



We howl, and our howl echoes Gaia's lament. Our world, our mother, lies dying, and her murderers dance across what remains of her body, digging deeply of her wounds to forge the icons that signify to other hierophants the excess of their glee.

We howl, our song stoking our fury.

We howl, our packs taking the war-form, biting, tearing, killing as Gaia bid us do, but her subjugators are myriad. Those who take from the world to foster their own greed. Those who take from the world so that they can accumulate more — the better to keep taking and taking in the nights to come, until Gaia's bones have been picked clean.

We howl, our dances around the fires stoking our fury.

We howl, in each other's presence, to signal to our undiscovered Kin and to call to others of our kind, across tribe and moon-sign. We must put aside our differences, turn the killing-urge against those who paint the mark of the Wurm upon themselves, and not against each other.

We howl, our memories of our lost and our fallen and our spirit-sick betrayers stoking our fury.

We howl, wondering, questioning, doubting if stoking our fury can revive our dying mother, or if our fury is but a paean to vengeance, an empty, anguished, monstrous roar at the end of the world.

Do you howl with us? And against whom? Who stokes your fury?
When will you Rage?



Introduction

We have doomed the wolf not for what it is, but for what we deliberately and mistakenly perceive it to be – the mythologized epitome of a savage ruthless killer – which is, in reality, no more than a reflected image of ourself.

– FARLEY MOWAT, *NEVER CRY WOLF*

Werewolf: *The Apocalypse* is a storytelling game about radical solutions, exploring an environmental apocalypse in which a range of injustices throughout the world provokes urgent responses and violence. And that violence is (almost) always righteous, if only subjectively. It's a game about tearing apart your enemies and living with the repercussions. The people who've sold off your future because they don't think you deserve a future at all? Rip those motherfuckers in half.

It also is a game that explores the differences between people and the mutual sacrifices made to effect — or endure — global consequences. Who cares about a few acres of old-growth forest or the poisoning of the local water table if it drives quarterly share value ever upward? Werewolves do, and they possess unique advantages to prevent such disasters. Saying and doing are two different things, though, and werewolves are just as likely to fight among themselves as they are to take the battle to the true despoilers. Almost all werewolves agree on what's going wrong, but they often disagree violently on how best to make the necessary changes (or even what those changes should be).

Werewolf is also a game about spirituality. Each of the World of Darkness games provides a different perspective or set of truths it considers to be incontrovertible, and for *Werewolf*, those truths are animistic. The world crumbles in an ongoing environmental apocalypse because powerful decision-makers have opened themselves up to spiritual corruption through attitudes of short-term greed. Other spirits, however, seek to put the world in order, or to continuously refresh reality with inchoate creation. What was originally a cycle among momentous spiritual forces has instead become a malfunctioning imbalance, and werewolves find themselves and their world trapped within it.



*If you're familiar with previous editions of **Werewolf**, let us be up front and state that this fifth edition is a re-imagining, not a continuation. You can even call it a reboot if you prefer. The truths and "lore" of previous editions aren't necessarily true in this edition. Take this book and the world it proposes at face value.*

Werewolf: The Apocalypse Truths

- Werewolves have the ability to take numerous forms on a spectrum from lupine to hominid
- Werewolves belong to multiple worlds — spirit and flesh, wolf and human — but are wholly accepted by none
- Werewolves are feared and mistrusted by each of the worlds to which they partially belong
- Werewolves are creatures of Rage, forever at risk of losing control of themselves
- Werewolves are charged with an unreliable greater purpose by Gaia, a spiritual entity who is herself inherently unknowable
- Werewolves consider the Wyrms — a primal force of entropy and decay — to be the chief threat to Gaia, and much of Garou existence is spent confronting its agents, real or imagined

WELCOME TO A DYING WORLD

You knew something was wrong, even before your First Change. You could taste the poison in the air and the chemicals on the streets and sidewalks. It was an alienating experience: None of your friends cared quite so much. It just didn't bother them the same.

Then came the First Change, and your horror at the realization of what you were: a werewolf.

A Garou.

After your First Change, you put the pieces together. Gaia. Spirits. The world that you inherited imposed upon you a duty to protect it and to destroy the enemies responsible for despoiling her. Your view of the world expanded, grew more nuanced, more certain as things fell into place, one by one.

You could turn on the news, and although they didn't speak there about it in Garou terms, the meaning was the same: endless stories of new ravages, perpetrated by monsters in human form, wearing expensive suits, ready with excuses and explanations. But this time, you could not be fooled. You smelled the greed surging inside them. You had their scent.

Every werewolf makes a journey on which they come to understand the world in the Garou way. As their senses sharpen, they also acquire an understanding of what's happening in the world, why it's important, and how to interpret new information about it. They learn to disregard the well-paid PR flacks justifying the unjustifiable and to listen to those voices speaking about Gaia with the same urgency the Garou themselves feel, whether it comes from scientists, activists, or indigenous people.

Eventually this path leads to a view that the world is in a catastrophic state and the time to act may have passed. This generation of Garou dwells in the midst of Apocalypse. It's too late to avert the end.

That's no cause for fatalism, however. The Apocalypse may be upon them, but that means every victory now becomes that much more important. Garou before them have failed Gaia, but this generation of Garou still has purpose. Take back lost places of power, repair the blights in the spirit world, and rip the goddamn throats out of the death merchants who profiteer their way through a world their actions make miserable, even — especially — the pack's home territory.

Otherwise, there will be no tomorrow.

WALKERS BETWEEN WORLDS

Most Garou see themselves as having a distinct purpose in service to Gaia, yet another part of the undeniable tragedy in being Garou is the fact that they straddle multiple worlds but are truly native — or welcome — in none. Part human, part wolf, but not wholly either, they are at once feared and even reviled by both wolves and humans. As creatures also partially of spirit and partially of flesh, they often find themselves at odds with creatures connatural to one of those realms or the other — spirits remember the ancient pacts that bind them into service to the Garou, and physical creatures experience delirious memories of the terrors wrought upon their kind by werewolves in times long past.

No surprise, then, that the pack has become a social unit which offers safety and belonging to the Garou. Even as flawed as most packs are, Garou find company and fellowship in one another because the worlds they inhabit are terrified by them. At the same time, though, they find potentially violent rivals in those fellow Rage-driven territorial creatures they know all too well.

WHAT DO WEREWOLVES DO?

The most immediate things that werewolves do is *fight to take back what has been lost*.

The Apocalypse has happened or is happening, and now it's up to each pack of Garou to strike back in a way that its members find meaningful. This sort of conflict is often the crux of a story or chronicle. This often, but not always, involves confronting the influence of the Wyrms or stopping rampaging avarice from feeding it further. The pack may need to reclaim a site of spiritual importance that's been overrun by corrupt werewolves, kill their way through an occupying enemy force, or retake a Garou-claimed territory that a multinational wants to strip-mine or deforest. It's also the part of their lives that has the most immediate fallout with "normal" people, who are likely to see the Garou as dangerous radicals or, worse, rampaging, blood-spattered monsters ready to tear humanity asunder.

Over the course of the story, werewolves are *building their own legend*. Renown is especially important to the Garou: It represents the deeds they've accomplished that have value in werewolf society, and it represents spirits' esteem for them and willingness to help them perform special Gifts and Rites. It's said that the greatest Garou don't die but, in fact, live on as spirits themselves and practically become the legends they have made for themselves.

The spirit world plays no small part in a werewolf's life, and packs almost invariably find themselves *exploring the mysteries of the Umbra*. Garou have any number of reasons to venture into the increasingly scarred and alien Spirit Wilds, whether on brief jaunts to engage capricious spirits; on treks through the spiritscape to ambush unwary enemies in the physical world; or on epic undertakings whereby they fight spiritual malignancy at its root, eliminating hostile spirits that nourish themselves off corruption's sway in the physical world. The spirit world is home to enigmatic secret-keepers, bellicose tempests of emotional power, and fickle beings who might be convinced to grant their boons in service of a righteous cause.

Speaking of mysteries, werewolves must be forever vigilant for others of their kind who don't yet know what they are. Kinseeking Garou are always *looking out for others of their kind*, whether to mentor them in the ways of their pack or Patron Spirit, or to keep them out of the clutches of the so-called fallen tribes. Werewolves are few and far-between, and there's almost nothing so ruinous

as the loss of kin-wolves to the extreme ideologies of wayward tribes or to the realities of being a werewolf with no knowledge of how to handle it.

All of these exploits and more belong to your troupe, as you gather to tell stories around the table, virtually, in a live-action format, or in any number of other ways.

