Grimm Wesen Supplement

By Brewhaha

Unless otherwise specified all Wesen are slightly physically enhanced compared to humans and they can Woge just their eyes if need be.

To become a Wesen species without going to the Grimm world drawbacks must be taken.

A True Monster (Variable): Jumpchain disregards some inherent Wesen weaknesses because you are paying with CP but if you want your preferred race to be discounted then you can accept weaknesses detailed under the description. [No Grimm]

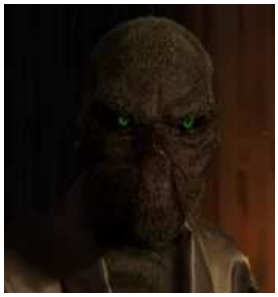
Reputation (+100): Within each Wesen description there was a mention of stereotypes for each species. You find this correct more often than not.

Endangered species (+100): A hunter is chasing you for the chance to cut off a distinguishing feature of your Woge, Grimms for their eyes and a human for their organs. It is only one person, but they are a skilled expert in stealth with the means to make a fight with you difficult. For an additional **+100** the hunter is Wesen with their own special ability. [Can be chosen multiple times]

Half Breed (+200): Rather than a full Wesen you are the child between one and a human which greatly diminishes your Woge and abilities from it. You are still affected by Grimm's and the weaknesses as well until the end of the jump when you gain the full power. [No Grimm]

Don't fear the Reapers (+200): Because the organisation is coming for you and won't stop even if you send a few heads back in the mail. Spread throughout your jump there will be seven instances of the Hasslich Reapers attacking you and it will only be on the final time that the organisation will stop. [Grimm only]

Grimm [In German: Wrath] (400): Gifted humans that are descendants of the first original Grimm. They are known for their history as Dēcapitāre, the sack of Constantinople and preventing humans from finding out about Wesen. Many Wesen mistrust them in fear because they are supposed to police the Wesen World; modern police work is a good fit for them. When they see a Wesen Woge their eyes reflect the face back in a void. They are more physically enhanced than most Wesen.



Alpe [In German: Alp "nightmare"] (300): Within German folklore an Alpe is the monster representing sleep paralysis and insomnia. They are seen as clever and cunning creatures with a bit of an arrogance in the way they carry themselves. This Wesen can usually be found near places where groups of people sleep like hotels and may live in a lavish lifestyle. Their Woge is covered in short green and brown fur with no facial features on their bald head beyond glowing green eyes and its huge mouth. The mouth can separate into three distinct, almost petal-like shapes which can release a paralysing gas that gives them bad breath. An Alpe feeds on melatonin and other proteins produced during REM sleep because they can't sleep and victims can be driven to insanity.

If you bought this option with CP without The True Monster Drawback you can sleep normally and gain more energy by going through the Alpe feeding ritual. With the True Monster Drawback you have to get the melatonin from outside sources.



Anubis [In Latin: Anūbis "Anubis, Egyptian God of the cemetery"] (200): Within Egyptian mythology Anubis is the protector of graves and guide to the Underworld. They are seen to be protective of the dead and respectful of artefacts. This Wesen can usually be found near places where Wesen culture needs to be protected. Their Woge is almost completely hairless and pale beige and holds many canine facial features like the pointed nose and ears that extend above their head. There are also sharp claws and fangs. They possess enough superhuman strength and agility like other predatory Wesen species.



Apgadnieks [In Latvian: "wage earner, breadwinner, supporter"] (200): A Malamute husky-like Wesen. They are seen as natural leaders, courageous and resourceful. Their Woge keeps their natural hair while also growing hair everywhere else apart from near the mouth, their nose becomes more dog and their eyes are a striking blue.



Aswang [In Tagalog: "monster"] (400): Within Philippine folklore an Aswang is a monster known for eating unborn foetuses and making a ticking sound with their tongue. They have a tradition that the eldest son must give up his first conceived child for his mother to consume in order to extend her lifespan else she dies within a month; this has been contended with in modern day but it leads to irrational and violent behaviour. Their Woge is bald with pale grey skin and a bat-like nose, their eyes glow silver in the dark and their teeth and nails sharpen into fangs and claws. The most notable feature though is the black, forked proboscis tongue. It can stretch several times the size of their body and can pierce flesh with scalpel-like precision. An Aswang will use their tongues to pierce the navel of a pregnant woman after chewing Valerian root and inject the chemical properties into the woman, tranquilising her. From there the Aswang will use their tongues to suck the infant out of the womb.

If you bought this option with CP without The True Monster Drawback you won't have to deal with this archaic ritual. With the True Monster Drawback you will have to deal with the event from another family if yours is not applicable.



Ataktos Fuse [In Greek: "mischievous nature"] (600): The inspiration for the Greek party God Dionysus an Ataktos Fuse is a functionally immortal cicadae like creature. They are known to be party animals due to the small time they have, are very charismatic and hold great care for the environment as they need to preserve their hibernation grounds. Their Woge is a full body yellow-brown chitinous exoskeleton that goes over any clothes and fingers fuse into an insect leg with a sharp opposable thumb. The carapace is tough enough to stop a regular punch and it is theorised that the wings on their back allows for flight. Once every seven years they rise from underground hibernation and roam for twenty-four hours to steal a food source – read person – that will last for the next seven years.

If you bought this option with CP without The True Monster Drawback you can live without hibernation and survive with other nutrients. With the True Monster Drawback you will have to

go through hibernation and only awaken for one day every seven years; this will not cheat the ten-year period as you will have to go through hibernation 3650 times.



Balam [In Yucatec: "jaguar"] (200): Within Mexican folklore Balam are supernatural jaguars that protect nature. They are seen as daring and aggressive that think before acting and become obsessive when family is harmed. Their Woge keeps natural hair while growing purplish-blue (based on lighting) fur over their body and their eyes glow amber. There are also sharp claws and fangs. They possess enough superhuman strength and agility like other predatory Wesen species.



