get inspired. Does a consequence always have to be negative? Think about it!

FONTS:

Keyboard Plaque (channelzero!), Calibri (Lucas de Groot)

TEMPLATE:

Blank template is available at my RPG blog (alkime.org/rpg/) for your use. Art is by me, too.

THE WOLVES

The origin should be meaningful. Why would someone be gifted to become a wolf? What would be different about a wolf that became a human? Why a wolf and not a chicken? Are the wolves a metaphor or is there a significant reason?

NAMING YOUR NPCs

Originally I had been just riffing off of sounds of dogs and wolves as well as equipment, but honestly, the more regular the name the more regular the person portion of the NPC. Demon names are often onomatopoeic or painful to hear.

CAMPAIGNS

A campaign should be a collection of scenarios with the same pack—so you should be able to copy your NPCs. Sometimes packs shift around as people move or fall in love or get in disputes with others.

**HOWL IN THE HALF-LIGHT
DESIGN NOTES**
“Words from the Author”