STORYTELLING GAMES AND ROLEPLAYING

Storytelling began with humanity, as language transformed us from fire-wielding apes to something else. Those stories, we tell ourselves, began around a fire as warnings of real or imagined dangers and temptations waiting in the surrounding darkness. Our stories changed from campfire warnings to epic poetry, plays, novels, operas. They added new dangers and temptations, many of them now waiting inside us. In the 20th century, stories moved out of human voices and minds into display and spectacle. Movies, comics, television, and the limitless reaches of digital entertainment still kept that flickering light in the middle, even as they carried our stories almost as far as our imagination could go. Almost.

The roleplaying game, as one of the newest storytelling art forms, completes the arc from those first firesides to the glow of modern monitors. In roleplaying games, players tell or act out stories for an audience of themselves, guided by the rules or logic of the game, but limited only by their imagination. If you've never played a roleplaying game, don't worry. It's as easy as playing house or bang-you're-dead was when you were a child — but with more sophisticated stories and greater emotional significance.

Most importantly, and making them distinct from traditional, told-to-you media, storytelling games are about making choices. A group of players and its Storyteller — the troupe — collectively tells a tale of environmental apocalypse, spirits and secrets, the ravaging monsters humans perceive and the complex personalities motivating them.

THE STORYTELLER

As a **Werewolf: The Apocalypse** player, you take on the persona and role of a character that you create, and you then pretend to be that character during the course of the story. One of the participants, the Storyteller, creates and



guides the story. They build the setting and populate it with a cast of supporting characters. The Storyteller describes what happens in the world as a result of what the players say and do. It is the Storyteller who arbitrates the rules and brings horrifying new challenges into the game.

The Storyteller's primary duty is to make sure the other players have a good time. They do that by telling a good story. Unlike novelists or film directors, however, they don't simply tell the story from hook to climax. Storytellers create the setting and set the plot in motion — leaving a “player-shaped hole” for the other participants to make their own decisions in the roles of the primary characters, defining the story outcomes and setting as they go. Storytellers maintain a careful balance between narration and adjudication, between entertainer and umpire, between story and game, between planning and improvisation. Sometimes Storytellers set the scene or even describe the action, but mostly they decide what occurs in reaction to the words and actions of the characters, as fairly and impartially as they can. Storytellers are co-creators, not tyrants.

THE PLAYERS

Although the Storyteller plays the game and indeed portrays dozens or hundreds of characters, the term player refers to those participants at the table who assume the roles of the central characters in the story. As a player in *Werewolf*, you create one main character and then roleplay them. You speak for them, you impel them to action; you decide what they desire in the world of the game and how they want to attain or accomplish it. The Storyteller tailors the story to those desires; the players build characters who have a role in that story, and whose actions complete or transcend it.

Often after you describe the actions you want to take, the Storyteller may ask you to make a dice roll to see if you succeed in doing what you have described. Your character's Traits — descriptions of their strengths and weaknesses — dictate how well your character can do certain things. Knowing your character's abilities, both natural and supernatural, gives you the tools to choose from in providing that character the best chance of success. As a werewolf, your character is definitely good at high-grade violence, but violence very rarely proves to be the best solution to the problems they face. That's important. As a player, you're not trying to “win,” necessarily (though your character may well be...). Instead, you're working with the other players and the Storyteller to tell an engaging story. Success is great, but failure cre-

ates consequences, which usually make more story in turn.

Thus, a good player balances acting and strategy, considering their character's personality and desires alongside their Traits and werewolf nature. You employ your character's strengths and work around their weaknesses to achieve your goals, even as the world remains hostile and dangerous. Your character's actions help shape the world; as a player, you can also add ideas and elements to the story. The Storyteller incorporates them (or chooses not to) in fostering the most dramatic, engaging, and challenging narrative possible.

As with all World of Darkness games, the potential for intensity and intimacy in *Werewolf* rewards player focus: on their own character, and on the dramas and desires of their fellow players' characters. Much of the game's mystery and flavor is lost when players must compete for the Storyteller's (and one another's) attention. The story likewise can become unfocused if the spotlight must be shared among a large entourage of “main” characters. We find that *Werewolf* plays most enjoyably with one Storyteller and a troupe of three to five players.

PLAY AIDS

In the format we detail in this book, *Werewolf* is designed to be played at a table; on a virtual tabletop; or via some emergent format, such as online chat servers. The game has no board, but dice, pencil, and paper (or their virtual substitutes) require a table (or virtual substitute) for proper use. Tables also provide a common focus for player attention. You need photocopies of the character sheets (located at the end of the book or downloadable from the World of Darkness website) and something — a large piece of paper, a cork board or whiteboard, a tablet screen — to house the Relationship Map (see p. 111). The dice required are 10-sided, available in any game store. You need two colors of 10-sided dice: one color for regular dice, the other color for Rage dice.



MATURE CONTENT WARNING

For the past few decades, World of Darkness games have addressed the darkness in the real world through horror stories. These games have addressed AIDS, capitalist exploitation, sexual predation, the resurgence of far-right political extremism, religious fanaticism, state and private surveillance, and many other issues. This entry in the World of Darkness series doesn't shy from any of these themes, and we believe exploration of such subjects is as valid in roleplaying games as it is in other media. Inclusion of a problematic subject in a Storytelling game is not the same as glorifying it, and if you take the chance to explore it critically, the result can be the exact opposite. If we understand the problems facing us, we are better armed to fight them.

Werewolf: The Apocalypse may include in-world references and expressions of the following: child harm, substance abuse, sexual violence, mental illness, pandemics, political extremism, physical violence and gore, mind control, torture, abuse, imprisonment and kidnapping, racism, sexism, homophobia, and spiders, to name a few. It's a game about monsters and the cruel things those monsters do to people. It's also a game about people who

may have to endure circumstances caused by others' actions, and who do so with incomplete knowledge. For example, an individual might become so desperate that they "invite" spiritual possession, but that doesn't mean they "deserve" being turned into a monster.

"Why are you telling me this?" you might be thinking. Someone at your table is not familiar with this game. Someone at your table has dealt with some of these issues in real life. Someone at your table wants to know that you read this warning and that you will be considerate to them as players, even as you put their character through the wringer.

In the third Appendix, you can find specific techniques on how to handle difficult subjects in your game in a fashion that's respectful to your players and their experiences. Determine beforehand which techniques your group wants to use. People have different needs, and not every method works for every person.

This is a game about monsters. But it is only a game.

Don't use it as an excuse to be a monster yourself. ■



LEXICON

Apocalypse: The physical and spiritual end of the world, brought about by relentless human greed and consumption

Auspice: The moon-sign under which one experiences one's *First Change* into a werewolf; an indicator of one's role in werewolf society

Bane: A foul spirit in service to the destructive cosmological force known as the *Wyrm* (see also)

Caern: A place where the spirit world and the physical world are in close accord or proximity; to many werewolves, a "holy place"

Crinos: The war-form of the Garou; the nigh-mythical "wolf-man" form; up to nine feet tall

Delirium: Confusion, terror, and/or fugue state that afflicts humans who see werewolves for what they are

First Change: The initial time that an individual transforms into a werewolf and, thereby, realizes what they truly are; the First Change can happen almost any time after the age of maturity

Fomor, Formori (plural): An individual or animal suffering long-term possession by a Bane

Gaia: The mother-spirit of the world, of earth itself; believed by many werewolves to be dying or dead

Gaia's Howl: An audible indicator (capable of sometimes affecting other senses) of the age of Apocalypse, perceptible only by Garou and perhaps some spirits

Garou: A werewolf; a creature both wolf and human, Rage and spirit

Garou Nation: A loose coalition of Garou *tribes*, ostensibly with common goals in service to Gaia; the Garou Nation has sundered in the age of Apocalypse, and invoking it now can come across as idealistic or backward-looking

Harano: A state of werewolf misery or despair in which they believe that nothing matters, so why try?