Barbatus Ossifrage [In Latin: barbatus "bearded" + os, ossis "bone" + -fragus "breaker"] (400): Based off a bearded vulture Barbatus Ossifrage the need for liquidated bones. They are seen as plague preventers by recycling dead bodies. This Wesen can be found in packs called tristitudo (a group of grief) stalking areas where people die like battlefields or great heights unless they can break all the bones in another way. Their Woge wrinkles their skin, grows blood red feathers all over their face and turns their skin greyish-pink. Their mouth which is now a beak is lined with teeth hides a long, hollow proboscises tongue with four small, movable flap-like growths at the end. This appendage dissolves bones, drains them and can transfer nutrients via regurgitation. When a Barbatus Ossifrage becomes elderly their offspring is obligated to hunt for them as well.

If you bought this option with CP without The True Monster Drawback you are under no obligation to consume just bone marrow and can gain more energy by doing so. With the True Monster Drawback you will have an elderly member of your kind you need to care for who you can’t starve or kill outright.



Bauerschwein [In German: Bauer "farmer" + Schwein "pig"] (200): A pig-like Wesen. They are seen as being diligent and hard-working. This Wesen has a terrible feud with Blutbads that go back generations and often take mud baths to help ease their minds and think. Their Woge includes pointed ears, a boar's snout and a wrinkled face. Their only special ability is a superhuman sense of smell.



Blutbad [In German: Blut "blood" + Bad "bath"] (200): Based on a wolf the Germans used their name as a synonym for massacre and may also be the origin for werewolves. They are seen to be a vicious, noble and savage being equally feared and respected in the Wesen community. This Wesen is known to adopt a solitary lifestyle deep in their family territory due to their control slipping in front of non-familial Blutbad. Their Woge retains most of their human features but varies with individuals and gender ranging from sharp features to wolf-like ones. They gain burning red eyes, curling claws and pointed teeth. Their sense of smell is beyond superhuman and their physical abilities are enhanced but are still defeasible by Grimm. Due to the muscle changes during Woges their lower back is a weak point. Blutbad can also choose to move away from their violent past by becoming a part of the Wider church.



Coyotl [In Nahuatl: "coyote"] (200): A coyote-like Wesen. They are seen as mean, bullies and the Wesen equivalent to a street gang. This Wesen is very insular due to the strong pack

mentality and can lead to possible inbreeding. Their Woge is very severe including a face shift, full fur growth (apart from their hair) and canine features like pointed ears and snout. Their eyes can be many different colours from yellow to blue. Like many other canine Wesen, they have enhanced smell but not to the level of Blutbaden.



Cracher-Mortel [In French: Cracher "to spit" + Mortel "deadly" or "mortal"] (500): A Puffer fish-like Wesen. They are seen as confident and dangerous due to their intelligence, cunning and sophistication. They also have some ties to voodoo events. Their Woge sifts their head into a large rounded form covered in short spikes coloured tan and highlighted in sickly green. When spitting their head inflates erecting the spikes; the larger the head the more spit they produce. Their tetrodotoxin seeps through a victim's skin and puts them in suspended animation making them controllable zombies that will follow the Cracker-Mortel's commands. Although this is different for a Grimm victim as they can't be controlled or reinfected. They also have enhanced physical abilities.

If you bought this option with CP without The True Monster Drawback you can have indefinite control over your puppets with enough constant dosage. With the True Monster Drawback you will be unable to control your zombies.



Cupiditas [In Latin: cupido + -tās "desire, longing, lust"] (300): The Cupiditas is more demonic than cherubic manipulating the emotion of love. They are seen as vengeful people that hold grudges for a long time; they do not care for others outside their family and resort to cunning. Their Woge includes swept back hair, dark blue skin, hellish eyes and two small horns. Their green saliva is used to create a unique love potion called Amor de Infierno which can only be broken with the Wesen's death.

If you bought this option with CP without The True Monster Drawback you have perfect control over your Amor de Infierno and can even deactivate it without your death. With the True Monster Drawback the normal rule applies.



Dämonfeuer [In German: Dämon "demon" + Feuer "fire"] (500): Based off a dragon they can breathe fire. They are seen as treasure hoarders and hold a great appreciation for combat service and anything relating to fire or copper. This Wesen can be found in occupations relating to fire or combat and find great honour in dying due to battle. They would also be ashamed if they fail to save a family member which can lead to suicides. Their Woge turns their all of their skin into a scaly green hide, flattens their nose and ears, gives their eyes the appearance of fire and leaves spike in a crown like configuration. They hold great strength and durability in their woged state along with a resistance to fire that is not invulnerability. They have two forms of fire breathing. The first is to release a vapour into the air before ignition while a much quicker option is to open their mouth a breath the fire out like a flamethrower.

If you bought this option with CP without The True Monster Drawback you will not have any heartburn due to heavy gastric acids. With the True Monster Drawback when you overuse your fire breath you will have coughing fits as acid spills into your lungs.



Dickfellig [In German: "thick-skinned"] (200): A Rhinoceros-like Wesen. Dickfellig have no fear, charging their foes head on. This Wesen is seen as great fighters. Their Woge gives the sides of their faces grey bumpy skin along with one to four horns; the primary one in the middle of the face where their nose was. Some also have red eyes. They are also strong and durable enough to hold their own in combat.



Drang-Zorn [In German: Drang "urge, stress" + Zorn "rage, fury, or wrath"] (300): A badger-like Wesen. This Wesen is seen to have a very short temper and are very easily enraged, prone to violent outbursts and fiercely protective of their young. When facing an enemy they can't defeat they will burrow into the earth for refuge. Their Woge shifts their features in a badger's including black fur all over their body, their teeth become razor sharp, their ears lengthen and they gain digging claws that can break through layers of dirt. Their bite is extremely powerful and does not diminish with age; on separate occasions both a seven-year-old Drang-Zorn and an elderly one was able to overpower two adults. If they woge before puberty a Drang-Zorn is unable to control their rage and needs to be isolated.

If you bought this option with CP without The True Monster Drawback you will not have any problems with your fight and flight responses and your burrowing will never leave you stuck. With the True Monster Drawback your stress response is like any other Drang-Zorn.



