

The Lycan

(Homo Sapience Lycanthrope - <Breed Type>)

History: For ages, the Lycan have been in the world, beast men who've inspired ancient stories of Big Foot, the Loch Ness Monster, the Tengu, the Kitsune and other notable mythical creatures, and even named beings like Medusa, Bastet and Anubis hail from this ancient species of shape-changers.

But their origins leave a little less to be desired in actual recorded histories as to how they came about, and the reason for that is two fold:

The first is that their arrival was so subtle, that no one creation theory is correct.

The second is that the actual truth about their creation is a bit embarrassing for them, being that all Lycan have a common ancestor in the Demonic Hordes.

While there were still demons on Earth, such as the Oni, which were the most proliferate of all the demons, they did as any demons would, and that is to murder, pillage, cause various mayhem... and of course, rape. It is a very rare occurrence where actual love between a demon and a human sprung up, but whether it was a loving union or if it was an act of sexual violation, should a child be conceived, when it is born it was born with a beast's head and characteristics, but a human's body.

At first, they were called "The Spirit Folk," which were all, to the very last of them, humans with a demonic ancestry and tainted hearts. They had bestial tendencies and instincts similar to beasts and so on, but all in all they were considered to be less than human by the average gentry, and were likewise most often reduced to the status of slaves.

But likewise, there were rapes and there was loving unions, and when it happened between a spirit folk and a human being, then it produced a child that was very special indeed.

More often than not, these children were born perfectly human, without a single blemish of demonic taint on them. But these children were given the blessing of choosing which of their parents they wanted to be like, and depending upon their own actions, whether they were aware of them or not, then these individuals would remain human, or turn into Spirit Folk.

It was through the power of Tre'Ent, the son of the first World Tree, many thousands of years ago, that a final change to the Spirit Folk was made. Whatever he'd done, however it was done, maybe a deal was made between Gaia, the spirit of the Earth, and Luna, the spirit of the moon, these spirit folk began to rapidly change thanks to the gift wrought upon their sub-species of man.

Thanks to this deal, the Spirit folk were given some new conditions on life. They could choose to walk as men, as beasts or as beast men for twenty seven days, but on the nights just prior to, after and during the night of the full moon, they would be forced into their Spirit Folk Forms of beast men when taken by the light of the full moons.

Over the millennia, Spirit Folk were charged with the protection of the most sacred of lands, but all in all, of all the many different breeds of the Spirit Folk, the Tribe of the Wolf became the most proliferate throughout the world, and therefore when a human caught a glimpse of one of them, it was most likely one of the wolves.

With the conjecture of many words of the ancient tongues, the term of Lycanthrope came to be known as identifying these strange wolf creatures. They were seen as monsters and accursed, especially for whenever they were encountered it usually meant violence in which humans were slaughtered due to their actions. Deforestation, burning fields, murdering and raping, often times brought a war party of wolves against the offenders.

Because the word “Lycanthrope” became the word to associate with any shape-changer, it soon became commonplace to call them all Lycanthropes, even though the word “Lycan” means wolf.

Today, the Lycan have grown quite a lot though still remain rather secretive in their numbers. One out of every ten thousand Terran humans carry the Lycan trait. They still remain a secret except for the highest level of governmental agencies, though thanks to the advancement of the genetic revolution, more and more of them are walking about in their hybrid spirit forms thanks to the cosmetic modifications many of the youth of humanity undergo to make themselves look like beasts. As such, Lycan hide themselves as extensively genetically modified human beings

Clans: There are four clans of the Lycan; Gold, Azure, Frost, and the Dra’Con

The Gold Clan is easily the largest of all the clans, containing more than ten times the numbers of the next largest clan, the Frost Clan. Gold Clan Lycan represent all land and air Lycan that have colored or black feathers, pelts, scales or hides.

The next largest of the Clans are known as the Frost Clan. These Lycan mimic the Gold clan with one exception, and that being that to the last, each and every one of them possess white coloring. Not necessarily Albino – though some of them are – but rather their predominant outer coloring is white. Frost Clan Lycan include the strongest of all the breeds, for they include breeds like the Polar Bear, the Panda Bear, the White Tiger, the Arctic Wolf and so on, every one of which is considered the strongest in their current breeds. Because of their strength, they thrive in usually mountainous and snow-covered climates. This preference of living area likewise gives them the moniker of the Frost Clan because of how used to the cold they are. It is their responsibility to guard and maintain the most precious of holy sepulchers of the Earth, including the Shangri-La valley in which Tre’Ent resides.

By comparison to the Gold and Frost clans, which are land and air breeds separated by their coloring, the Azure clan contains all aquatic breeds, regardless to their coloring. This is the second smallest of all the clans, and contains breeds such as the Killer Whale (Orca), Shark, Aquatic Naga (water snakes), Narwhal (sea unicorns), Manta (both of the ray and stingray varieties) and the like. Their skills and powers range greatly, and when assuming their hybrid forms, they have at times been mistaken for mermaids.

