The Complete Guide to
WEREWOLVES

BRUTAL TOOTH AND CLAW WARRIORS TORN BETWEEN MAN
AND MONSTER

This definitive sourcebook brings the werewolf out of folklore
and into your game...

For hundreds of years, human folklore has spoken of men who can transform into wolves - whether they want to or not. Now the Complete Guide to Werewolves brings these mythical beasts to life! Drawn from cultures worldwide, this comprehensive sourcebook offers a complete overview of the powers, motivations, and limitations of the world’s most brutal shapeshifters.

The Complete Guide to Werewolves examines these deadly lycanthropes from all angles. It includes:
- 7 new werewolf prestige classes, ranging from the religious Alpha Lupercus to the raging Ulfhednir.
- Everything you need to round out a werewolf as either character or NPC, including religions, breeds, nations and tribes, diseases, development, and all the little details that make a character come to life.
- More than 30 new feats for werewolves, including a new system of "thorns" or flaws that can complement feats.
- More than two dozen werewolf-oriented spells.
- A variety of pregenerated werewolf NPCs and new monsters to round out the werewolf theme in your campaign.

The Complete Guide to Werewolves is 100% stand-alone and world-neutral. It can be integrated easily into any fantasy setting.
Table of Contents

Introduction ......................................................... 2
Chapter 1: Physiology ........................................... 4
Poms of the Werewolf ........................................... 8
Lunar Influences ............................................... 12
Diseases and Parasites ........................................ 13
Repellants ..................................................... 13
Cures ......................................................... 14
Chapter 2: Social Structure ................................. 16
The Five Stages of Transformation .................... 16
Natural Werewolf Types ................................. 18
Afflicted Werewolf Types ............................... 19
Alignment ................................................... 20
Chapter 3: Cultural Habits ................................. 21
Life and Death ............................................... 24
Goals ......................................................... 24
Religion ....................................................... 22
Chapter 4: Combat Strategies ............................. 24
Lycanthropic Advantages ................................. 24
Combat Tactics ............................................. 26
Combat Modifiers .......................................... 27
Special Attacks ............................................. 27
Chapter 5: Werewolf Characters ......................... 28
Breeds ....................................................... 28
Werewolf Characters ...................................... 29
Character Classes ........................................ 30
Prestige Classes ............................................ 32
Benandanta .................................................. 32
Alpha Lucas ............................................... 33
Alpha Lupercus ............................................. 34
Lupicus ..................................................... 35
Lupus Venator ............................................. 37
Ulfhednir ................................................... 38
Varga Mor .................................................. 39
New Uses for Skills ....................................... 41
Thorns ....................................................... 43
New Feats ................................................... 47
Chains of Werewolf Magic ............................. 52
New Domains .............................................. 52
New Spells .................................................. 52
New Magic Items ......................................... 60
Overarching Metaplots .................................... 63
Appendix 1: Werewolf NPCs .............................. 64
Old Fang ..................................................... 64
Silverlord .................................................... 65
Lucky Jaw ................................................... 66
Lord Vykstram ............................................. 67
Appendix 2: New Monsters ............................... 68
Crow Swarm ............................................... 68
Forest Lord ............................................... 68
Hell Wolf ................................................... 69
Unnatural Dead ............................................ 70
Vargulf ....................................................... 70
Vrykolaka .................................................... 70
Wolf Devil .................................................. 71
Wolkin ....................................................... 72

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Introduction

“I’m a what?”
“A werewolf, kid,” said the grizzled veteran of what looked like far too many wars. “Ya know, howl at the moon, can’t stand garlic, eat babies.” He flipped up a crossbow that was dangling by a cord from his left hand. “Vulnerable to silver.”
Istvan swallowed hard. “So that wasn’t a wild dog that bit me?”
The man smirked as he lifted the crossbow up to his shoulder. “Nope. But this is a very real crossbow.”
Istvan’s eyes darted everywhere, looking for a way out. “But I haven’t even turned into a wolf yet!”
The hunter said pulled the string back and placed a silver bolt into place. The catch locked down with a crisp click.
“It’s nothing personal, kid. People are just werewolves waiting to happen.”