Eisbiber [In German: Eis "ice" + Biber "beaver"] (200): A beaver-like Wesen. This Wesen is seen to have common sense that borders on cowardice, lives a communal lifestyle and holds a love for building and fixing things like bridges. This Wesen can be found as construction workers or repairmen due to their curious nature and show gratitude with handmade or baked items. Their Woge includes golden brown fur all over their bodies and enlarged front teeth.



El Cucuy [In Spanish: el Coco "the Bogeyman"] (400): Within Portugal Coco is a ghost and the idea of a bogeyman has a place in many mythologies. This Wesen is a nomadic person that usually moves to communities where there has been injustice and commits brutal acts of vengeance and justice based on the perspective. Their Woge gives them long grey hair on their heads and chins, yellow eyes, a wide mouth with razor sharp teeth and ears that can hear from miles away. They are also quite strong and agile in this form slashing the throat in a way that could be mistaken for a feral animal. Their ears can be woged without the full face and allows them to listen without revealing themselves.

If you bought this option with CP without The True Monster Drawback you will not have any instinctual need to be a violent vigilante. With the True Monster Drawback you will be compelled to bring justice to your community.



El Cuegle [In Spanish: Cuegle] (500): Within Cantabrian folklore Cuegle is a monster that walks on two legs and roughly humanoid in shape, it has black skin, three arms without hands or fingers, five rows of teeth, a single stubby horn and three eyes in its head: one green, one red, and one blue. Their Woge gives them bald blue-grey skin, a mouth full of razor sharp snaggle-teeth, opens a third eye on their forehead and a secondary right arm that grows out of their back. These three eyes can see into the past, present and future and through visions will find out about disastrous events. They are also quite strong and can coordinate their third arm precisely.

If you bought this option with CP without The True Monster Drawback these premonitions are not harmful, and you can separate yourself from them. With the True Monster Drawback these visions will give you migraines at any time and you will need to stop the future from occurring by killing the child.



Excandesco [In Latin: "catch fire"] (600): The basis for the mythical phoenix due to the intense flames they generate over their body. Their Woge turns their skin into a form of black igneous rock and changes the digits on their hand and feet to three but they can access their intense flames either woged or unwoged which can keep people from getting close. They have a natural resistance to heat from the outside but not from within.

If you bought this option with CP without The True Monster Drawback you can turn your flames off if they are redirected by others. With the True Monster Drawback if the energy is turned inward by fire retardant supplies you will burn and most likely explode.



Folterseele [In German: Folter "torture" + Seele "soul"] (500): A frog-like Wesen. Their Woge gives them a frog-like appearance in which their skin turns a yellowish to brownish-green colour, their eyes slightly bulge and move slightly further apart, their nose bridge flattens, and their mouth and lips widen. The lower jawbone is reduced to just the lower lip, and the throat becomes an inflatable vocal sac. They normally only woge when somebody is attracted to them which uncontrollably releases batrachotoxins through skin touch leading to the lover's death through heart failure. This poison can kill 10,000 mice, 10 to 20 humans, and 2 African bull elephants.

If you bought this option with CP without The True Monster Drawback you can control when you release poison and Woge normally. With the True Monster Drawback it occurs normally with any arousal and may require treatment that turns your skin slightly green.



Fuchsbau [In German: "fox hole" or "burrow"] (200): A fox-like Wesen. They are known as liars and dealers of the illegal but at the same time are loyal and friendly. While avoiders of confrontation if forced to fight they prefer ambushes and surprise attacks. Their Woge grows long orange fur with patches of black or white all over their body along with sharper more

fox-like features. They have a sense of smell on par with a Blutbad and incredibly strong bite force to tear through flesh or rope.



Fuchsteufelwild [In German: fuchsteufelswild "furious as a fox-devil"] (600): Connected to the story of Rumpelstiltskin this Wesen's name is always an anagram. They are known to be sadistic, love to play games with their victims to guess their name, they become violently suicidal if faced with losing and prefers ambushes; which as a jumper is negated. Their Woge turns their skin green, points their ears, sharpens their teeth and fuses their fingers into two digits that secrete highly corrosive acid at will strong enough to burn through metal. Fuchsteufelwild can leap incredible heights and distances, even while in human form. They are also very fast and agile and can move with great stealth along with their high intelligence.

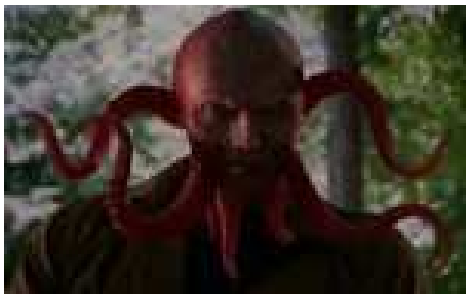
If you bought this option with CP without The True Monster Drawback you are not a slave to the need for games and being a sore loser. With the True Monster Drawback you will have a compulsion to play violent games with others.



Fuilcré [In Irish: Fuil "blood" + Cré "clay"] (200): An ox-like Wesen. Known as deliberate and honest working in modern times they have a history of human sacrifice and can be upset at family rifts. Their Woge brings two curving horns out of the sides of their forehead, a bovine like face with a flat nose, enlarged incisors and a mane of hair. They are strong and sturdy creatures.



Furis Rubian [In Latin: "red devil" or "red demon," from furia "Fury" or "demonic spirit" + rubrum "red"] (200): A horned toad-like Wesen mistaken for the devil throughout history. Their Woge causes them to lose their hair, their skin gains a red, scaly appearance, their ears become pointed, their fingernails turn black and elongate, and they sprout several horns from their head, with there being two more prominent horns a couple inches in length. Additionally, their eyes turn black, their nose widens, their voice gets much deeper, and their eyebrows turn into several small, black, scale-like horns.



Gedächtnis Esser [In German: Gedächtnis "memory" + Esser "eater"] (500): An octopus-like Wesen. Due to their abilities they are perfect identity thieves and may work espionage. Ther Woge causes them to lose all their hair, their skin turns a fleshy pink with a dark maw, and they grow multiple tentacles with suction cups on them. These caps burrow through the back of the head to steal memories, this leaves the victim with advanced dementia if done fully or memory disorientation if partially done.