The final clan, the Over-Clan known as the Dra'Con, is a very rare breed of Weredragons. These entities are always in command, for who wants to argue with a being that can eat you? Though not ever really a commanding role based on their ability or inability to consume you, the Dra'Con lead by respect, and then take their command roles only when they have to. Dra'Con are as diverse as Dragons are, and likewise are considered dragons to the point where they have representatives within the dragon council as well; the Dra'Con Falling underneath the Ikari Clan of Dragonkind. To the last, each Dra'Con is either born as a Dra'Con, or is gifted to become one by being blessed with a Dragon Seed, either by a full-fledged Dragon or by another Dra'Con. Due to the incredible power of the enchantment placed upon the blood of all Lycan by the current World Tree Tre'Ent, a strange thing occurred with Lycan that were later made into Dra'Con by being seeded with a Dragon Seed, that being that the individual retained their shape-shifting powers.

Lycanthropy: Lycanthropy isn't a curse, and it isn't a disease either. In a more modern age, a gifted and talented scientist has deemed that Lycanthropy is a magical retrovirus, or an enchanted retrovirus.

Lycanthropy can be passed from a Lycan to another species through the use of their "Venom" which is found on a Lycan's saliva (transmission through biting), their ejaculate (transmission through sexual interaction), through their skin (transmission from being bitten or through claw attacks) or through their urine. This, however, is only possible on the days before, after and during the night of the full moon.

Of all the methods, only those that can enter into the blood stream with any potency are successful with any regularity... Such as through being bitten or being clawed from an actual Lycan or anything that draws blood. Biting the skin of a Lycan on the night of a full moon may make another a Lycan out of the biter, but that is rare, and even then it's only possible if the flesh or the blood or some other part of the Lycan is actually swallowed and ingested by the subject. Sexual interaction with a Lycan on the full moon has also generated Lycans as well, the transmission occurring through the mucus membranes that produce ejaculate for both males and females, though transmission isn't assured due to the acidic level of the fluids found inside the sexual bowels of any creature. As a similar method, drinking the breast milk of a female Lycan can likewise be considered as a viable means of changing into a Lycan.

The final method is from the urine... many don't really want to talk about this, but there is one instance of note that should be talked about. One time, in far off antiquity, a human being who'd been mauled practically to death by one particularly evil werewolf

and was very nearly killed in the process, was pissed upon by the attacking werewolf. The stinging urine, meant to be adding insult to injury, entered through the human's many open cuts and scrapes and infected him by entering into his blood stream. This individual survived and went through the change, and thusly transformed into a tremendously powerful bear-wolf who hunted down and killed his attacker.

In all cases, once the transmission part has been completed, then the enchanted retrovirus goes into action. It takes a full week for the change to be completed in most cases, though it has been known for the change to take place within a day, and in extreme cases within an hour, though the maddening pain of such a short transformation is best left from this report due to the graphic nature of such a change.

The retrovirus attacks all cells in a body, and rapidly changes the RNA encoding of all cells, so that when the cells divide, they are of the new variety of cells necessary to create a Lycan. The enchantment part is necessary for the retrovirus to work, for if it didn't exist, then depending upon what state of the change a person was in, it could kill them. If the enchantment is disenchanting – through the rather extraordinary means that are needed to stop it – then one of three things will happen:

- The body's immune system fights off the retrovirus and kills it.
- The body experiences intense pain, but the change nevertheless completes itself, and the enchantment reappears once the process is done.
- The body cannot take the strain and the person dies as the cells within them from the retrovirus and their own immune system fight each other and devour the body from the inside out, rendering the body as nothing other than a puddle of base chemicals.

What happens depends upon how strong the body is, and at what of the seven stages of development the disenchanting occurs. The seven stages are as follows:

- Transmission: This is the point in which the retrovirus is implanted within a host body. Between Transmission and Infection is when disenchanting the virus has often gone awry. Casting the disenchanting before a person has really been infected has at times failed because there's nothing to disenchant at that point. After the disenchanting happens and the infection occurs afterwards, then the person undergoes the change anyways. One must remember you can't really destroy something that isn't quite there yet.
- Infection: After transmission, one is considered to be infected when the virus begins to replicate in a warm body. This is easily identifiable upon seeing wounds that will glow in darkness or under a black light. It is quite safe to disenchant the virus at this point, and even if the host is sickly, they can still easily survive.
- Cultivation: the retrovirus has attacked the marrow in the bones, forcing the marrow to develop more of the virus. It is at this point that the person's former racial characteristics are rewritten by the characteristics of whatever Lycan

infected them. It is quite safe to disenchant the virus at this point. Some discomfort may be involved.