Hauglosk: A state of werewolf fervor or fanaticism in which they believe that they must take urgent action immediately

Homid: The "human" form of the werewolf

Impergium: In times of legend, a vicious culling by which werewolves slaughtered humans, seemingly resulting in the generational terror that now provokes the *Delirium*

Kin: A Werewolf who has not yet been accepted as *Garou* — a werewolf who doesn't yet know that they're a werewolf

Kinseeker, Kinseeking: A werewolf who looks for nascent, unknowing werewolves; the act of looking for *Kin*

Klaive: A ritual dagger made of silver; prized among traditional Garou

Litany, the: A set of maxims and mores by which werewolf society conducted itself in the past, but viewed askance in a modern context as insufficient to help the Garou prevent the Apocalypse

Lupus: The "wolf" form of the werewolf

Moot: A cultural, political, or practical meeting of werewolves, often at a *caern* and hosted by a *sept*

Pack: The basic social unit of werewolves; packs may form from a sense of duty or be mandated by elder Garou, or they may emerge out of dependency, self-preservation, or mutual alienation

Rage: The werewolf's fury made manifest; the raw, destructive force of being Garou, at once a blessing and a curse

Sept: A number of packs sworn to the protection of a *caern*; a sept can consist of a lone pack or many

Spirit: An incorporeal entity believed to consist of thought, emotion, or other resonant force; a component of the animistic worldview of the Garou, who understand the true substance of reality

Talisman: An object of supernatural power, spiritual significance, or other wonder, held in high esteem by Garou

Triat: Three cosmological forces — Wyld, Weaver, Wyrm — that form a sort of cosmological cycle or state of reality

Tribe: A faction of werewolves pledged in service to a particular Patron Spirit; a tribe's outlook represents a way of facing the Apocalypse

Umbra, also Spirit Wilds: The spirit world; the shadow or reflection of the physical world, seemingly caused by emotional resonance

Veil, the: A euphemism for the human world's ignorance of the supernatural, especially werewolves, reinforced by the *Delirium*

Weaver: The cosmological forcer of order, structure, and stasis; part of the *Triat*

Wyld: The cosmological force of creation, change, and chaos; part of the *Triat*

Wyrm: Ascendant in the age of Apocalypse, the cosmological force of destruction, decay, and entropy; part of the *Triat*



GLASS WALKERS



You want something torn to pieces, yeah, I can probably handle that. You want something built up, though, that's where I shine. I'll get it working.

The Glass Walkers are among the werewolves most proficient with applied science, given their knack for solving problems with technology, or — more accurately — the spirits of technology, many of which are often unfamiliar to more traditional Garou. The ranks of the Glass Walkers include engineers, technicians, and inventors, whose skill at making machines work usually takes the form of coaxing the spirits inhabiting them into performing exceptionally.

In play, Glass Walkers might expect to *research* the blueprints of an energy company HQ before a raid, *build* a security system to defend their caern, *hack* a defense drone so that it reports back to the pack instead of its command center, and *repurpose* a sequence of blast doors to trap a gang of fomori.

WHO ARE THE GLASS WALKERS?

Since time out of mind, while other werewolves relied on tooth and claw, the Glass Walkers favored cleverness and tools. Of all the tribes, since history has been recorded, Glass Walkers have observed a remarkable sympathy with humans, as opposed to setting themselves apart. And, in an act for which many other Garou still haven't forgiven them, they are said to have helped humans build fences, traps, and alarms to help people withstand the Impergium. Shameful as many werewolves find the Impergium itself, it still rankles other Garou to know that the Glass Walkers were on the wrong side of that war.

More than anything else, though, Glass Walkers adapt. In this era of spiritual malady, they have appropriated the tools of the modern world for use in navigating the Apocalypse: computers, firearms, machines, top-of-the-line communications devices, anything that can give the tribe an advantage over their foes and minions of the Wyrm. From the Glass Walker perspective, it's hard and even foolish to deny themselves the sorts of versatility and firepower that tools from the world of humans can offer — a perspective that earns them few accolades around the fires of multi-tribal caerns and moots.

Naturally, this predilection for tools and technology keeps the Glass Walkers in frequent community with hu-

mans, and extraordinarily few members of the tribe have lupus origins — a number that dwindles daily. Even privately and among themselves, many Glass Walkers worry that they're in danger of “losing the wolf,” forsaking part of their hallowed connection to Gaia and supplanting it with something external and artificial — something more akin to the Weaver's purpose. For the time being, though, the Glass Walkers' ties to their Garou heritage still stand, and the spirits still honor the long-sworn pacts between them.

Indeed, Glass Walkers cultivate relationships with spirits other Garou eschew or literally don't even know to exist. Money spirits, trash-spirits, spirit-sparks that travel cities' power lines, strange manifestations of their Patron Spirit, even potent but localized spirits that can empower a city caern if so cajoled by a competent theurge — all of these entities, and others besides, call the Umbral city their home. The urban spiritscape needn't be bleak and empty of spirit presence, especially when a savvy Glass Walker knows where to look and what to offer.

PATRON SPIRIT

The Patron Spirit of the Glass Walkers is Spider, whose carefully constructed webs echo in the Glass Walkers' drive to make things of lasting duration and effectiveness. This desire does not endear the tribe to many other Garou, who see in the patronage of Spider a subservience to the Weaver rather than a duty to Gaia, so Glass Walkers often have to distinguish themselves that much more to earn the trust of the other tribes. Spider and the Glass Walkers are associated with Wisdom.

Favor: Spider reveals the interconnectedness of all things as webs and strands, suggesting an orderly approach. Glass Walkers can add one die to Technology or Science dice pools related to building or repairing things.

Ban: Spider has an extensive brood of kindred spirits and forbids the Glass Walkers to harm any of them. If they destroy any complex machines, such as vehicles, computers, or assembly equipment, they may recover only a single Willpower at the start of the *next* session, instead of their Composure or Resolve rating.

GLASS WALKER ARCHETYPES

Urban Planner

Many people won't go where you tell them to go, but almost all of them will go where you guide them, particu-

larly when you guide them by letting them think they're making the decision in the first place. The Urban Planner puts this ethos into practice every day, building traffic flows that reduce pollution, designing green spaces that thrive in the city environment, and inoculating people in proximity against murderous road rage. It's also a great way to keep an eye on “development projects” and the exploitative cronies who seek to despoil public spaces for private profit.

Car Liberator

“No beaters. Only the high-end stuff.” Sounds like a high-glitzy operation, but really it's to free mistreated machines and their spirits from people who can afford to have their cars stolen. Maybe there's a bit of ethical gymnastics there to justify the whole enterprise, sure, but it's just property crime, so who cares? And if the Car Liberator ends up with a bit of personal gain from what they tell themselves is a Robin Hood operation, well, who does it help if they deprive themselves? Quit being so rigid. Good, now pass the socket wrench. The Car Liberator also knows a handful of well-connected individuals who can help move parts where they need to be, and who have a remarkable sense of when to keep their mouths shut.

Detective

The streets tell a thousand stories, most of them tragedies, at least from the Detective's point of view. Garou may be violent, but they rarely exalt the cunning cruelty that humans can muster, and in the Detective's experience, each one of those cruelties has a reason. Might be personal, might be premeditated, might be passionate, but sometimes the reason opens up something big, something that needs a few overtime hours to untangle, sometimes on all fours.

Tattoo Artist

It calls for a combination of raw talent and cultivated skill, plus a whole lot of calm. But it's worth it, not only for the street cred that keeps the Tattoo Artist in demand (and privy to all the ill shit that happens in the neighborhood), but also for the prestige that comes from inking the most accomplished Garou in the territory. Every werewolf builds their own legend, and many werewolves want to tell that legend not only around the fires but on the canvas of their bodies. The Tattoo Artist can make that happen, and shoot the shit with the best of them while they're doing it.



of that mentor's pack, assuming they don't join it permanently.

Wolf Life

Although many burgeoning werewolves attempt a "normal" life after the First Change, most find the challenge insurmountable. Smoldering Rage risks turning an outburst to a massacre, and even if tempers are held in check an ill-timed shape shift risks subjecting friends and family to Delirium. Work and colleagues present similar hazards, never mind that most werewolves find their old ambitions pale in comparison to the plight of Gaia and the spirit world. While a few Garou manage to lead double lives, most retreat to the fringes of society or leave it altogether — taking up residency in camps or compounds with their pack, or adopting a vagabond lifestyle.

Finding a Pack

Much like actual wolves, the Garou are pack creatures. Constant war against the Apocalypse emphasizes dependencies among pack members, heightening the strengths that a pack has and helping to abate weaknesses. Pack dynamics are based on the array of potential borne by the auspice moon-signs that indicate an individual's role in the pack. In these desperate times, packs often don't have a member of each auspice, but Garou legend makes much of "classical" pack-auspice composition. To this end, modern pack dynamics have adapted to reflect that one member of every auspice might not be what constitutes a given pack.

Whether it's a fourth ahroun joining an already war-like pack of three, or the perfect "missing" auspice filling out a pack that had not quite the full range of moon-signs, the new member quickly finds a place to occupy, as well as needs to fulfill. Ideally, that is. Few packs of Rage-driven werewolves are as harmonious as the ones in the galliards' songs, and with creatures of such high emotion and capacity for violence, aggravated tensions can provoke ruinous outcomes.