If you bought this option with CP without The True Monster Drawback you can't be damaged by the stolen memory even of a Grimm. With the True Monster Drawback you'll have to avoid stealing from them else you will be a quivering wreck.



Geier [In German: "vulture"] (200): A vulture-like Wesen. Known for their communal nature to work with others of their kind, Geirs are harvesters of meaty ingredients for Wesen. Their Woge gives their hands and feet sharp talons, a hook nose, black eyes and are more agile than humans. They have an instinctual ability to attack from above which historically has been in forests, but you can do drop attacks from any elevated position.



Gelumcaedus [In Latin: Gelum "coldness" + Caedis "kill"] (400): An alligator-like Wesen. Known for their history in ancient Rome this Wesen is fond of storm drains and other wet areas like swamps and are very aggressive. Their Woge causes their ears and hair to retract leaving thick pale green skin, their mouths extend forward, widen, and become filled with razor-sharp teeth and they gain sharp claws. They are extremely strong, their grip is nearly impossible to escape from and they are incredibly fast for their size.

If you bought this option with CP without The True Monster Drawback you won't feel the need to go dormant in a bunker. With the True Monster Drawback you do.



Genio Innocuo [In Italian: Genio "genius" + Innocuo "harmless"] (200): A tortoise-like Wesen. They are quite rare, intelligent and nonviolent. Their Woge causes their skin to turn scaly with a pattern done their back instead of a shell, their face becomes tortoise-like, and blunt claws sprout from their fingers for digging.



Gevatter Tod [In German: "The Grim Reaper" or "godfather death"] (500): An assassin bug-like Wesen. They are highly respected in communities while also being solemn due to their reputation as a Godfather of Death. Their Woge has green skin and a thin, glossy green, exoskeleton-like covering over most of their face and head, their eyes are red and compound like an insect's eyes with human eyelids, their ears are almost entirely non-existent and are more like holes on the side their head, and the structure of their nose in human form is nearly non-existent as well. Their most notable feature, however, is their two long, antenna-like tendrils that are on either side of the nasal region close to where their nostrils are in their human form. These tendrils demonstrate some fine motor control characteristics and can be moved and manipulated in a very wide variety of ways, though their resting position appears to be one in which they're curled up. This allows them to administer their toxic saliva; they insert these tendrils up the nostrils of their victims, who may be asleep, and then inject them with their saliva which can be fatal in high doses.

If you bought this option with CP without The True Monster Drawback you can live your life as you wish. With the True Monster Drawback you will be forced to do the duty of a Godfather of Death.



Glühenvolk [In German: Glühen "glow" + Volk "people"] (200): An alien-like Wesen. They are close to extinction due to hunting, and it is considered good luck to see one in the Wesen world. Their Woge is a bulbous head with a tiny nose and ears, peg-like fangs and bio-luminescent skin that glows electric blue.



Hasenfussige Schnecke [In German: Hasenfüßig "cowardly" + Schnecke "slug"] (200): A blobfish-like Wesen. They are known to be friendly, cowardly and easily intimidated. Their Woge is considered especially ugly as their skin gains mucous quality, their eyes turn black, and their face turns bloated and fishlike while losing all their hair.



Hässlich[In German: "ugly"] (300): A Troll-like Wesen. They are usually either Reapers that attempt to kill Grimm or organised crime in relation to bridges and are highly aggressive which is aided by their naturally tall frame. Their Woge gives their skin a leathery texture with creases in the forehead with varying ears, hair and skin colour. They are as strong as Blutbaden and incredibly durable to multiple blows even if they don't woge.

If you bought this option with CP without The True Monster Drawback you don't have the minor cowardice that a lot of this species show. With the True Monster Drawback you do.



Heftigauroch [In German: Heftig "violently" or "severe" + Aurochs] (300): A bull-like Wesen. They are known to be laid back and pacifist when not driven into a feral rage. Their Woge gives them small horns and shortens their hair. They are strong enough to dent metal and durable enough to survive a beating which sends them into an animalistic rage where they don't feel pain.

If you bought this option with CP without The True Monster Drawback you can choose when to go into a rage with enough control to keep you mind. With the True Monster Drawback enough punishment will send you over the edge causing you to blackout.





Hexenbiest/Zauberbiest [In German: Hexe "witch" + Biest "beast"] [In German: Zauber "magic" or Zauberer "wizard" + Biest "beast"] (600): Either a witch or warlock like Wesen based on gender. They are known to be manipulative liars only loyal to those they serve for power, being feared for the magic they can use. Their Woge causes their face to decay and their teeth sharpen and, in this form, can give Grimms trouble physically. They have a wide range of abilities ranging from telekinesis, pyrokinetic and being able to cast illusions among other things based on the person. They can smell magic and can use a form of biokinesis to fuse flesh. Because this is CP you also have with the knowledge of Zaubertränke and Hexenbiest blood magic available to you no matter gender.

If you bought this option with CP without The True Monster Drawback you don't have the sociopathic need for perfection and the veneer of humanity will not fall. With the True Monster Drawback you are immoral on the basis of your species, and it will be hard to maintain human behaviour without actual emotion.



Höllentier [In German: Hölle "hell" + Tier "animal"] (200): A hellhound-like Wesen. Known for their Egyptian history and for being jerks too dumb to be afraid and attracted to positions of power. Their Woge turns their skin a scaly texture, a snout-like face, pointed ears and fangs, spike like protrusions on their skin and turn red.



Hundjäger[In German: Hund "dog" + Jäger "hunter"] (200): A hound dog-like Wesen. They are known for being tenacious towards those they hunt and are widely feared as enforcers. Their Woge grows thick brown fur over their bodies, long canine ears and a snout with sharp teeth and golden eyes. They have an excellent sense of smell in their Woge form, and their teeth are strong enough to tear flesh if they don't use the enhanced strength that most Wesen have.



Huntha Lami Muuaji[In Swahili: "hermaphrodite" + "tar" + "murderer"] (300): A flatworm-like Wesen. They are Hermaphrodites with two gendered forms and the Woge as the neutral middle ground which allows them to switch. Their Woge is slim and featureless with lines that give a segmented feel. Any changes to one body do not affect the other.