- Enchantment Assertion: The ethereal energy of the enchantment pools within the heart of the subject, weaving itself with the very life force of the new Lycan, and enhancing the natural energies of that person to produce some immediate and fantastic changes. Some of these changes might include supernatural strength, enhanced intelligence, natural weaponry, etc... At this point, destroying the enchantment will be uncomfortable if not downright painful. Death is still possible, but only in a body that is considered sickly.
- Animalistic Assertion: the changes of both the retrovirus and the enchantment are so prolific at this point that a person now begins to develop all the animalistic qualities of he or she who transmitted Lycanthropy to them. In females this can include multiple breasts, or in the case of Hyenas, it could even include a temporary penis on females. In males this can increase aggression, desire for meat, peeing outdoors and so on, and in both cases it means skeletal, muscular and cosmetic modifications to make them into the originating design of the Lycan who imprinted them: When animal traits and characteristics appear is the point where the survival of the person after disenchanting the enchantment occurs becomes iffy. Regardless, by this point disenchanting the retrovirus will be a lesson in pain for the changing individual. The levels of such pain depend upon the will, the strength of the body, and of course how far along these changes have proceeded. The sickly are almost assured to die if they are disenchanting.
- Change Completion: The new Lycan has completed all physical modifications, has the powers of a full Lycan, but isn't locked in this new racial change yet. The Enchantment now weaves itself into the very makeup of the person, making itself so that it is no longer a graft but rather a living, viable, self-sustainable force! Death is almost certain if the Lycanthropy is disenchanting at this point no matter how strong the person is.
- First Transformation: The newly reborn individual is now a fully endowed Lycan. At this point, the only way of ridding the individual of Lycanthropy is to kill them.

Once the first transformation has been completed, then the process is irreversible, and the new Lycan is immune to the disenchantment process. Not even an iota of discomfort would occur if the disenchantment were to occur. It is said that it is possible to remove the ether stream of a Lycan that wasn't born a Lycan without killing them, but such things are usually just stories told to young Lycan who don't go to bed on time...

Society: Lycan are diverse... with their local culture being based upon the humans they associate with. As an example, Lycan Werewolves living with Native Americans will have their traditions colored by Native American life. The same goes for Australian Aborigines or African Tribes. Likewise, for the more modern societies, there will be Lycan living at all levels of society, right at the very top holding high levels of social order, and right at the bottom among the homeless on the streets. They mimic human society in this way.

However, ultimately, all Lycan are controlled by their ruling bodies, which acts like a secret society in relation to human society. Not to say that it's filled with dark robed figures and involves lots of secret hand signs and passwords, if the ruling bodies were to meet then they do it in places where they cannot be observed by human eyes unaccustomed to Lycan ways. In some cases, humans have even been allowed to enter their ruling body when Lycan and Humans are working to the same goal.

In all cases, the ruling bodies are made up of two circles and a center.

The inner circle is comprised of three individuals: The Sage, The Priest and The Warrior.

The position of The Sage is taken up by an individual who is considered wise and learned, a person who is supposed to rule with logic. This is also the person who leads those who act as the eyes and ears of the Lycan, whether they be watchers, spies... or assassins. The Role of the Sage is like the role of a monk. They are the jacks of all trade and are the smallest of the denominations – or castes – of the types of individuals in Lycan society.

The Priest is the Holy Leader of the Lycan of that particular Clan. This individual is the holder of all authorities of spiritual power, all forms of ritual and is the most learned in the ways of religion and of God. Their way of leading is keeping in account the spiritual wellbeing, with a sort of “What Would Jesus Do?” sort of attitude.

Finally is the position of the Warrior, also known as the General. This individual is the most learned warrior of the Lycan, and is most often a battle scarred veteran of many fights and battles. Given the Lycan's role to protect the sacred places of the Earth, this most often leads them to be the tactician and the leader of the military forces and the soldiers of the Lycan against the demons who seek to destroy the places of their guardianship. Their method of leadership is to act upon the spirit of the law. Warriors double as enforcers of Lycan Law during times of peace.

All three members of the inner circle are made for a level of balance, representing the three roles of all individuals in Lycan Society, so that no one individual can dictate the path for an entire people. It ensures that war isn't made so hastily, or that indecision creates downfall or that an action is undertaken for the wrong reason.

As such, all Lycan are likewise separated into three divisions, quite similar to castes. These are, just like the leading members of the Circle of Sages, Sages, Priests, and Warriors.

Surrounding the three of the inner circle are the five members of the outer circle. The purpose of each of these members is to represent the five basic elements of Earth, Fire, Wind, Water and Wood. Each member also represents a key geographic area of the world for their people, and each is considered the most advanced in their particular elemental trait, or at least at the time they were selected.

The Inner Circle can override decisions of the Outer Circle by a two-thirds vote. The Outer Circle can override decisions of the Inner Circle should they all stand unanimous in their decision lest the Inner Circle stands unanimous in their decision. As such, there are solid checks and balances between the Inner and Outer Circles.