Packs in a Modern World

Such versatile problem-solvers as the Garou take their war against the Apocalypse to numerous enemies in many different ways. As you come together with other players to tell a Werewolf story, consider the group identity that your pack might have, in addition to your individual Garou identities. The pack may have an overall identity that brings it together (though there's nothing wrong with having a motley variety of werewolves whose relationship evolves over time). A few examples:

- * **Urbex:** Packs that claim territory within cities may be forever on the hunt amid derelict buildings, abandoned transit tunnels, and exploitative new developments, and the movements of the city's disenfranchised are likely to uncover secrets of their own in a world that wishes to sweep away such folk entirely.
- * **Occult Investigators:** Some packs have a distinctly "paranormal" interest, following up on strong relationships with spirits and attunement to the otherworldly evidence of pollution, exploitation, and overtly supernatural malfeasance.
- * **The Open Road:** Packs of a more nomadic bent may have a collection of vehicles that allows them to travel across broad swaths of territory, whether they be RVs, classic roadsters, motorcycles, or ATVs. Someone in the pack probably has a

relationship with the vehicles' spirits themselves. And exactly how they're fueling the caravan may become a point of contention.

- * **Radical Resistance:** The pack identity may be guerilla freedom fighters, eco-activists, or other rebel groups actively at odds with local law enforcement or military factions, particularly in a region where control of conflict resources is at stake or individual rights are under attack.
- * **Party Animals:** The pack may be part of a local counterculture scene or nightlife movement, with interests in the leisure spaces where substances have more value than cash and humans may themselves become commodities (or victims for different sorts of monsters).

The most effective kinds of packs for chronicles are proactive — troublemakers, if you will, but overall the sorts of Garou who investigate where conflict thrives, rather than waiting for it to come to them. Docile werewolves don't turn back the tide of Apocalypse.

Packs may also find that their initial concept changes over time, or when they acquire resources to protect, such as a caern that ties them to a particular location. That's great! Not only will the characters themselves change as the chronicle progresses, new dynamics of how those characters work together as a pack can emerge, as well.

Werewolf Names

After their First Change, each Garou has a decision to make about their identity. They are no longer who they once were. In response, many werewolves at least partly set aside their human names or wolf identities, whether immediately or gradually. In many cases, individual Garou keep their first name, to be appended with a moniker bestowed on them by their pack, imparted to them in communication with their Patron Spirit, or discovered as part of the journey in realizing what they are and what it means to them.

Over time, the Garou may choose to change their name again — as many times as they feel like it — to reflect their accomplishments and express their Renown. Which is to say, any number of colorful names may identify a werewolf, from the ambitious to the ironic. Garou names may reflect the cultural norms and mother tongue of the Garou's homeland, or they may become quite esoteric, and even borrow from the language of spirits.

The bottom line, as many Garou see it: I'm a fucking werewolf now — by what name do I want others to know me?



HART WARDENS

Be welcome in our caern.
It is our hearth and home.
Warm yourself at our fires
and feed yourself at our
table.
A word of caution, friend
— abuse our hospitality and
we'll string your innards up in all
those lovely trees you saw outside.

The Hart Wardens are the keepers and stewards of nature, whether hallowing the pristine “undiscovered” places in the world or cultivating someplace particularly important to them toward a more structured purpose, such as a farm or orchard. It might be a sprawling country estate, a tarnished river valley that needs to be revived, or even a hidden bit of green space in the CBD in New Orleans, but the Hart Wardens are there, coaxing the promise they can out of their pack’s bit of creation.

If the Garou have one foot each in the worlds of flesh and spirit, the Hart Wardens have one foot each in the modern world and a world of their own mythmaking. They are greatly passionate about what they find and

nurture, and any gathering of Hart Wardens will soon turn to celebrations of history (and no few tall tales...) as regards their own tribe and the Garou in general.

In play, Hart Wardens might expect to *reclaim* a foothill region from a quarrying operation, *cultivate* a caern there to placate the spirits disrupted by the quarry, *nurture* the newly established caern, and *protect* it from the grasping agents of the front company that wants to continue extracting its resources.

WHO ARE THE HART WARDENS?

In times of legend, the Garou had no home, and they wandered the world and Umbra in Gaia’s service. Their most renowned, on a hunt through primeval forest with their vast and ever-growing packs, saw a magnificent hart and took on the wolf-shape to give chase. Through the trackless forest, the Garou pursued, over rolling hills, up stony promontories, and across mountains, meadows, and badlands, never gaining a single step on the hart. Finally, after an epoch of chasing across the whole world, the Garou cornered the hart in the shadow of an inescapable vale.

“Your faith and drive are admirable,” said the hart, multiplying in size to reveal himself as Stag. “Look behind you. Look where we have ranged, together. Pledge yourselves to me and I grant you this, your home, and

the husbandry of all we have crossed to come here.” And those who would call themselves Hart Wardens so bound themselves to Stag’s pact.

Since that day, the Hart Wardens have taken that pledge seriously, dedicating themselves to an individual region, purpose, or even person and tending it to the full extent of their ability. To them, the world is a bounty to be cultivated and shared, and at the same time protected against those who would abuse it or exploit it to place themselves above others. They honor a curious blend of old ways and modern ones, exalting hierarchy, but one built upon obligations owed as opposed to wealth hoarded. For the truly deserving, fortune will follow duty.

And so today the Hart Wardens build tiny personal holdings and great caerns alike and tend them. The tribe seeks those places dear to Gaia that have fallen and takes them back from plunderers. They sing songs and embellish stories to remember great deeds, showing great pride in their role as wardens among the werewolves. And woe betide any who would dispossess a Hart Wardens or a member of their pack, for the Hart Wardens are loyal to Gaia, to Stag, to their duty, and to their fellows — fiercely loyal.

PATRON SPIRIT

The Patron Spirit of the Hart Wardens is Stag, who introduced all the Garou to the ways of nature and particularly favored the Hart Wardens. Stag and the Hart Wardens are associated with Glory, and they especially revere their galliards, who can stoke those fires of Glory in the singing of their legend or recitation of their deeds.

Favor: Stag is looked to by many as the father of the forest, with great sway over beasts and even flora. Hart Wardens may add a die to any dice pool involving Survival, Animal Ken or nature-related Craft.

Ban: Stag observes long-standing traditions of hospitality. If harm comes to someone while under a Hart Warden’s hospitality, the Hart Wardens may regain only a single Willpower at the start of the *next* session, instead of their Composure or Resolve rating.

HART WARDEN ARCHETYPES

Huntsman

The rest of the world sees an antiquated role attached to a privileged manorial lifestyle, and even the lord and lady think the job somewhat quaint. No one other than

the Huntsman knows the true need to cull the wildlife populations, lest everyone, man and beast, suffer. Along with the role comes an intense study of regional knowledge: The Huntsman knows intimately every detail of the grounds they keep and has two lifetimes’ worth of hunting experience — as homid and as lupus.

Digital Caern Strategist

Think of it like a game. You gotta put things in the right places, mind the resource economy. Traps around the boundaries keep the creeps from slinking in. Stay on good terms with the spirits, give them somewhere pleasant to go; they move back your fog of war. The pack, now, that’s your heroes. That’s who you want out there when the push comes in — because it’s going to come in, and not down the channel you think. Stay alert, stay healthy. You don’t want anyone on cooldown when you need them shredding fools on the front lines.

Emcee

Not everybody gets it when they hear about the oral traditions and code-switching practices of Queensbridge in New York. When the beat shakes the foundation and the Emcee spits fire, though, ain’t no ass in the house still in its seat. Bravado-laden tales of the crew’s rebel antics and epic disses of pack rivals keep the block party going well into the night, and the SoundCloud hits keep coming, lighting up the Emcee’s fans as far away as Southwest Asia and the Baltics.

Local Legend

On the nights when the mists rise heavily above the swamps and a horned moon hangs low and heavy in the sky, one might hear the terrified cry of a human who has lost their way and won’t live to find it again. Such are the nights when the Local Legend haunts the wilds, prowling for the flesh of the greedy, the careless, or those who simply saw more of the Local Legend than they would have preferred. Some make the beast out to be a vengeful stalker, but the Local Legend knows their own truth, and keeps the knowledge of their pack’s secret glade well obscured.



RAGABASH

Who is the greater fool? The headstrong dipsbit, or the knuckleheads who follow him willingly into folly?

Changed under the sign of the new moon, the ragabash are the tricksters of Garou society, the auspice given the greatest latitude to challenge traditions and question “the way things have always been done.” Not least because “the way things have always been done” has resulted in Apocalypse.