If you bought this option with CP without The True Monster Drawback then you exist as both forms and can switch back whenever you want. With the True Monster Drawback the alternate gender is another person with their own whims that while listening to you as a lifelong companion it can misinterpret what you want.




Indole Gentile [In Italian: "nature" + "kind"] (200): A doe-faced Wesen. They are considered harmless. Their Woge gives them large dark eyes, their ears become ovals and their skin takes on a green tinge. Because this is Jumpchain you also gain the genetic disorder Kallikantzaroi (kahl-lee-KAHNT-zah-roh-ee) as an alternate form which is normally only in Indole Gentile children and out of their control for twelve days. Your eyes glow green, bestial facial features and hair, pointed ears and claws.



Inugami [In Japanese: 犬神 "dog god"] (200): A ghost dog-like Wesen. They are known to care deeply about honour and may feel bound to violently protect a family even to the disavowal of the protected. Their Woge gives them long, white mane around their face, glowing, bright blue

eyes, a canine rhinarium that is dark brown to black in colour, larger, black lips and hairless patches of skin around the mouth and eyes.



Jägerbar [In German: Jäger "hunter" + Bär "bear"] (200): A bear-like Wesen. Known for their violent history of hunting two humans to celebrate adulthood (Roh-Hatz) but they are more civilised now. Their Woge is very extreme, turning them into a walking bear with brown fur everywhere, features, claws and roar of a bear.



Jinnamuru Xunte [In Eastern Maninkakan: jinne "evil spirit" + muruxuntee "person with a limp"] (500): A fly-like Wesen whose name comes from jinne (evil spirit) and muruxuntee (person with a limp), described as an evil spirit without feet or hands. They are known to frequent places with high emotions like churches or support groups. Their Woge gives them enormous black compound eyes, grey skin, razor sharp teeth, sharp claws, and fly-like hairs in the place of their normal hair. They have a long, forked, proboscis-like tongue, which they use to lick up the tears of their victims. They can also move so fast the eyes can’t keep track and spray out tiny worms that can burrow into people's eyes leaving them blind.

If you bought this option with CP without The True Monster Drawback the worms in your brain do not give you migraines and tears aren’t necessary to survive. With the True Monster Drawback tears become opioids for the pain in your brain.



Kackenkopf [In German: "poop head"] (200): A dung beetle-like Wesen. They are known to be bad company, extremely volatile and cowards when faced with threats. Their Woge causes them to lose their hair and gain a plated exoskeleton ridge on the back of the neck, back of the head and the top. They also gain two insect-like appendages or antennae that protrude prominently from below their eyes, just below the part of the exoskeleton that resembles a zygomatic arch. Their eyes become entirely black and their teeth become triangular and sharper.



Kitsune [In Japanese: "fox"] (200): A fox-like Wesen. They are known to be very reserved but can become enraged and grudgeful. Their Woge is long white fur, bright blue eyes and fox features that include a black cleft, sharp teeth, pointed ears and snout.



Klaustreich [In German: Klaue "claw" + Streich "strike"] (200): An alley cat-like Wesen. They are known to be charismatic but bad partners for males and females are more likely to care for their friends deeply. Their Woge gives them patterned fur all over their body, their eyes can glow in the dark and other cat features.



Königschlange [In German: König "king" + Schlange "snake"] (200): A king cobra-like Wesen. They are feared as sadistic beings that other Wesen fear and are great lie detectors and death confirmers. Their Woge turns their skin scaly with a distinctive hood with a serpent's

fangs and tongue. Their toxin is incredibly deadly, and they have the strength to go toe to toe with Grimms.

If you bought this option with CP without The True Monster Drawback you have great control over your poison and senses being able to notice when you are being tricked. With the True Monster Drawback the Death Faint potion can trick you.



Koschie [In Russian: Кощéй "Koshchey"] (500): Named for a skeleton man in Russian folklore this Wesen looks like a radioactive skeleton. They are known to be free spirited with a high sex drive and may use their healing to balance those they kill. Their Woge their skin sickly translucent with green veins that match the irises over the black sclera. They have the ability to either heal or harm with their hands, sending enough radioactive poisoning to kill within days.

If you bought this option with CP without The True Monster Drawback you wouldn't be weakened after the use of your special ability. With the True Monster Drawback using either you're healing or harming weakens your body close to death.



Krampus [In German: Krampen "claw"] (500): An anti-santa Wesen based off the Knecht Ruprecht myth. They are known to hunt naughty children and eat them during the Winter Solstice, they are considered mythical and are usually unknown to their human half acting as a Hyde personality. Their Woge gives them sharp teeth, curled horns, claws, and a flaming, red-forked tongue. They are extremely stealthy and have the strength to match a Grimm.

If you bought this option with CP without The True Monster Drawback you can Woge like any normal Wesen all year round with no memory problems. With the True Monster Drawback you will be possessed in the days coming to the Winter Solstice where another personality acts like Krampus, children eating and all.



Lausenschlange [In German: Laus "louse" + Schlange "snake"] (200): A Snake-like Wesen. They are known to be naturally aggressive but can work with others. Their Woge turns their skin into a coloured scale pattern with fangs, a forked tongue, slit pupils and no hair.



Lebensauger [In German: Leben "life" + sauger "sucker"] (200): A leech-like Wesen. They are known to be repulsive and self-loathing or sadistic, substance abusers and great actors even to other Wesen. Their Woge gives them brown lumpy skin, causes them to lose their hair and most of their nose save for the nostrils and a large, round, fang-filled, gaping maw in the place of their human mouths. It is theorised that blood is a necessary part of their diet.




Löwen [In German: "lion"] (200): A lion-like Wesen. They are known to be aggressive, competitive, and violent with a terrible temper but with a capacity for peace; they are more likely to be leaders than followers. Their Woge for some male Löwen grow long hanging hair, while other males grow large bushy manes. Female Löwen have much less hair when they Woge and slightly less pronounced features, though some females have facial hair in their Woged state. Like other predator Wesen their strength, endurance and sense of smell is slightly higher than normal along with razor sharp claws and teeth.