The wolf has always been with us. Since human civilization learned to etch half-man/half-animal figures on cave walls, the wolf has remained our guide and our guardian. It was the wolf’s descendant, the dog, that helped humanity to flourish. Canines accepted man as a pack leader and man in return gave them food and shelter. Ever since, the relationship has grown stronger. The werewolf is the ultimate expression of this long-lived connection.

Definitions

The etymology of the word “werewolf,” like the strange hybrid the name suggests, is difficult to define. The word “wolf” is no mystery. The word “wer,” however, may have come from the German “wehr” meaning “defense group of men,” or the Prussian “wer” meaning “man,” or the Old English “weri” meaning to wear.

Another common term for werewolves is “lycanthrope.” Technically, it means wolf (“lycan”) plus man (“thrope”). However, the term has become muddled. Lycanthropy is also a clinically defined insanity wherein a person believes he becomes a wolf under certain circumstances. Technically, the term that should be used for all other shapeshifting creatures is “theiranthrope” (“animal-man”). Too many books on lycanthropes mix the werewolf with other shapeshifting legends that have nothing to do with wolves. Let there be no doubt—the peculiar mixture of humanoid and wolf is a unique combination that is by no means representative of transformation myths as a whole. Thus, the term “lycanthropy” and “lycanthrope” will only be used to refer to werewolves in this book.

Some scholars believe the word “werewolf” originated from the term “vargulf.” A “varg” (or “warg”) in Norse means a predator or murderer. Thus, “vargulf” is a wolf that slaughters flocks of sheep or herds of cattle but only eats a few of its prey. The term “worg” has since come to represent a large, predatory wolf in fantasy literature.

Of Wolves and Men

Over the ages, the wolf became a powerful representation of the warrior spirit. Warriors sought to emulate the wolf; they envied his senses, his hunting tactics, and his cunning. Just as the dog looked to man to lead him, man looked to wolf to shepherd him through wars and hunts.

No wonder, then, that the distinction between man and wolf is often blurred in cultures all over the world, more so than with any other animal. The wolf pack at its most basic possesses the elements of family structure and at its most advanced, human civilization. With lifestyles that were so compatible, the two races formed a strategic alliance that has lasted through the centuries.

This alliance is most evident in the tale of Romulus and Remus, the future leaders of Rome who were suckled by a she-wolf. The Viking berserkers wore wolf skins and believed the skins gave them the power of the wolf. Several Native American tribes adopted the wolf as their totem and ally. The ancient Greek priests of Arcadia venerated wolves as Zeus’ patron animal and called him Lycaeos (“of the wolf”).

Eventually, man turned to agriculture. Humans discovered that they could feed more children without having to rely upon the vagaries of the hunt. The very lifestyle that defined the wolf became less and less critical to civilization. Hunting became a dangerous occupation and the hunter had to contend with the dark woods. Suddenly, the forests, hills, vales and streams that had once been man’s home were dangerous.

But the wolf had not changed. He still prowled the woods. He still hunted in the darkness. He still fed on the weak, the old, and the dead. Suddenly, the wolf became the enemy. He became the embodiment of hunger, of madness, of rage, of devilry, of all things wicked and bestial.

It didn’t take long before the wolf that suckled great leaders and led warriors into battle became a demonic force of ravening evil. The “Big Bad Wolf” haunted fairytales, tricked the foolish into stepping into his mouth, and stalked
the forests. Symbolically, the wolf, which had always been a part of man, came to represent his worst side.

Enter the werewolf.

It wasn’t much of a leap for the old sympathetic magic rituals, in which men wore wolf pelts to draw strength from their power, to be transformed into something far more sinister. Wolves and man became one being, an almost unilaterally cursed and wicked thing that ate loved ones and children. The werewolf hysteria spiraled to new heights in the Middle Ages and kept the fires of the Inquisition burning for decades. Serial killers, rapists, the criminally insane, and the deformed—all were tossed into the same refuse pile of the werewolf.

The werewolf lay dormant in the minds of American citizens until the arrival of cinema. The first werewolf appeared in a silent film titled Werewolf that utilized footage of a real wolf in the transformation scene. But it was the movie Werewolf of London that invented a werewolf’s contagious bite. For the first time, moviegoers saw a half-man/half-wolf being.