Ragabash may be capricious or jovial, pointing out foibles with jocularity, or they may be cunning and cynical, with an “I told you so” attitude toward the sorts of traditions that have brought the Garou where they are today. They may pull a practical joke or disrespect a vain opponent with some clever wordplay — so long as someone looks foolish or the conventional wisdom is questioned, the ragabash is doing their job.

In play ragabash might expect to trick a stubborn opponent, misdirect an unsuspecting human conspirator, mock a more renowned werewolf, and sneak past an overconfident sentry.



THEURGE

The spirits have an elaborate language, and their movements are nuanced and meaningful — continue to treat them as disposable tools and you will find that they have abandoned you in your time of greatest need.

Changed under the sign of the crescent moon, the theurges are the mystics of Garou society and the auspice with the greatest aptitude for interacting with spirits.

Theurges may be eerie or sage or both. Their mastery of the spirit world may be time-tested and traditional, or it may be experimental, even controversial. They may affect strange accessories, or beguile spirits with subtle and esoteric movements of the body. Some are daydreamers or visionaries, whereas others are purposeful ritualists.

In play theurges might expect to summon a reluctant jaggling, invoke ancient pacts of comradeship, placate revered elders with their service, and even bind rogue gafflings.



PHILODOX

Do our ways exalt tradition or do they further justice? Can they do both?

Changed under the sign of the half-moon, the philodoxes are the judges and arbiters of Garou society — the auspice with the responsibilities of mediating conflict by wisely interpreting the ways of the werewolves, and knowing the letter of the Litany.

Philodoxes may be gentle or stentorian, seeking out all the facts or austere committed-to rules and custom over circumstances. Some suggest insightful courses of action inspired by centuries of legend and lore; others gather information and formulate plans that they change as new information makes itself known. A philodox may be judgmental or compassionate.

Philodoxes in play might expect to evaluate secrets a cagey ally has, uh, “discovered,” interpret the strange behavior of an errant packmate, punish an unrepentant transgressor at a moot, and judge the virtues of a daring raid, especially after having considered all aspects of a matter.



GALLIARD

Hear me as I sing the song of the wolves we are, the people we can be, and the legends we shall become! It is a song of both tragedy and majesty, of horror and heroism.

Changed under the sign of the gibbous moon, the galliards are the storytellers and lore-keepers of the Garou, and the auspice that maintains the oral record of the werewolves and upholds the spirit of the Litany.

Galliards may be rambunctious spotlight-stealers or subdued chroniclers. They may aggrandize their pack’s absolutely amazing exploits, or they may recite every honest detail, down to the most minute. Some rejoice in the performance of the legend itself, from poems to songs to wildly gestured ribaldry; others spin gripping yarns of context and sociological understanding. Some can hold their liquor, and others, well....

Galliards in play might expect to regale other werewolves with a fable or legend, hype a packmate whose star is on the rise, unite Garou with a dirge for one of their dead, or bluster their way past an intransigent sentry.



GHOST COUNCIL

The greatest advantage lies in determining which weapons one's enemies deny themselves.

The werewolves of the Ghost Council are great seekers of mystery, but they are regarded as somewhat secretive by more straightforward Garou, who sometimes misunderstand the tribe's regard for questions of higher purpose. Among the Ghost Council's members may be found guides, academics, and even a panoply of religious folk.

To the Ghost Council — or “Ghosts,” individually — the destination or the path might be the objective; what matters most is that the seeker understands why they have undertaken a particular journey and can therefore learn about the Garou's world. The journey itself is of great import to Ghost Council werewolves, as it represents an opportunity for discovery along the way... as well as a chance to tease out the secrets of the journey's environment.

At the same time, it's a chance to find out which paths the other tribes deliberately avoid, and to learn why. For what is a taboo if not a tool a competitor willingly sets aside?

Ghost Council werewolves in play might expect to *travel* to a shunned corner of the Umbra, *solve* a pernicious riddle posed by a haughty spirit, *subvert* an enemy's tools for use against them, and *unearth* a dangerous secret.

WHO ARE THE GHOST COUNCIL?

Motivating the Ghost Council is a desire, a hunger, a *need* for knowledge, particularly of a practical and spiritual nature. That practicality often comes to the fore as an ability to affect the world around them. Ghosts collect secrets the better to get results. Whether tricking an unsuspecting spirit into letting them pass unmoled or learning where in his mistress' apartment the executive hid incriminating documents, werewolves of the Ghost Council look for the boundaries others draw around themselves, the flaws they build into their own armor. They want every option on the table, even the “forbidden” ones, because when you're in the middle of a goddamn Apocalypse, no option should be “forbidden.”

This philosophy has earned the Ghost Council a reputation as subversives among more traditional Garou — and Ghosts don't seem to care. “The ends justify the means” usually comes across as a dangerous political doctrine, but for the Ghost Council, finding an answer or opportunity excuses how it's accomplished. If something comes of maintaining a relationship with a confidant

from a fallen tribe or forging pacts with forbidden spirits, the Ghost is satisfied — and validated, in their minds.

As might be expected, other Garou often view the werewolves of the Ghost Council as having suspect motives. A fair criticism is that Ghost Council concern themselves with solving the “how” of mysteries for the sake of power, with too little regard for the reasons such power manifests in their means of discovery. The pack has the rival's *klai*ve — that's what's important. Results now, costs later.

Holistically, the discovery of hidden truths requires going to them. Every human society has traditions in this vein, and the Ghost Council has had members among many such traditions and societies. Members of the tribe are often enthusiastic about opportunities to travel, be it to a strange and remote Umbral mystery site, a cross-country road trip in a caravan, or a thrilling run across conflict-scarred taiga to find a specific and key fork in a river.

PATRON SPIRIT

The Patron Spirit of the Ghost Council is Horned Serpent, no stranger to dark places and hidden truths. Horned Serpent and the Ghost Council are associated with Wisdom. Of all the tribes, the Ghost Council has what is probably the most transactional relationship with its patron, a formal acknowledgement of give-and-take of almost fairytale quality... one that sometimes takes on a sinister cast to some outside the tribe.

Favor: Horned Serpent encourages looking at things from all angles and taking the most advantageous one. A Ghost Council Garou may add one die to Investigation, Occult, or Subterfuge dice pools related to revealing a kept secret.

Ban: Horned Serpent is known for Wisdom, but spirits and Garou alike look askance at the ways she garners knowledge. For a scene in which the Ghost Council werewolf has an opportunity to satisfy their curiosity but doesn't, they regain only a single point of Willpower at the beginning of the next session, instead of their Composure or Resolve rating.

GHOST COUNCIL ARCHETYPES

Contemplative

Far from the worldly concerns of human society, the Contemplative is among the many monastery residents

who hold themselves apart for reasons both spiritual and personal. The First Change was a horrific turning point in the Contemplative's life, one for which they feel they will forever be making amends. And to do so, they adopted the ascetic's ways, hoping to impose that sense of balance on their own dualistic Rage and spirituality. It works... mostly... until it doesn't... and more amends must then be made.

Saboteur

A career spent with private military companies, fighting in off-the-books conflicts and demolishing black sites, has given the Saboteur know-how they can use in Gaia's interests. Such know-how isn't always legal, but it's effective. Modern military parlance burnishes the Saboteur's role as an “engineer,” but they harbor no illusions — they knock things down and kill people. Using tools or coaxing spirits, it's all the same thing to the saboteur: Find the weak spot and do what needs to be done to it to pull the whole thing to the ground. Figuratively, of course; the Saboteur has no desire to be at ground zero when their work culminates.

Witch

Gaia is a metaphor, and so are spirits. It's all in the way the individual sees the world, which eyes they choose. The right word or pact or offering lets the Witch will these forces, these quite natural forces, into manifesting the outcome they want. It's not parlor tricks — the way so many charlatans try to pass off the Gift — it's a genuine relationship with the world beyond the boundary of the one most humans can perceive. They are blind, whereas the Witch can see, and Witch's packmates would do well to remember the elective ignorance in which human society chooses to cloak itself.

Shepherd

Born into a culture of semi-nomadic reindeer herders, the Shepherd watched as, bit by bit, their ancestral lands were annexed by human governments and their customs were forced into obscurity. The same human powers curtailed the territories of wolves and Garou, and the Shepherd has had enough. With a rebellious declaration of sovereignty, the Shepherd, their pack, and a handful of human companions established a “protectorate,” itself declared a rogue faction by regional and national government. Now the Shepherd defends that territory and herd of reindeer with the aid of spirit-guardians, seemingly forever at odds with human legal entities intent on subsuming the renegade province.