The final position in the ruling body is the Center... which is often time held by a single member, sometimes two if the center is bonded to a lifemate, and always these one or two positions are always held by Dra'Con. If the Center takes a mate that isn't a Dra'Con, then they have no power within the council. The Rule of the Dra'Con can override the rule of the Outer or even the Inner Circles lest all members of either the Outer or Inner Circles stand unanimous against the Center. Typically, when the individual who holds the center appears, it is generally only for some momentous event. It has been known that the Center doesn't even appear for whole generations before his or her abilities are needed. The Center acts as the Chief Scholar, Chief Warrior, and the Chief Priest.

Outer Circle members are selected by the previous member in the position that is being filled as they move to the Inner Circle or retire from duty, or if the position opens due to a sudden death or an impeachment of that position, then the position is filled by review with the remaining four members of the council.

Inner Circle members are selected by drawing from the five members of the Outer Circle under the same circumstances, either by advancement of a member to the Center (by becoming the new Dra'Con, or by leaving through retirement, dying or being impeached). The Center is filled in one of two ways: either a representative is selected from the Dra'Con Overclan and sent to fill the Center of a particular Underclan, or else an existing Center can choose from an Inner Circle member, gift them with their seed and then step down once the Inner Circle member has completed their change into a Dra'Con.

All of the Lycan are separated by Gender, Caste, Tribe and Clan.

Genders are primarily Male/Female, though there are the very, very few rare that produce Hermaphrodites and Chimera, even temporarily like in the Hyena tribe where all its newborns are born with a penis whether they are eventually male or female. Castes are separated by Sages, Priests and Warriors. Tribes, also known as Breeds, are the type of breed of animal that the Lycan mimics in their animal and hybrid forms. The Clans are as noted above, the Gold, Frost, Azure and Dra'Con.

Dra'Con are bisected further like full Dragons are, being that the Dra'Con are considered full-grade dragons.

Major Strengths: The first and obvious strength is the ability of shifting through three or more different forms, harboring the term "Shapeshifter" in regards to all Lycan. All Lycan develop a Human Form, an Animal Form and a Spirit Form, also known as the Hybrid or Lesser Hybrid Form. A few rare Lycan are also capable of a Battle or Greater Hybrid Form, which is an enhanced hybrid form that is comprised of all of the Lycan's strengths of all forms and none of their weaknesses. Such forms are towering, hulking

manifestations of both man and animal that are geared for supreme physical output. More often than not, some mental facilities are blunted due to the focus on physique.

All Lycan also have an Enhanced Healing Factor to the point of regeneration, which can be anywhere from healing to the point of replacing a severed limb within an hour, to healing the same wound within a matter of seconds. The power of this “Healing Factor” depends upon the individual, but it is nonetheless strong enough to allow the Lycan to pull themselves back together, even if blown up. But their Healing Factor likewise makes them exceedingly long-lived if not downright immortal, which has likewise given them the title “The Undying Breeds.” Typically, a Lycan can live at least twice as long as a human being.

Lycan also possess something called Supernatural Strength (SnS). Available only in their Hybrid forms, the Supernatural Strength trait is a part of the Lycan enchantment and is a strength enhancement factor for their regular body strength. It is derived as a multiplication of pound per pound strength output per body mass. As an example, those who have a strength factor of two output twice the amount of strength that they should for the muscle weight of their body. All Lycan have a Supernatural Strength Factor of two at the very least. Certain exceptional individuals are capable of fifty or more in their strength factors. Those most notable for their massive strength factors are the Orca (Killer Whale), Bear, Bear-Wolf, Lion and Tiger tribes. This trait does increase through training.

Likewise, going along their supernatural strength is their Supernatural Endurance and Durability (SnED). This makes a Lycan immune to common weapons and even common bullets as well as low grade energy weapons in all their forms... but in their hybrid forms, this trait makes them unnaturally tougher and able to take far more abuse. This is a calculation of resiliencies... such as how long one can run at top speed without tiring, how hard it is to cause damage to the person, and so on. Without actually subjecting the person to some usually rather painful tests, it is rather impossible to get an accurate level of how potent this trait is, but all in all, it is thought that the least that this trait is rated at for all Lycan is two. This trait does increase by receiving abuse or through training. All in all, the saying “That which doesn’t kill you makes you stronger” is even more true for a Lycan. The more damage they take, the stronger and more durable they get.