Luisant-Pêcheur [In French: Luisant "shiny" + Pêcheur "fisher"] (200): An otter-like Wesen. They are known to be quiet, kind, and gentle unless money is involved which leads to unethical cunning. Their Woge gives them brown insulated fur for swimming, whiskers and webbed appendages. Their swimming is their greatest asset while they can be awkward on land.



Luison [In Guarani: "wolf-man"] (200): A wolf-like Wesen. They are known to be suave and polite on the surface but are actually quite greedy. Their Woge gives them large fluffy ears at the tops of their head, their facial skin turns a light orange with fur on the sides of their face along with dog-like teeth and nose along with a sense of smell to match a Blutbad.



Malin Fatal [In French: Malin "malicious" + Fatal "fatal"] (200): A boar-like Wesen. They are known to be great defenders, aggressive and intelligent. Their Woge gives them brown fur that covers most of the body except for the main part of the face while keeping the human hair, a animalistic nose, pointed ears and a pair of pointed tusks growing from the lower jaw.



Manticore [In English: Manticore; from Early Middle Persian: Martyaxwar] (500): Noted in legends as a half lion and scorpion beast, this Wesen is a legendary Persian cryptid. They are known to be excellent soldiers found on front lines more often than not. Their Woge is reminiscent of Lowens with a large mane but they have a large black scorpion tail extending from their spine. This is extremely poisonous that can paralyse or kill. They are also enhanced beyond normal Wesen standards.

If you bought this option with CP without The True Monster Drawback your tail is not a weak point and can't be used against you. With the True Monster Drawback if you would rear back in pain if your tail were just stabbed and you are vulnerable to your own stinger.



Matança Zumbido [In Portuguese: "buzz kill"] (300): An electric eel-like Wesen. This horrifying Wesen is extremely possessive, and they have a penchant for going insane. Their Woge turns their skin lime green with blue accents while losing all hair, nose and ears. They can generate bioelectricity up to 200,000 amps making any attacks look like a lightning strike with the control that only affects the target.

If you bought this option with CP without The True Monster Drawback you can send out an electric wave at will. With the True Monster Drawback this would only occur at your death.



Mauvais Dentes [In French: Mauvais "bad" + Dents "teeth"] (200): A Sabretooth cat-like Wesen. They are known to be vicious killing machines that like to play games with their prey. Their Woge gives them grey fur over their head and arms, stripes and massive fangs. They are also physically enhanced to stand up to Grimms.



Mauzhertz [In German: Maus "mouse" + Herz "heart"] (200): A mouse-like Wesen. They are known to be timid and harmless mostly and are very friendly. Their Woge gives them beady eyes, whiskers, pointed nose, facial hair, larger ears and oversized incisors.



Mellifer [In Latin: Mellis "honey" + Ferre "to bear"] (300): A bee-like Wesen. They are known to live communally around queen bees and act as warning callers. Their Woge gives them large blue compound eyes, their mouths sprout external articulated mandibles, and antennae appear on their foreheads. They can control swarms of bees and excrete a deadly apitoxin.

If you bought this option with CP without The True Monster Drawback you can inject your poison without a stinger and don't feel the need to follow a queen. With the True Monster Drawback you require a syringe to inject it and require a hive.



Murciélago [In Spanish: "bat"] (300): A bat-like Wesen. They are known to be highly emotional, falling on a spectrum between calm and creative to selfish and spiteful. Their Woge

gives them glowing red eyes, leathery brown skin, bat features, sharp claws, webbed hands, and vicious rows of teeth. Their sonic cry can be fatal to human hearing by shattering eardrums and popping eyeballs among other effects.

If you bought this option with CP without The True Monster Drawback you are immune to your own scream and hand-crank sirens. With the True Monster Drawback you have those weaknesses.



Musai [In Ancient Greek: Μοῦσαι "muses"] (400): A muse-like Wesen based on the sidhe. They are known to feel guiltless about the deadly chaos they cause and are passionate about art. Their Woge turns their hair red, skin shiny blue, deep blue eyes and pointed ears. Their kiss secretes an addictive euphoria that creates an emotional high in the victim if it touches any bare skin. This leads to obsessive love and a change in personality.

If you bought this option with CP without The True Monster Drawback you can control if you release your pheromones. With the True Monster Drawback it occurs from any saliva touch.



Musasat Alsh-Shabab [In Arabic: مُصَاصَة الشَّباب "youth sucker"] (300): A scarab beetle-like Wesen. They are known as greedy but wary creatures and will fight when confronted. Their Woge gives them a partial, grey exoskeleton over their faces and parts of their arms in a spiral pattern. The skin that is not covered by this exoskeleton becomes exposed dermis, and they also gain four mandibles around their mouths and two large, scarab-like jaws. Their teeth become needle-like. The mandibles can pierce the face of victims and suck the youth out of them which would kill them due to accelerated ageing. This Yanbue can make somebody look youthful.

If you bought this option with CP without The True Monster Drawback the Yanbue you produce does not have any addictive effects. With the True Monster Drawback easy overuse will lead to disfigurement and death.




Naiad [In Middle English: "water nymph"] (200): A mermaid-like Wesen. They are known to be extremely protective of family; males are sterile but that is negated by jumpchain. Their Woge gives females webbing on their arms and between their fingers and toes, gills and bright blue eyes while males have orange/yellow eyes. You do not suffer from dehydration if you don't take a swim every day.



Nuckelavee [In Scottish Gaelic: Nuckelavee] (200): A horse-like Wesen connected to Orcadian folklore. They are known to approach tasks logically and would rather die than fail. Their Woge gives them transparent black veins, a horse mane, grey skin, horse teeth and hooves leaving the thumb. They are strong enough to leave a dent in metal.



Pflichttreue, [In German: "one who is dutiful"] (200): A white panther-like Wesen. They are known as smart, fearless, and extremely loyal. Their Woge gives them white fur with black markings, glowing eyes and sharp teeth.



Phansigar [In Urdu: پھانسی [phansi] "to hang [someone]"] + [In Persian: گر [gar] "doer"] (200): A Komodo dragon-like Wesen. They are known to sacrifice a couple to Kali every year. Their Woge causes them to lose all their hair for full body covering greenish scales, claws, teeth and a retractable tongue.