GIFTS & RITES

Gifts represent abilities and powers that a werewolf can call upon, even beyond that of their “regular” werewolf abilities. A character’s selection of Gifts is determined by their auspice and tribe, though there is also a good amount of universal, Native Gifts available to all werewolves. For more on Gifts, see p. 239.

A werewolf character starts with three Gifts: One Native Gift, one Auspice Gift, and one Tribe Gift. These Gifts usually rely on a certain type of Renown for their dice pools, so be mindful of picking ones that make use of the Renown of the character.

Characters also receive a single Rite at creation. Rites rely on certain Skills to be performed effectively, though a character without that Skill can still provide valuable support to another character performing that Rite. For more on Rites, see p. 180.

TOUCHSTONES

Garou have a complex relationship with humankind and an even more complicated relationship with their own nature, which puts werewolves apart from humanity but amid it. Whereas most werewolves are born to human families, those who began life as wolves must also cope with the part of themselves that is human. Even after the First Change, Garou retain connections to friends, lovers, family, and home. Few werewolves sever all contact with their past, and those who do often still secretly cherish the memory of what once seemed to be an ordinary life.

For the Garou, the fight for Gaia becomes concrete in people, the Touchstones who help them keep their spiritual selves in balance with their wolf and human natures. Furthermore, these Touchstones allow Garou to maintain their connection with Gaia: Under the pressures of a losing war and a dying people, keeping Rage and despair in check without such an anchor can be difficult.

Individual Touchstones have some personal connection to the werewolf and most likely have no knowledge of the supernatural. The relationship can be complex or simple or even one-sided. An individual Touchstone might be a spouse, a parent, an unrequited love observed from afar so as not to terrify them with the Garou’s nature. Remember, too, that a Touchstone may come from a Garou’s connections to wolves, such as a litter-sibling



or a respected pack leader (though they tend not to be so long-lived as humans).

Systemically, Touchstones can travel and take actions — and be threatened. Maintaining Touchstones is important, as they’re the connection between the Garou and the greater world. Without Touchstones, a werewolf may quickly become no more than a ravaging monster, acting upon their Rage without any sense of human or wolf grounding.

Pick one to three Touchstones. The more Touchstones the character has, the better they’re able to mitigate their monstrous impulses, but the more vulnerabilities they have. But that’s the point, because Touchstones being at risk may happen often in the chronicle, as the costs of being a werewolf come into the narrative spotlight.

EXAMPLES:

Tony’s character has a child with a mother who didn’t want any part of the increasing anger she saw building in her lover. Tony’s character knows the relationship with the mother is beyond repair, but the child... well, the child needs a world to grow up in, and Tony’s character intends to give the child that future.

Kendra and her best friend from college took very different paths after graduation, but they remain in close contact with each other. It’s complicated, because Kendra

has grave misgivings about her friend’s career as a pharmaceuticals rep in the for-profit healthcare business, but she still loves her friend like a sister.

Losing Touchstones

A Touchstone can be lost for a number of reasons. They can drift apart from the Garou or change to the point where they no longer fill the role of an emotional anchor. They can die, from natural causes or due to their involvement (intentional or not) with the Garou. They can even in very rare cases turn into something else, such as a vampire or other werewolf, and while they might still play a role in the Garou’s life at that point, their new inhumanity makes them unsuitable as Touchstones.

A Garou may replace a lost Touchstone or even replace a living one, but such a thing should occur in consultation with the Storyteller. Touchstones shouldn’t be replaced on a whim; they’re individuals with whom the werewolf has a deep connection or meaningful relationship.

Wolf-Born and Wolf Touchstones

Some players may enjoy the ability to represent their characters as being wolf-born, with a Touchstone connection to reflect it. Note that wolves typically don’t live as long as humans, and they don’t have the same volition informing their ability to move or take actions as do humans. Whatever the case, we don’t recommend having more than a single wolf Touchstone, if any; touchstones are intended mostly to ground Garou characters in their extended human community.

Remember, too, that even with a connection to a community of wolves, a wolf-born Garou isn’t wholly wolf. Just as Garou in human environments are ultimately monsters amid people, so too is a Garou in a wolf environment a monster amid animals.

EXAMPLE:

Stone remembers chasing fish in the river with his sibling, Smoke. But then one night the sky turned orange, and the spirits screamed, and Stone and Smoke were separated. Every now and then, Stone peeks in on Smoke, while staying carefully out of scent distance so as not to scare him, but he can’t help noticing that the old pack’s hunting grounds are dwindling.

Touchstones in Play

Garou characters gain multiple benefits from having Touchstones in their lives, but those Touchstones carry

some risks, by being both important to the Garou and sometimes proximate to them.

The player may take advantage of each of the benefits below once per story, no more than once per session. (That is, you can do each one once per story, but no more than one in a given session.)

- * A Garou may lower their Rage to one by spending a scene or period of downtime with a Touchstone.
- * A Garou may restore or heal a point of Aggravated Willpower damage by spending a scene or period of downtime with a Touchstone (see p. 108). This benefit is in addition to the standard Willpower recovery as detailed on p. 128.
- * A Garou may spend a scene or period of downtime with a Touchstone and move one mark on either the harano or hauglosk tracker to the other. (see p. 140)

The following risks are also associated with Touchstones.

- * When a Touchstone is threatened or injured as a result of the Garou’s actions (or inaction), the Garou faces a risk of harano (see p. 140)
- * When a Touchstone is lost as a result of the Garou’s actions (or inaction), the Garou automatically gains a point of harano or hauglosk (to be agreed upon by the Storyteller, based on context) on the relevant tracker (see p. 140)

FINISHING TOUCHES

Bear in mind that your character, more than a collection of Traits on a character sheet, is a unique individual. How do they look? Where do they live? Who are their friends? Where’s their local? What do they like to do when not “on the clock” as a werewolf? Do they have kids? Do the kids know? Have they killed anyone? Anyone dear to them? How have they dealt with this misfortune?

One very important thing to bear in mind about your character is how they view being Garou. How do they feel about living through an ongoing Apocalypse? Do they believe it’s the Apocalypse at all, or is that doomer nihilism? Do they know other werewolves, and if so, how do they relate to them? Or is their pack isolated, and does their sense of “Garou culture” begin and end with the pack?

Do they care a great deal for their tribe and how it affects their sense of self? Or is the Patron Spirit an aloof



HOMID

Homid: The Human

The homid form is the one similar to that of a regular human, and it is the natural form of most Garou tonight. For most non-supernatural methods of detection, homid form is indistinguishable from non-Garou. Being homid is great for using tools, communicating, and handling most of the interactions of the modern world.

Cost: None

Abilities and Limitations: In homid form, Garou are unable to regenerate, but they are able to touch silver without suffering damage.



GLABRO

Glabro: The Near-Human

The glabro form is a big, hunched, and hairy human. It's not overtly supernatural, and more sinewy than hyper-muscular, but the wolf is just beneath the surface. Close inspection reveals a surprising amount of body hair as well as a loping gait. Taking glabro form is still good for using tools, but is also a bit more durable than homid form — it's good for wielding weapons and for not making people go *holy shit a giant fucking wolf-monster just tore those people to ribbons* while you're doing it.

Cost: One Rage check

Abilities and Limitations: While the form isn't obviously unnatural, Garou in this form make regular humans uneasy, and non-Intimidation Social tests with them suffer a two-dice penalty. The following also apply:

- * A 2-dice bonus to all Physical tests
- * The Garou can regenerate one Health level with one Rage check



CRINOS

Crinos: The War-Form, the Monster

The crinos form is a nightmarish hulk of claws, fangs, and whipcord muscle, combining the most fearsome traits of wolf and man. Walking carnage, the crinos form always means death for something. Just the sight of it terrifies most mundane individuals, whether they're human, wolf, or anything else is in its path. It's the form that immediately screams *werewolf!* to anyone observing it. Having been so horrified, though, they might not recall the experience afterward.

Cost: Two Rage checks

Abilities and Limitations: Ordinary communication is nigh-impossible, and a Garou in crinos has difficulty forming expressions beyond single words — “kill,” “enemy,” “Wyrn,” — usually with a guttural, snarling delivery. This condition makes non-Intimidation Social and Stealth tests automatically fail. The following also apply:

- * A 4-dice bonus to all Physical tests
- * 4 bonus Health levels (apply any damage to them to the regular track if not regenerated before shifting back)
- * Natural +3 damage claws (Superficial vs werewolves, vampires, and other supernatural creatures with similar resistance)
- * Natural +1 Aggravated damage bite
- * The Garou can regenerate two Health levels with one Rage check
- * Mundane humans witnessing it almost certainly experience the Delirium (see p. 142)

At the start of a turn, if they didn't kill something in the previous turn, a werewolf in crinos form must spend one Willpower point to avoid going into frenzy (see below). Upon leaving crinos form, their Rage is reduced to 1.