Minor Strengths: Being animals inside, Lycan possess the strengths of the animals that they mimic. These strengths differ depending upon the breed of the Lycan. Some examples are enhanced sense of smell, fangs, claws, lowlight and sometimes even infrared or ultrasonic visions. In the case of certain breeds, this can also involve flight! Also, in the case of the Azure Clan, the abilities of aquatic Lycan can be quite unique, such as sonic voices, or poisonous barbs in the case of the sea Naga, and so on. The bite of some of the Land Naga, those that mimic Asps and Cobras can be deadly to all but the most resilient of species. Other breeds, like the Tribe of the Rat, make it a measure of their existence to gain numerous poisons and diseases within their saliva and blood stream, yet their enchantment allows them to survive regardless of all the deadly

microorganisms swimming around in their bloodstreams. Powers and abilities differ exceedingly, but all in all, each is unique to each breed.

Even when a trait is shared, like with claws for instance, the claws of a cat differ from those of a wolf, which likewise differ from those of a bear, with the first being fixed for climbing and raking, the second for running, and the third for gouging and tearing. Fangs for example are another difference, for the fangs of an Anansi (spider) differ from those of a Roeka (shark) which likewise differ from a Rat or a Smilodon (Saber-Toothed Tiger).

Major Weaknesses: All Lycan share a rather common weakness, and that is versus a precious metal like silver, but not all Lycan have their weakness against Silver. There is a difference between Lycan depending upon whether they are a Lycan of the Sun or a Lycan of the Moon. Lycan of the Moon – also known as Luna Lycan, after the goddess of the Moon – are weak against silver. Lycan of the Sun – known as Sol Lycan – are not weak against silver, instead they are weak against Gold. Sol Lycan are very rare and very specific breeds, usually those breeds that are of a reptilian or insect breeds are considered Sol Lycan, likewise, all Dra'Con are considered Sol Lycan.

Regardless as to the metal that they are weak against, if a Lycan interacts with the metal they are weak against, the metal will counteract their enchantments, like their supernatural strength and endurance, their healing factor and so on, but it will likewise cause a severe allergic reaction. In some the reaction is a mild irritant, in others, it can cause burning where the metal reacts with the flesh, or even an energetic and rather explosive reaction.

Minor Weaknesses: Other than silver or gold, Lycan are also susceptible to damage from magic, other Lycan and of course vampires. Damage from these sources is more difficult for a Lycan to repair using their supernatural abilities. Magic training can counteract this damage with magical healing, but their own supernatural healing factor will not.

Also, in some cases, some Lycan find it difficult to act well within certain climes. As an example, a snake or an alligator will find it difficult to function in cold weather, while an arctic wolf, with their heavy coats, would be at a bit of a disadvantage in the desert.

Special Trait: All Lycan have a special trait that at times is a weakness, and at other times a strength. That trait is their bond to either the moon or the sun.

Lycan of the moon are affected by what phase the moon or moons are within, and the more moons there are, the more the enhancement or the penalty to their strengths and powers they receive. Even if they are on different worlds or dimensions, wherever they are, if that place has more than one moon, then all moons affect the Lycan appropriately.

The Lycan of the Sun, however, are affected by the strength of the sun or suns' light shedding on the world they are upon grants them. Whereas a Lycan of the Moon's

strength rises and wanes within a lunar month, a Lycan of the Sun's power rises and falls depending upon the solar calendar.

There are a few other astral occurrences that likewise affect the enchantments within Lycan. Those are the blood/harvest moons, the blue moons, and solar and lunar eclipses, and in the case of worlds with multiple moons, something called the Celestial Eye.

A Blood Moon or Harvest Moon is when the reflecting light from the sun of said world shines off the lunar surface and creates an angry red or orange coloring. This occurrence increases the aggravation and predatory protectiveness in males, and likewise increases the sexual potency leading toward pregnancy in females. More females heat during the harvest moon than any other female.

The Blue Moon does just the opposite... it makes the males start to think and act rather effeminately, while the females grow aggressive. The Blue moon is likewise the occurrence where males start to experience enhanced ruts.

Lunar and Solar Eclipses empower both Moon and Sol Lycan to incredible heights. It was said that the first time a battle form was assumed was during a Solar Eclipse under great need by a werewolf.

And finally are the Celestial Eyes. Celestial Eyes occur only on a world with multiple moons. They are a form of multi-eclipse of one moon passing before the other moon, and sometimes also passing before the sun or suns. The affect of the coronas and the reflections of the moons give off the image of an eye. Celestial eyes never have the same effect twice, but in every case they grant all who the eye looks directly at with great power... what kind of power depends upon far too many circumstances to list.