Quijada Vil[In Spanish: Quijada "jaw" + Vil "vile"] (200): A Gila monster-like Wesen. They are known to be opportunistic, calculating, and clever especially in ambushes. Their Woge gives them black and grey scales with variation in colour, sharp teeth and claws and a lizard tongue.



Raub-Kondor [In German: Raub "robbery" + Kondor "condor"] (300): A condor-like Wesen. They are known ruthless, dedicated, and dangerous hunters dedicated to wealth. Their Woge gives them black feathers everywhere but the dark tan parts of the face, their nose becomes a beak, talons and bright blue eyes. Their vision works in the pitch night and is telescopic and when Woged can turn their head 360 degrees.

If you bought this option with CP without The True Monster Drawback you can turn your head in human form. With the True Monster Drawback you can only turn 360 when exiting the Woge.



Reinigen [In German: "to clean"] (300): A rat-like Wesen. They are known to be scavengers, cautious but also temperamental. Their Woge turns their eyes darker, ears larger, a pointer face and enlarged incisors.

If you bought this option with CP without The True Monster Drawback you are a prodigy at controlling rats. With the True Monster Drawback you don't have the special ability.



Schakal [In German: "jackal"] (200): A jackal-like Wesen. They are known to be naturally aggressive, cruel, and violent, and they will let nothing stand in the way of their goals. Their Woge gives them a short wide nose, heavy brow, large ears, fur and a thick mane under their chin. They have an underbite with sharp thin teeth.



Scharfblicke [In German: Scharf "sharp" + Blicke "sight", "look" or "view"] (200): An owl-like Wesen. They are known to be self-conscious about their beak and be willing to do small jobs without talking about them later. Their Woge gives them a plumage around their face and down their neck, and their hair becomes a part of the plumage, nose becomes a beak, their eyes brighten and become large allowing them to see incredibly fine details like the tumblers inside a lock.



Schinderdiv [In German: Schinder "flayer" or "oppressor"] + [In New Persian: دیو [div] "false god"] (200): A warthog-like Wesen. They are known to be ruthless and selfish. Their Woge gives them large tusks from their chin/cheek and their ears enlarge.



Seelengut [In German: "kindhearted"] (200): A sheep-like Wesen. They are known to be timid and peaceful but can be more confident in a herd. Their Woge gives them white fur, sheep ears and hoof hands.



Seltenvogel [In German: Selten "rare" + Vogel "bird"] (300): A rare bird-like Wesen. They are known to be timid and easily reassured. Their Woge gives them a multi-colored head and beak, and glittering golden eyes. They can create rare golden eggs called Unbezahlbar from their throat sacs.

If you bought this option with CP without The True Monster Drawback you can generate one every year with no health risks. With the True Monster Drawback it will have to be cut out of your throat every ten years.



Siegbarste [In German: Sieg "victory" + Barst "burst, broken"] (500): An ogre-like Wesen. They are known to hold grudges to the bitter end which normally involves the other party dead and minor claustrophobia. Their Woge includes rough pale-yellow leather skin, long nose, larger ears and a bigger lower jaw, and slightly pronounced teeth. Due to their dense bones and skin, it is difficult to cause pain to them and even harder to hurt them.

If you bought this option with CP without The True Monster Drawback you are not prone to infections, nor the bone calcification caused by Siegbarste Gift. With the True Monster Drawback those are ways to kill you.



Skalengeck [In German: Skalen "measuring scales" + Geck "fop"] (200): A lizard-like Wesen. They are aggressive, irrational, and violent at worst or devious and cunning at best. Their Woge gives them yellow scaly skin, forked tongue, pointy teeth and three gills on either side of the neck.



Skalenzahne [In German: Skalen "scales" + Zähne "teeth"] (300): A crocodile-like Wesen. They are known to mostly live peacefully but may attack without provocation and become crazed when eating humanoid meat leading to a carnivorous state. Their Woge gives them crocodile scutes all over their body while removing any hair and ears, a short snout, claws and sharp teeth. Their healing seems incredible, able to lose large amounts of blood repeatedly in a

fight but being fine in a few days. Physically they can stand up to Grimm for a short period of time and are known as natural fighters.

If you bought this option with CP without The True Monster Drawback you do not seem to have any weaknesses. With the True Monster Drawback your mouth can be held shut by a person's hands if they can get close enough.



Spinnetod [In German: Spinne "spider" + Tod "death"] (400): A spider-like Wesen. They are known to be attracted to shiny things and disliking water for reasons unknown. Their Woge gives them grey wrinkled hands that are clawed, eyes turn black or blue and spider chelicerae from their mouth. These can excrete venom. They can regenerate limbs.

If you bought this option with CP without you do not prematurely age. With the True Monster Drawback you will have to go through Le retour d'age every five years by sucking the youth out of three victims. This is done by spraying digestive liquid into the mouth of the victim then sucking their insides out.



Stangebärr [In German: Stange "rod, spear" + Bär "bear"] (200): A porcupine-like Wesen. They are known to be peaceful like other rodent Wesen but they are not docile, usually found in areas that let them work outdoors. Their Woge gives them sharp claws, dark eyes, reddish skin and thick coat of flexible quills in the tops of their head and on their limbs.



Steinadler [In German: Stein "stone" + Adler "eagle"] (200): A hawk-like Wesen. They are known for high intellect, good intuition and to leave others wondering what side they are on due to their ability to seem friendly and stern at the same time. Their Woge gives them a beak nose, with feathery hair all over their body and pale-yellow eyes. Their vision is excellent allowing them to see perfectly in darkness and different wavelengths.



Taureus-Armenta [In Latin: Taureus "bull", "ox" + Armenta "cattle for ploughing"] (200): A minotaur-like Wesen. They are known to be extremely stubborn and courageous in the face of adversity but may run when facing immense odds. Their Woge gives them short grey fur all over their body apart from the mouth which is black, the nose becomes a bull snout along with other bovine features and two curling horns above their ears.



Taweret [In Ancient Egyptian: "she who is great" or "great one"] (200): A hippo-like Wesen. They are known to be laidback and easy going but will defend themselves, they also like chivalrous gestures. Their Woge makes them taller and gives them a hippopotamus head without losing human hair. This head is both large and strong enough to bite a human head off.