HISPO

Hispo: The Dire Wolf

The hispo form resembles that of a huge, primordial wolf. It's "That's a really big dog"-big, but not immediately visibly supernatural. The hispo form is great for long-distance travel, both in terms of four-legged speed and remarkable hardiness. It's not great for speaking or using tools, but it has a fearsome bite, as well as superior senses.

Cost: One Rage check

Abilities and Limitations: In this form, a Garou cannot speak as a human would, but the werewolf can communicate well enough with wolves and other Garou who understand such form-based nuances. Due to the form's fearsome size and presence, tests to avoid detection are done at a two-dice penalty. The following also apply:

- * A 2-dice bonus to all non-Stealth Physical tests
- * Natural +1 Aggravated damage bite
- * The Garou can regenerate one Health level with one Rage check



LUPUS

Lupus: The Wolf

The lupus form is that of a regular-sized wolf. Indeed, it might easily be mistaken for a large dog in certain areas (particularly where wolves are infrequent visitors...). The lupus form excels in distance travel at speed and in navigating areas where its comparatively small size aids at stealth or accessing difficult-to-reach areas, such as digging under a fence or creeping into a drainage pipe.

Cost: None

Abilities and Limitations: In this form a Garou cannot regenerate but is not affected by silver. It cannot speak as would a human, but it can communicate well enough with wolves and other Garou via primal body language and vocalization. Depending on the environment it can also gain various two-dice bonuses, such as to Survival or Stealth, depending on whether being a wolf would be beneficial in that specific situation.

FRENZY

When in crinos form, Garou always feel under threat of losing control. And while "ordinary" Rage can make them lash out in the moment, frenzy is a complete, extended loss of control as the werewolf unleashes their full fury on everything around them.

Entering Frenzy

A Garou enters frenzy if, at the start of a turn while in crinos form, they didn't kill anything in the previous turn and they fail to spend a point of Willpower. This can be voluntarily, as a response to overwhelming odds, or involuntarily if the Garou's Willpower is completely depleted. The Storyteller can also call for a frenzy test in cases of extreme provocation, such as any harming of Touchstones, in which case a Willpower test must be made against a Difficulty of 2 (or 3 in crinos form).

Frenzy Effects

When a Garou enters a frenzy, their Rage immediately increases to 5 and they shift to crinos. They then mercilessly attack anything perceived as a threat, starting with whoever, or whatever, provoked the frenzy, if applicable. If anyone is attacking them, the werewolf must try to close the distance and engage the target with their natural weapons. If no one is attacking, they try to pursue those who flee, and thereafter they assail any bystanders. The Garou does not perform any defensive acts, such as taking cover or attempting dodge tests against ranged weapons, but does attempt to regenerate Health, making Rage checks as normal to do so.

While in frenzy, the Garou becomes immune to Health-based penalties (such as Impairment) short of dismemberment, and they receive a three-dice bonus to resisting Mental Gifts or Gift-like effects, such as vampiric powers, unless the powers specifically affect a target in frenzy. The werewolf cannot themselves use Gifts, however, and must keep acting out frenzy, or the player must yield control of the character to the Storyteller. The player may not use Willpower in any way, such as rerolling dice.

Leaving Frenzy

Once every perceived threat is dead or silenced, the player can make a Willpower test at Difficulty 2 to leave Frenzy. If they choose not to or the test fails, the frenzy resumes until no one but the frenzied Garou is left standing, their Rage drops to zero, or the scene ends. (Certain Gifts and other abilities can also end the frenzy.) No matter



how the frenzy ends, the Garou reverts to their natural form and has their Rage set to zero, losing the wolf (p. 133).

FRENZY SUMMARY

- * Garou characters enter frenzy when they fail to spend Willpower due to crinos form or if they are severely provoked and fail a Willpower test.
- * On entering frenzy, Garou increase their Rage to 5 and shift to crinos. (Make Rage checks as normal.)
- * While in frenzy, Garou ignore impairment penalties and gain a three-dice bonus to resist most mental abilities of effects.
- * Garou cannot use Gifts while in frenzy.
- * Garou can leave frenzy by winning a Willpower test at Difficulty 2 when all enemies are dead or incapacitated. Failing this they will keep rampaging until out of Rage or the scene ends.
- * On leaving frenzy a Garou's Rage drops to 0, causing them to lose the wolf.



PROJECT TWILIGHT

Project Twilight, Operation Crow's Nest, Special Affairs Division: Whatever you want to call it, it's a fed-funded kill-squad. They're not all the same thing... but they're all the same thing, if you know how to look at it. And however you look at it, you've got some dirt on the organization that you can use to influence its operations. It's really dangerous shit — whatever the reason, you've got some sway over one (or numerous...) extremely well-funded governmental organizations that exist to stamp out the werewolf menace. And that's *you*. *You're* the menace. And here you are, fucking around with it like it won't readily line you up in the crosshairs the moment it rolls up whatever patsy ruse you've tricked it into doing. You're going to get the whole pack killed, and the dossier on some bureaucrat's desk is going to double in size. No, seriously, what the fuck are you doing?



- **Improper Procedure:** Once per story, you can make a minor but relevant piece of evidence (a photograph, a file folder, a DNA test result) disappear, whether as a result of luck, knowledge of process, or being childhood friends with someone on the scene. The effect is up to the Storyteller, but it should provide some small benefit to you or your pack.
- **Airtight Alibi:** Once per story, you can provide (false) proof of being somewhere you weren't. The downside is that the proof is on federal departmental letterhead, and it's both classified and redacted. How'd you get your paws on it?
- **Stolen Valor:** Project Twilight might be an off-the-books wetwork squad, but it's an effective one, and you were instrumental in its success in taking down a notorious Unusual Threat. Once per story, you can claim credit for this

kill to gain three bonus dice on a Social test when it might matter — for example, "Listen to me: I'm the Garou who throatied Bloodjaw!" Subsequent Social tests in the same scene suffer a one-die penalty for you, because you come across as boastful, overbearing, dubious, or whatever's appropriate. Should your false claim to the kill become known, well, you probably have a thrilling new problem to deal with.

- **Heads Up:** Once per chronicle you learn critical details (when, where, personnel) beforehand for any direct action that Project Twilight plans to take against your pack, if any.

- **The Red Phone:** A well-placed somebody in the organization owes you a favor. Once per chronicle, your go-between agrees to take action on your "anonymous tip," or however you choose to make your wishes known. In effect, you gain five dice to distribute as you like on any

roll(s) involving the operation of werewolf-hunting organizations. If the attempt (or any of the attempts, if you distribute the dice across multiple actions) fails, you earn the attention of an active, systemic (see p. 211) enemy.



UMBRAL TRAVELER



The Spirit Wilds constitute a mystery even to the Garou, whose animistic outlook makes them familiar with the spirit world but not strictly of it. Although it is an ever-changing place of thought, spirit and emotion, some truths and even locations within its mirror-shadows remain constant... to a certain degree. Certainly, things can change at a moment's notice, especially during the era of Apocalypse, but to those Garou who make explorations of the Umbra their specialty, one can understand the rules of the spirit world if one knows what to look for — at least for now.

- **Silver Steps:** In the Umbra, the Garou leaves behind silvery footsteps that only they themselves can see, which helps them find a way back across the Gauntlet once it's time to return. The Difficulty to return to the physical world from the Umbra by using the Rite of Shadow Passage is reduced by 1 when you're the Rite master (see p. 180).
- **Web Music:** You have observed the movements of pattern spiders (see p. 254), and once per scene, when their webs are present, you may pluck those strands like musical strings and draw the attention of any single pattern spider present, whether visible or otherwise. This signaling doesn't make the spider predisposed toward you by any means, but it attracts the spirit's attention infallibly.
- **Underworld Initiate:** You're aware that there are parts of the Umbra — you think — that belong to a different kind of

spirit and a different timbre of emotional resonance. Although you can't communicate with them inherently (unless they choose to communicate with you), you can see what can only be described as "ghosts" when they're present in portions of the Umbra or when they haunt the physical world. They can't hide from you unless they use specific supernatural powers that allow them to do so.