List of Breeds:

- **Wolf:** Wolves are of course the largest and most diverse of breeds; with as great a variety as the Cat Breed seems to claim. As such, Cat and Wolf – though they are willing to admit it or not – are close cousins to each other. The Arctic Wolf is by far the strongest of this breed, but also contains timber wolves, red wolves, dingoes, jackals and so on. All true Lupines belong to this breed, including several breeds considered “Dogs”. These later contain Rottweilers, Bulldogs, German Shepherds and the like. The Wolf Breed is one of the few breeds that finds itself in all four clans, having a representative in the Azure Clan in the form of the Sea Wolf, and also in the Dra'Con overclan as the Dragon-Wolf
- **Cat:** The breed of the cat, like the breed of the wolf, is quite large, and other than the wolf, is the next largest breed of Lycan. It contains all varieties of the Felis breeds, from the great and mighty Lions and Tigers, all the way down to the simple and unassuming common house cat. The Cat finds itself in three Clans, the Gold, the White and also the Dra'Con, with such breeds like the Dragon-Lion, or the Tiger-Dragon.
- **Bird:** Birds have some variety to their breed, but no where near as much as the Cat or the Wolf do. They do include the Raven, Blackbird and Red Winged

Black Bird, but they also include the Eagle, the Falcon, the Osprey, and several breeds of Owl as well as many other breeds of raptors and scavengers. Birds are mainly in the Gold Clan, though there are some that find themselves in the Frost Clan.

- **Whale:** Presently, only one breed of Whale exists... and that being the Orca, or the Killer Whale. The Orca is found in the Azure Clan only.
- **Shark:** There are indeed several breeds of shark, with everything from the deadly Great White, to the docile yet massive Whale Shark. Hammer Heads and all other shark breeds, including the common Sand Shark also fall under this breed. For obvious reasons, sharks are all found in the Azure clan. Though their hybrid forms can walk on land easily enough, their animal forms require water to breathe.
- **Manta:** Another breed of Sea Lycan, there is two varieties of Manta, the Ray and the Stingray. Mantas can be found in both the Azure and the Dra'Con, the later found as the Dragon Ray.
- **Snake:** The Snake is, like the Wolf, Cat and Bird breeds, one of the few breeds that find itself in multiple Clans. They are found in both the Gold and the Azure clans mostly, and with some very uncommon circumstances, among the Frost Clan as well whenever an albino is produced. More often than not though, these Naga don't go to the Frost Clan due to their distaste of the cold. All manner of poisonous and constricting snakes are found within this breed, with the strongest being the Python, but the deadliest being the Fierce Snake, an Australian breed that possesses the deadliest of poisons of all Lycan in their fangs.
- **Spider:** The spider is a most venomous creature. There doesn't appear to be any variety in their breeds either. They are all black colored spiders with eight furry legs and multiple poisonous fangs and the ability to create webbing. They are also vampirous, and often times develop several of a vampire's powers... especially when a werespider preys upon vampires and drinks their tainted blood. Spiders do like dark areas, but do not develop the vampiric tendency of a weakness toward sunlight. Those that develop a particularly nasty sort of venom tend to develop a red hourglass mark on their abdomen. The Spiders are restricted to the Gold clan, and are a highly female dominated breed. Spiders also tend to have a fourth form available to them at birth, and that being the spider swarm form, which is the skill of dividing themselves into hundreds of smaller versions of themselves. The Anansi occasionally produce a white variant, which is considered to be a cave spider. Larger and stronger than the usual spiders, the white Variants sometimes choose to be members of the Frost Clan, but typically the Frost Clan's gentle and docile ways aren't violent enough for a spider's mentality. Spiders are Lycan of the Sun.
- **Mantis:** The Mantis, like the spider, has only the one style of breed, unlike the spider, it is not vampirous, but it is nonetheless a vastly female dominated breed. The Mantis is generally found only in the Gold Clan, but albino variants can sometimes be found in the Frost Clan. Mantis are Lycan of the Sun.
- **Bat:** The loveable bat. This breed is broken into two types: The Fruit Bat and the Wolf Bat. Though one would believe the Vampire Bat would be among these

types that is a role held by vampires, and so is not found among the Lycan. Bats can be found either in the Gold or Frost Clans.