Of course, The Wolf Man is considered the gold standard of werewolf movies. Lon Chaney Jr. added to the werewolf canon by playing Larry Talbot, a half-man/half-wolf hybrid who changed when the moon was full. The later House of Frankenstein established a werewolf’s vulnerability to silver bullets.

It wasn’t until An American Werewolf in London that a werewolf’s transformation was fully and graphically represented. The protagonist changed before our very eyes, complete with bones popping and tendons stretching. Never before was it made so clear that transforming from man to wolf really hurt.

In more recent cinema, there has been a tendency to humanize our monsters. Ironically, some of the vulnerabilities that werewolves acquired through plot contrivances have disappeared. Few werewolves are concerned about the moon; indeed, many lycanthropes are presented as “natural” werewolves that can transform at will. The modern werewolf is more superhero than monster, capable of transforming at just the right time and using his wolf abilities in innovative ways that ultimately defeat the bad guys. This book allows for the full range of lycanthropic types.

A full cultural history of werewolves can be found at the Free Materials page of www.goodman-games.com.
Chapter 1: Physiology

The two werewolves circled each other, testing the air between them.

“I… I’ve never met another one of my kind before,” said Istvan in a tone of strangled longing. He tried to keep his eyes focused on her face, but the scent of her was driving him mad.

The older woman licked her lips. Her shortly cropped hair only emphasized her crystal green eyes. “I have,” she said. Istvan felt the heat begin to rise in his body. In moments, he would lose control.

“What happens now?” he half-whispered to himself.

She smiled, leaning forward as two canines suddenly sprouted beneath ruby red lips. “That depends on whether you catch me or not.”

Werewolves are humanoids or giants who can transform themselves into wolves. In its natural form, a werewolf looks like a non-lycanthrope of its race, though natural werewolves and those long-afflicted tend to have or acquire features reminiscent of their wolf forms.

Examination of a werewolf requires, by its very nature, a deep understanding of wolves. Although werewolves are, in theory, a blending of a humanoid and a wolf, they are in fact a completely different being.

Reproduction

A natural werewolf’s mating season is any time from January through April, when the alpha female is in heat. During this time, the alpha male and female leave the pack and go off on their own to lessen tension amongst the other male pack members. To prevent overpopulation, the alpha pair is usually the only pair allowed to mate in a pack.

In rare cases, a non-alpha pair will mate (often without the alphas’ permission). There are several good reasons for a non-alpha pair to mate, including a disruption of the pack hierarchy, sufficiently comfortable surroundings conducive to werewolf breeding, or an alpha pair that is not very attentive to their pack. Towns populated by werewolves are examples of non-alphas breeding. Werewolves living amongst humans tend to be very careful with their mating for reasons that are explained below.

Although the alpha male werewolf typically has leadership of the entire pack, during mating season this role is taken by the alpha female. The female will often usurp the male werewolf’s rule in issues regarding her pups. Other werewolves respect the alpha female’s role, even the pack’s males. All pack members work to serve and protect the alpha female and her pups during this time.

Pups

The mating of two werewolves guarantees that their children will be werewolves. The mating of a werewolf and a wolf means the child has a 50% chance of being a werewolf and a 50% chance of being a vargulf. Children from a mating between a werewolf and a humanoid have a 50% chance of becoming a werewolf and a 50% chance of being wolfkin. See pages 70 and 72 for more information.

Upon becoming impregnated, a female werewolf’s gestation period lasts anywhere from 50 to 60 days. Pups are born completely blind and deaf but have the scent ability. The rest of the werewolf pack is expected to raise the pups. A werewolf’s litter usually consists of four to six pups.

Werewolves are birthed in the same form as their mother’s original form. If the mother was originally an afflicted humanoid, the pups are born in humanoid form. If the mother was originally an afflicted wolf, the pups are born in wolf form. If the mother is a natural werewolf that was born in humanoid form, her litter will also be born in humanoid form. If the mother is a natural werewolf that was born in wolf form, her litter will also be born in wolf form. Most alpha females revert to their birth form to give birth.

At birth, werewolf children (pups) weigh only one pound but grow quickly. About 12 to 15 days after they are born, the pups open their eyes. By two weeks of age, the pups can walk, and about a week after that, they may come out of the den for the first time.