- **Spirit Sustenance:** You are particularly attuned to the spirit world, and you suffer only Superficial Health damage when you fail to spend Willpower to stay in the Umbra for a protracted period of time (see p. 230, though enough Superficial damage eventually becomes Aggravated, as normal).
- **Chthonic Secret:** You're the current keeper of a monumental Umbral secret, such as the location of a powerful spirit's demesne or the hunting grounds of a legendary

Garou spirit, handed down to you by the previous keeper of the secret, and so on up the chain of spiritual duty. What you do with this knowledge is up to you, but whatever puissant spirit the secret is about knows you know. You should get the Storyteller involved with this one.



GRAPPLING

A combatant can attempt to grapple, hold, tackle, or otherwise restrain a foe by rolling Strength + Brawl. If the grappler gets more successes than their opponent, they do no damage but, instead, restrain the target, preventing them from moving and from engaging other opponents, though the target can still act against the grappler as normal. In the next round, the grappler may engage their foe in a contest of Strength + Brawl. If the grappler wins, they hold the foe in place and can choose from the following options:

- * Damage the foe based on their margin of successes, as a normal attack
- * Do nothing apart from hold the foe in place

If the grappled combatant wins, they escape and can move freely during the next round.

THE GOLDEN RULE

This rule is the most important of all, and the only real rule worth following: The story belongs to you and your troupe. This game should be whatever you want it to be, whether that's a nearly diceless chronicle of in-character intrigue against the

crumbling remains of the Garou Nation or a long-running tactical chronicle with each player controlling their own pack of werewolves.

If the rules in this book interfere with your enjoyment of the game, change them. The world is far too complex; no set of inflexible rules could possibly reflect it. Think of this book as a collection of guidelines: suggested but not mandatory ways of capturing the World of Darkness in the format of a game. You decide what works best in your game. And you may freely use, alter, abuse, or ignore these rules at your whim.

WAYS OF THE WEREWOLVES

The following rules specifically reflect the Garou experience. Systems such as those for shifting form, the Delirium, and Rage itself relate to the individual Garou, while Harano and Hauglosk affect the relationship of a Garou to the society of their fellows. Together they demonstrate how Garou wage their desperate battles in the age of Apocalypse.

RAGE

Perhaps the single most defining characteristic of werewolves, Rage forever roils in the hearts and souls of Garou. It becomes manifest in their bodies and allows them to perform terrifying acts of brutality. Throughout

stories, players must decide how to best channel their characters' Rage — whether to feed its fires or to invoke it but risk not being able to call upon the fury of the Garou at some critical point.

Rage is a tracker spanning from 0 to 5. Any Garou can achieve Rage 5 — no fixed trait restricts its accumulation, and it is frequently in flux. Rage can most easily be tracked by keeping a corresponding number of Rage dice (see below) at hand and adjusting the number of dice when the Rage value changes.

Starting value for Rage is determined by the narrative situation. A Garou who isn't involved in an ongoing conflict and has had a good night's sleep starts at 1, whereas opening *in medias res* with a fight-or-flight situation would yield player characters 3. If questions arise, assume a starting Rage value of 2.

Gaining Rage

- * **The Moon:** Howling at the moon for the first time on a given night stirs the Rage and yields one point. If the Garou is at 0 Rage, they have “lost the wolf” (see below), and this method is the only way to gain Rage outside of such mystical means as Rites, where specified.
- * **Provocation, Harm, or Humiliation:** If the Garou suffers harm, pain, or other emotional or physical agitation, they gain a point of Rage, maximum one per turn. Note that once combat begins, most damage and injury don't yield additional Rage; low-level provocation, such as insults and trash talk, don't provoke further Rage, either.
- * **Rites or Rite-like Practices:** Spending a scene getting psyched up, performing a tribe- or auspice-related activity ranging from a solemn retelling of past grievances to picking fights at a soccer match can yield one or two points, at the Storyteller's discretion.
- * **Gifts:** Some Gifts can modify Rage.

If any effect or provocation would take a Garou's Rage past 5, the character sustains a point of Superficial Willpower damage for each point of Rage that would exceed 5.

The Rage Economy

Both the Storyteller and the player are responsible for Rage gains. A player is encouraged to suggest a gain whenever they feel it's appropriate, just as the Storyteller shouldn't be afraid to apply it liberally and thematically. The rate at which characters gain Rage is also a powerful Storyteller tool. Stories in which Rage is always available tend toward the more action-oriented and violent, whereas a lower rate of Rage gain is better for evoking a sense of desperation, where any exercise of Rage jeopardizes the Wolf within. Likewise, a Storyteller should be mindful of players attempting to game the system by using Gifts or other abilities for the sake of dumping Rage. Spirits tend to frown on such abuse, and recklessly calling upon them to perform Gifts is sure to have consequences.

Spending or Losing Rage

- * **Regenerate:** Garou can heal rapidly by expending Rage and making a Rage check (see below)
- * **Shapeshifting:** Changing and maintaining forms can require a Rage check, depending on form (see p. 134)
- * **Using Gifts:** Some Gifts require Rage checks to activate. This restriction is noted in the Gift description.
- * **Gift Effects:** Some Gifts can soothe a Garou and allow them to shed Rage voluntarily, whereas other Gifts can rob them of Rage, their desire to retain it notwithstanding.



Rage Checks

When a Garou wants to release their Rage-borne powers, their player makes a *Rage check* with a single die (see “Checks” on p. 122). On a win — a 6 or better — the Garou’s Rage stays the same, but a failed check — 5 or less — causes their Rage to drop by one point. Make the Rage check at the same time as the act provoking it, ideally with its own identifiable die.

Rage decreasing in this manner doesn’t necessarily represent the Garou becoming “less angry”, but rather models how the Rage is expressed, the pent-up energy manifesting as Gifts or a more vicious supernatural form.

LOSING THE WOLF

A Garou with no Rage left has “lost the wolf” and can no longer perform acts that require a Rage check, remain in a supernatural form, or use Rites or Gifts. Rage can never go below zero, and any loss that would suggest it — such as one incurred from a failed double Rage check at Rage 1 — is ignored. The only way a Garou can regain the wolf, other than by mystical means, is to howl at the moon (see Gaining Rage, above).

RAGE TRACKER SUMMARY

- * Rage is a 0–5 tracker
- * Rage is gained from howling at the moon, provocation, and certain Rites or Gifts
- * Rage is expended through Rage checks on regenerating, shapeshifting, and Gifts
- * Gaining Rage over 5 results in Willpower damage
- * A Garou at Rage 0 cannot perform acts requiring Rage checks or sustain a supernatural form

RAGE DICE

For each point of Rage possessed by a character, one Rage die replaces one of the regular dice when assembling dice pools. Rage dice function like regular dice, but the “1” and “2” faces are considered special: each is a *Brutal* die result.

On its own, a single Brutal result is simply treated as a failure, but two or more on a single test yields a Brutal outcome. A *Brutal outcome* causes a test to fail (usually with something being wrecked, harmed, or destroyed), *unless the aim of the test was to cause damage or injury*, in which case a Brutal outcome yields four additional successes.

Note that the Storyteller is the final arbiter in what counts as benefiting from Brutal outcomes. Although firing a sniper rifle to take out an enemy has the goal of

causing damage, the activity requires a far too composed mindset to benefit from unbridled Rage. Likewise, some nonviolent acts, such as resisting mental coercion or making a giant leap, might be treated as benefitting from Rage, at the Storyteller’s discretion. (A Brutal outcome would of course *also* cause destruction and harm, while simultaneously aiding in the attempt. Rage is a double-edged sword.)

Brutal die results cannot be rerolled by spending Willpower, but other Rage dice results can.


RAGE DICE SUMMARY


- * For every point of Rage, replace a regular die with a Rage die in pools
- * Rage dice have similar faces to regular 10-sided dice, except that “1” and “2” are considered Brutal die results
- * Two or more Brutal results cause a *Brutal outcome*, usually causing the test to fail, unless the goal was to cause harm or damage
- * Brutal die results cannot be rerolled by spending Willpower.

Using the Werewolf Dice:


Regular Dice

Blank face = 1–5 = Failure


 = 6–9 = Success


 = 10 = Success, potential critical win

Rage Dice

 = 1–2 = Brutal result

Blank face = 3–5 = Failure

 = 6–9 = Success

 = 10 = Success, potential critical win

WEREWOLVES AND HEALTH

No matter what form werewolves have taken, from the rampaging crinos to the nimble lupus, they are far more hardy than ordinary humans and can survive injuries that would put a regular person in the grave. In werewolves’ supernatural forms, their healing abilities are even greater, as mighty flesh withstands vicious blows and grievous wounds knit themselves together before an onlooker’s eyes.