- **Fox:** More commonly known as the Kitsune or the Nine-Tail, the Werefox is considered one of the most magical of all beings in creation, right up there with the Phoenix, the Firebird and Ghost Dancer, Dragons and the Unicorn. The level of power held by a Kitsune is obvious depending upon the number of tails that they possess, up to a maximum of nine. All Kitsune are fire specific creatures and tend to be born female. For every tail that they possess, their lives become more prolonged, and their powers, every last one of them – supernatural strength, supernatural endurance, sorcery, etc. – are enhanced accordingly. There are two types of breeds, the fox and the silver fox, which belong in the Gold and Frost Clans respectfully. The Red foxes are female dominant and the Silver Foxes are Male Dominant. Interbreeding occurs a lot between them. Foxes tend to go wherever they will, however... due to their magical powers, they tend to go wherever they feel like, and are likewise a very sensual and sexually based breed. Likewise, the fox possess a unique power called the Fox Fire. The Fox Fire is a secretive power that the Kitsune share with no one but their own breed. It is the source of their powers in every regard, from their strength and their endurance, to their otherworldly sexual abilities. Used for violence, the Fox Fire can likewise be as ruthless as anything full-blooded dragons boast to possess. A Kitsune upon achieving Nine-Tail status, obtains a new form which is a faceless, golden creature of phenomenal strength and power. It is said that a Nine-Tail in this form can do... anything... being that they are so engorged with magical power.
- **Horse:** The Horses are the first of the herd animals, one of the few that aren't considered scavengers or predators of some sort or another. The Horse are all very individual in their markings, and are very heavily dependant upon their breeding strictures. These strictures create small herds of werhorses here and there, which will create appaloosa, dappled grays and the like, but they also create the fine and powerful breeds of the Arabian, the Durhan, the Clydesdale and the Belgian. But also, of these breeds, there are the exceedingly rare versions of the Unicorn and Kirin, the unicorns of both the east and the west. Though Unicorns and Kirin are a magical breeds in and of themselves, it is theorized that the pair of them came together and linked themselves to the Lycan enchantment, either by their own power or through Tre'Ent's manipulations, either way, Unicorns and Kirins that *aren't* Lycan, are becoming exceedingly hard to find, but are regardless just as magical as ever... magical enough to give the venerable Kitsune a run for their money. The Horse are decidedly Male dominated, though their numbers are equal between male and female. A male – The Stud – is always the leader of a herd, but a Stud is expected to and will step down in the presence of a Unicorn or Kirin's appearance regardless of gender, but a female of those breeds are expected to step down in the face of a male of the same breed. To do otherwise has often times been met with disastrous results, to which if a stud doesn't step down, they are generally attacked by their own herd.
- **Hare:** The Rabbit Tribe is one of the most ignored of all the tribes. They are smaller, physically weaker and rather quiet individuals, but that is often a mistake to assume such things. Hare's all possess a tremendous lower body strength that

makes their lack of upper body strength negligible. Also, they possess a shrill scream that can be heard for miles. The Jack-Rabbit is especially skilled in this trick. As such, Hares are capable of incredible leaping and running speeds, and can be quick assassins and scouts thanks to their stealth and their tendency to be overlooked. Plus, with their animal sides being so abundant in numbers, it is very easy for a Hare to hide with the local fauna and escape detection. Hares are comprised of the Snowshoe (exclusively with the Frost Clan), the Jack Rabbit (Exclusively Gold Clan), the common hare and rabbit, and of course an oddity of their breed, the Jackelope. Jackelopes are an exceedingly rare “Predator Hare,” marked with a pair of small antlers atop their heads. Their magical prowess is increased many fold, as is their gained ability to eat and crave meat, whereas all other hares and rabbits are decided vegetarians. Strangely, the carrot and dandelions are considered a delicacy amongst the Hare Tribe.

- **Rat:** The Rat is the Assassin of Lycan world. Mice, rats, Kangaroo Rats and of course the Jumbo Albino Sewer Rat, are trained from birth to enhance their natural slinking and sneaking abilities... but also... is their bite. Though the snake is rumored to have the breed with the greatest poison in their fangs, the chisel-like teeth of a rat is so wrought with disease that the elders of this Tribe have been known to kill fully grown dragons with their bite. All these toxins exist inside the rat’s stomach, and issuing a gag reflex can utter forth a frothing green mass that can mean death through intense and very long suffering should you become bitten with it. As such, rats are also known to lick their blades with this diseased sludge, making their very daggers poisonous and disease ridden. They very quickly develop plague level diseases, but then their numbers are culled quickly by the fact that a good portion of their numbers never survive beyond the age of twelve.
- **Buffalo:** Buffalo vary only depending upon what part of the world they are found. From the frigid tundra, to the high mountain slopes of China and Japan, to the water buffalo of Africa and the thundering and powerful buffalo of the American plains. All breeds are tough, strong and thick headed, though not necessarily bright, they are nonetheless very kind, gentle and big-hearted and very protective of their females and their young. The Buffalo have thick hides and if their breed allows it, a powerful set of curving horns. Whether they do or don’t have horns, their head-butt abilities allow them to shatter rock faces and penetrate steel barriers with a single blow and keep on coming. It is very unwise to continue standing before a charging bull. It is very, very rare for a white buffalo of any sort to be born, and in such cases when they are, they are received as sacred beings and omens of good things to come, and being that they are so well received by their own tribe, the white furred buffalo tends to wish to stay with their own people instead of joining the Frost Clan. The Frost Clan nonetheless extends the offer to the young buffalo nonetheless, in which the buffalo tends to refuse kindly.
- **Hyena:** The Hyena is an intriguing breed. Though it is difficult to tell whether they are lion or wolf, they have a rather... unique place in the Lycan World. Similar to the Coyote of the American Plains, the Hyena are jesters and jokesters, only the Hyena are a tad misshapen and have a concentration on their lower extremities instead of their upper body. They are also a unique breed in the case

that it produces such a high level of sexual hybrids of herms and chimera. All children, regardless of their final gender, are born with a penis! Despite its odd sexual instability, the Hyenas are remarkably resilient on developing a white-furred member of their breed. And even if they did, it'd be unknown as to whether or not the Frost Clan would even want one...

