

ll Guide to the Fuzzy Life



We at the Legion of Undead for Societal Respect understand that Werewolves are but one of many proud Therian groups that walk among us. Though many of the articles in this booklet apply to Therians of all kinds, we here at L.U.S.R. have simplified it to the common Werewolf.

#### Contents

Section 1: A Short History 2

Section 2: How to Tell if You Are A Werewolf 3

#### Section 3: What to Expect 5 1. The Change 6 2. Your Mental State 7 3. The Public's Response 8

Section 4: The Dos and Don'ts of Begin A Werewolf 9

Section 5: Credits and Resources

11



Fig. 1 - The Transformation

## Section I: A Short History

Nobody knows for certain who the first Werewolf, or Lycanthrope, was though archaeologists have found cave paintings dating back to the dawn of man depicting the transformation of man into wolf. Ever since, Werewolves have played a vital part of society.

The wolf form is not the only form one can take. History speaks of many other animals ranging from the humble house cat to the powerful cobra. In recent years, the community has taken up a different title to allow for the many other members of the "Were" society – Therianthropes (Meaning animal-man).

## Section 2: How to Tell if You Are A Werewolf

Unlike Vampires or Zombies, telling if you are a Werewolf isn't as simple as checking for a pulse. Werewolves are still very much alive. They go about their daily lives just like any other fellow on the street. It is only at key times that they show their animal nature.

Now, you may say to yourself "Gee mister, how can I tell if I'm a Werewolf?" Well, all you need to do is think back on you're week:

\* Were you attacked on the Irish Moors during a foggy night by a large animal?

\* Have you recently upset a gypsy or other person of mystic heritage?

\* Have you or a loved one brought this on yourself by casting a magic spell or taking part in a magical ceremony?

If so, you may be a werewolf. On the next page, we have included a handy questionnaire to determine if you have become one of the thousands of Therianthropes (that's animal people to the layperson) active in the world today

Ask yourself the following, then check the appropriate box.	Yes	No
1. Has your sense of smell, taste, sight or hearing greatly improved?		
2. Has your body changed or have you grown extra appendages? (i.e tail, animal- like ears, beak, etc.)		
3. Does your body change under full moon light or in extreme emotional circumstances?		
4. Do you find yourself sympathizing with the wolf in Sam the Sham and the Pharos' <i>Little Red Riding Hood</i> ?		
5. Have the lyrics of Credence Clearwater Revival's <i>Bad Moon Rising</i> taken on a different meaning for you?		
6. Do you find yourself tricked by the real bacon flavor of Beggin' Strips?		
7. Do you find your self crazy for Kibbles 'N' Bits or Snausages?		

# If you answered yes to *any* of these, chances are you are a Werewolf.



### Section 3: What to Expect

Have you taken the quiz? Good. If you're reading this page, you or someone you know has become a werewolf. Though this may be an unwanted situation, most cases of werewolf-ism can be cured by simple means. Drinking a beverage laced with a small amount wolfs bane or taking steps to reverse the spell/curse can easily cure the afflicted of their situation. Sometimes this is not always the case. Maybe the one who cast the spell/curse is dead or refuses to lift the charm, for example. Maybe the afflicted doesn't mind their situation or it was their choice. In a case like those, this guide will help you deal with the Ins and Outs of being a Werewolf.

#### I. The Change

The Change can happen at any time and without warning. The first time you change will be the hardest and the first reaction for many people is to fight it. Wrong – Let the change happen. It will go much smoother and prevent the risk of "Going Feral" or becoming a mindless wild animal.

After the first change, you're body may or may not return to its original form. This is a side effect of the curse and as of yet cannot be helped. As a Werewolf, you should be proud of your newfound looks. In time, you'll master your change and be able to become a Wolf-man at will. This leads us to our next topic...



#### 2. Your Mental State

Being born and raised in a world most likely fearful of Werewolves, it is only natural that you may seem dismayed by becoming one yourself. *Don't Panic*. As a new Werewolf, you do not have control over your change. Extreme emotions of panic or fear could trigger an unwanted change, causing you to fight it and become Feral. This would put the lives of everyone around you at risk.

Understand that you will be sensitive to things like strong lights, tastes and sounds for a period of six months. During that time, you will be irritable and easy to anger. If you remember to keep your cool, you can avoid any "hairy" situations with the public.



#### 3. The Public's Response

At some point, every Werewolf has to reveal to their friends and loved ones their new life. This can be just as big a shock to them as it was for you. The key is to sit them down and talk to them. To make the discussion easier, L.U.S.R. will provide a mediator who is knowledgeable on the subject of Werewolves. They may even be one.

There will be occasions were people will find out about your condition on their own. They may lash out at you or show fear. Remember: Stay Calm. Remind them that you are still the same swell person you have been for years, just a little different. Do Not feed into their extreme emotional state as it could cause you to become Feral.

## Section 4: The Dos and Don'ts of Begin A Werewolf

Though the Public may not always understand, you must be the better man. Here are some Dos and Don'ts of day-to-day living as a Werewolf.

Do's:

\* Do keep a cool head in emotional situations.

\* Do explain your situation to your friends and relatives.

\* Do keep a change of clothes on hand in case of accidental transformations.

\* Do wear a flea collar. This applies to prolonged transformations or permanent furry body parts like tails or paws.

Don'ts:

\* Don't enter into highly charged emotional situations until a month after you have become accustomed to your new form and heightened senses.

\* Don't let your emotions get the best of you.

\* Don't transform into your wolf form in broad daylight until you are sure your peers accept you.

\* Don't misuse your newfound abilities. Criminal activity is not accepted or condoned by L.U.S.R. in any way.

From a very young age, children dream of the ability to change into animals; to fly like birds, to slither like snakes and to run with wolves. Being a Werewolf or other Therian shouldn't be a burden. It should be a joy. Learn to use new abilities and your new form to your advantage.

If you follow these simple rules, you can be sure that your new life as a Werewolf with be a happier one.

\* The first time you change is always the hardest. It is best to let the change happen and to do so supervised by an official L.U.S.R. representative.

\* You will be highly sensitive to sounds, lights and tastes for a period of six months or so after your first change. Beware of situations that could cause your emotions to flair.

\* Talk to your friends and family about your condition. The more they know about Werewolves, they less likely they are to fear you or push you away.

\* The public may not be as accepting as those closest to you. Beware of transforming in public or you could cause a panic.

> Remember: Safety First.

## Section 5: Credits and Resources

Primary Research: Erik Amill

> Artwork: Erik Amill

Editing: Erik Amill Karen Amill

Content Resources: Corbis Images - http://www.Corbis.com/

Wikipedia - http://www.Wikipedia.com/

Blambot Fonts - http://www.BlamBot.com/

Internet Archive: Ephemeral Films Section http://www.archive.org/details/ephemera