Uhranuti [In Czech: "evil eye"] (200): A falcon-like Wesen. They are known to be calculating, clever and prefer the element of surprise for their plans. Their Woge turns their nose into a beak, enlarged eyes turn a falcon's yellow and dark blue feathers all over their body apart from the eyes, mouth and nose. They also gain claws that can either be used in combat or to climb structures. Their visual acuity and ability to focus their eyesight is incredibly strong.



Ungeziefer Greifer [In German: "vermin" + "grasper" or "claw"] (200): A weasel-like Wesen. They are known to be loyal to subservient roles and can be very honest in a duplicitous manner. Their Woge gives them long canines strong enough to pierce flesh, mostly black eyes, larger ears and grey facial hair.



Varme Tyv [In Norwegian: "heat + thief"] (300): A snake-like Wesen. They are known to be lethal in winter if unable to form a group. Their Woge gives them glowing white eyes, turns their skin into pale scales while losing all hair and ears. Their sharp fangs can be used to suck the body heat out of a person killing them.

If you bought this option with CP without The True Monster Drawback you do not freeze to death in winter. With the True Monster Drawback your will require a hibernaculum and to steal the heat of others to hibernate.



Vibora Dorada [In Spanish: Víbora dorada "golden viper"] (300): A chimeric snake-like Wesen with connections to Xipe Totec. They are known to be quite dedicated to their craft of mask making but can be absolutely ruthless and cold-blooded when they kill. Their Woge turns a brown, grey reptilian with highlights at different points of the face like the movable pointed flaps of skin around the back of the head. Their sharp fangs can release a paralysing neurotoxin that can leave a Wesen in Woge. Then a mask can be created allowing a person to use the victim's strength.

If you bought this option with CP without The True Monster Drawback any masks you make will not cause you any harm and wearers will not go crazy. With the True Monster Drawback each mask will have special rules and if broken the mask will be stuck and the wearer insane unless the Ceremonia de Desgrascias.



Vulpesmyrca [In Latin: Vulpes "fox"] + [In Anglo-Saxon: Myrc "dark"] (200): A black fox-like Wesen. They are known for hunting and killing, opportunistic and excellent at tracking. Their Woge gives them black fur with white accents, pointed ears that are higher on the head and longer canines.



Wasser Zahne, [In German: "water" + "teeth"] (200): An aquatic reptilian-like Wesen. They are known as unpleasant bullies to those physically weaker than them. Their Woge gives them

blue scales all over their body apart from the white face. Their mouth is fanged, and they have five spiked fins on the top of their head. This Wesen is suited to aquatic lifestyles.



Wendigo [In Algonquian: "evil spirit" or "cannibal"] (200): A cannibal-like Wesen referring to an evil spirit that has tasted human flesh. They are known to be savage when provoked and are quite sadistic to their victims. Their Woge gives males short white hair, needle teeth, yellow eyes, longer ears, curved nails and a distinctive. Females have all that, but their hair just turns a slight grey instead of the white hair.



Weten Ogen [In Dutch: "knowing eyes"] (200): A lynx-like Wesen. They are known to be fiercely protective of their children and hold onto old traditions like the Maagd Zoektocht. Their Woge gives them feline fur and characteristics like gold/grey fur, gold eyes, fangs, claws, pointed ears and black accents.



Wettbewerbsgewinner [In German: "competition winner"] (200): An avian reptile-like Wesen. They are known to be loyal to those they serve. Their Woge gives them hard scales, spines and feathers in a variety of colours along with sharp claws. Both the eyes and feathers can glow.



Wildermann [In German: Wilder "wild" + Mann "man"] (200): A humanoid-like Wesen that inspired the Bigfoot/sasquatch cryptid. They are known to be friendly, loners who enjoy nature. Their Woge gives them an ape-like face including a large jaw, canines and lots of overgrown hair. They have big feet capable of leaving deep impressions and are incredibly strong.



Wildesheer [In German: Wildes "wild" + Heer "army"] (400): A wolf-like Wesen connected to the Wild Hunt. They were known as Nordic Berserkers and are still extremely aggressive with no fear of death and like to fight dangerous warriors. Their Woge gives them grey fur, large brow, black eyes, canine nose, snout and large fangs. They are quite powerful, able to fight off Grimm and Blutbad with the durability to match. If you defeat a warrior, you can create a cloak from their scalpel to add to your power.

If you bought this option with CP without The True Monster Drawback you can survive if your long hair is cut. With the True Monster Drawback your circulatory system is connected to your hair and if cut you will bleed excessively.



Willahara [In Old English: willa "pleasure" + hara "hare"] (200): A rabbit-like Wesen. They are known to be hunted due to their feet due to beliefs in fortune and fertility although they are very passive and avoid threats. Their Woge is slightly different between males and females but

they both gain fur covering most of their face, a pair of floppy ears and lengthened incisors. Their feet also shift to four digits with elongated toes and nails.



Yaguaraté [In Spanish: Yaguareté "jaguar"] (200): A jaguar-like Wesen which seems connected to the jaguar men of Guarani mythology. They are known to be shy but with a temper and very family orientated. Their Woge gives them orange or yellow fur on their bodies patterned with black spots, the nose largens and flattens, eyes glow, their lip gains a feline cleft and the teeth become sharper with fangs.



Ziegevolk [In German: Ziege "goat" + Volk "people"] (400): A goat-like Wesen. They are known as meek but can be manipulative and arrogant due to their pheromones. Their Woge flattens their face, points their ears, gives them horns at the top of their head and a beard on their chin along with fur on most of their body. Black hair on their hands gives the illusion of hooves and fangs grow from their mouth. Their special pheromones come from a gland below the hippocampus and come out through sweat glands which has an enthralling effect that opens people to suggestion. More pheromones can even lead to close proximity enthrallment rather than touch.

If you bought this option with CP without The True Monster Drawback you can excrete your pheromones without eating any toads. With the True Monster Drawback, the amount of pheromones you release is proportional to the amount or strength of the toads you eat.