- **Lizard:** This breed contains three very specific breeds of reptile Lycan, namely the Alligator the Crocodile, and the Komodo Dragon; the sort of nightmarish lizards that could gobble a man up if they got too close. These lizards have a rather unique and interesting trait, being that their hybrid Battle Forms are in the shapes of full blown DINOSAURS! These Lizards are of the Sol Lycan breeds, and are resilient in making white skinned versions of themselves, so are entirely of the Gold Clan. Maybe one in several generations of Lizards is born white scaled.
- **Dragon:** The Dra'Con are considered to be full-fledged Dragons of the Ikari Clan of Dragons. Dra'Con are a breed that live in both the world of the Lycan and the World of the Dragons, and since the Dragons were the race that were given the ultimate charge of protecting the Earth by God Himself, like how humans were given the charge to "Multiply and replenish the Earth," It is ultimately by the Dragon's command that the Lycan act, and likewise by the Dragons actions that the Lycan – when they were known as Spirit Folk – were preserved from certain destruction. As such, the liaisons between the Dragon Council and the Lycan Councils obviously lie with those with an understanding of both sides of the equation.
- **Wereie:** At the close of third millennium, a Lycan by the name of Lord Sage Preypacer, Inner Circle of Sages, Aspect of the Sage, conducted an experiment. The details of the experiment, done when he was twelve years old, was combining the DNA of absolutely every last Lycan in existence and combining them into one entity. Growing this new child from scratch in a vat, Sage accelerated the child's growth so that he produced an adult male subject, pre-programmed with knowledge equivalent to a post-teenager. The experiment was a success, but the new Lycan archetype that was being designed as a friend for the socially unattached youth, didn't look upon Sage as a friend, but instead looked upon him as a father-figure. Decades later, with the new Lycan – christened Mélange – started to garner aggravations toward his creator, and after being influenced by the sweet words of a Kell, attacked his father along with his fellow creations of Sage's house computer Daedalus and transportation bioroid Proteous. It was found later that the Kell's sweet words, that Sage didn't care for them, were false, and the created children of Lord Sage discovered that Sage had long since been working on gifts for them to improve their abilities. For Mélange, his greatest desire being a mate, found that Lord Sage had been growing a female in the self same vat that Mélange was born in. Matee, as her name was later known, was given the choice not to choose Mélange, but in a world of faces where there was only one like your own, it was inevitable that the two would choose each other and mate. When Matee conceived the first of their children, they approached the council of the Frost Clan and asked to be recognized as a Lycan Breed. Being that all requirements of being considered a species – male and female sides, the

ability to reproduce, self-preservation, etc – the new breed was named Wereie by the Frost Clan. Wereie's have three forms: Human, Hybrid and Full form. Often times they are likened unto a form of Chimera, but therein the similarities end. They are nonetheless truly monstrous looking, appearing as a cross between all insect, reptile, mammal (both land and aquatic variants), and avian breeds of Lycan. Quite literally, a Frankenstein's monster.

- **Kell (extinct?):** The Kell is an evolutionary mutation in the werewolf gene. They are werewolves that have developed two additional arms, and enhanced thyroid gland – which makes them more aggressive than usual – and the ability to spawn litters. At first, they were exhibited as an oddity. But then as their numbers rapidly grew, they became a nuisance, and finally, when they became bold enough to try to overthrow the Councils of the Clans, they became an enemy. One day, however, in an attempt to kill one of the members of the Inner Circle, one that they saw as the weakest of their numbers, Lord Sage Preypacer, they lured him out to care for his people. When he came, his pregnant wife came with him, and while escorting his people back to the valley of Shangri-La, the Kell pounced upon him, challenged the pacifist to a fight, and when he wouldn't fight, they began killing his people till they made him angry enough to fight. At long last the Kell leader pulled his wife from the refugees that he was escorting, gutted her and her womb and ripped her throat out. The resulting anguish, coupled with the rising of the Blood Moons at that moment as they passed into a Celestial Eye that focused straight on Sage, drove Sage insane, and likewise granted him incredibly intense physical and magical power, and in short order he slaughtered all the Kell, save their leader. He alone did Sage let go, all so that he could hunt him to his places of safety, to the Kell's secret dens. One Den after the next, Sage slaughtered everyone therein regardless of age or gender or infirmity, and destroyed the den so as to wipe any trace of the Kell's existence. When at last the last den fell, Sage finally tore the Kell leader apart, making every last remaining moment of his life as excruciating as possible. It was later said that the Kell died, all for penance of taking love away from the wrong man.
- **Other:** There are always rumors of other Lycan archetypes existing, but they are generally small numbers and generally without a voice, and often times considered mutations of existing Lycan breeds.