Most werewolf pups are born with blue eyes. In most cases, eye color gradually shifts to a yellowish gold by 8 weeks of age, but some wolves retain blue eyes for the rest of their lives.

Female werewolves insist on keeping their den clean. They will be sure to clean their pups, either by licking (in wolf or hybrid form) or with water.

All adult werewolves in a pack help take care of the pups. Once the pups are about 7 weeks old, they leave the den and start traveling to rendezvous sites. Rendezvous sites are locations outside the werewolf den that are considered safe but are not part of the “core territory.” The werewolf pups will only stray as far as the rendezvous site and are often watched by an adult wolf.

Werewolf pups are fed at 4 weeks of age in wolf or hybrid form through regurgitation. This practice, disturbing to some, can even be performed in humanoid form. Most nat-
Werewolves will only feed their pups by regurgitation if they are in the wild and do not have access to foods suitable for their young.

Werewolf pups have a much higher incidence of survival than regular wolves, but they are still vulnerable to starvation, malnutrition, and disease. Werewolves mourn the death of their children like any humanoid might and are known to bury their dead in any form.

Pups that are destined to become werewolves act just like vargulves or wolfkin until puberty. The physical and emotional changes consume a young werewolf’s world, like puberty. Unlike puberty, the process culminates in an explosive transformation that will define the werewolf forever.

The sudden transformation into a werewolf, if not properly guided by an adult, can create highly confused and dysfunctional individuals. These are the solitary “lone wolves” who kill entire flocks of sheep without eating them and the serial killers in humanoid society who murder without cause. In short, their killing lacks meaning. In the world of the half-wolf, this is against the laws of nature.

### Table 1-1: Werewolf Pups

<table>
<thead>
<tr>
<th>Age</th>
<th>Status</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 day</td>
<td>Blind and deaf.</td>
<td>The pup is of Diminutive size. It takes a –2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a –4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. The pup takes a –4 penalty on initiative checks and automatically fails Listen checks. It has the following ability penalties in all forms: –3 Str, –1 Dex, –3 Con, –1 Int, –1 Wis, –1 Cha. It has 1 hit point and a speed of 10 feet.</td>
</tr>
<tr>
<td>10 days</td>
<td>Eyes open.</td>
<td>The pup is of Diminutive size. It only suffers a –1 penalty on attack rolls, Search checks, and Spot checks. It has the following ability penalties in all forms: –2 Str, –1 Dex, –2 Con, –1 Int, –1 Wis, –1 Cha. It has 2 hit points and a speed of 10 feet.</td>
</tr>
<tr>
<td>3 weeks</td>
<td>Milk teeth appear; pups begin to explore surroundings.</td>
<td>The pup is of Tiny size. It gains a bite attack that inflicts 1 point of damage. It has the following ability penalties in all forms: –1 Str, –1 Dex, –1 Con, –1 Int, –1 Wis, –1 Cha. It has 1d4 hit points and a speed of 20 feet.</td>
</tr>
<tr>
<td>4 weeks</td>
<td>Begin to take short trips outside the den and begin to eat meat.</td>
<td>The pup is of Tiny size. The pup’s bite attack inflicts 1d2 points of damage. It has the following ability penalties in all forms: –1 Str, –1 Dex, –1 Con, –1 Int, –1 Wis, –1 Cha. It has 1d4 hit points and a speed of 30 feet.</td>
</tr>
<tr>
<td>6 weeks</td>
<td>Move up to a mile from the den with an adult werewolf.</td>
<td>The pup is of Tiny size. The pup’s bite attack inflicts 1d3 points of damage. It has the following ability penalties in all forms: –1 Str, –1 Int, –1 Wis, –1 Cha. The pup’s hit points and speed increase by one die and 10 feet, respectively, to the maximum type allowed for its race.</td>
</tr>
<tr>
<td>7 weeks</td>
<td>Pups are weaned, traveling to rendezvous site.</td>
<td>The pup is of Small size. If this is the size of the werewolf’s humanoid form, it does not increase in size. The pup’s bite attack inflicts 1d4 points of damage. It has the following ability penalties in all forms: –1 Int, –1 Wis, –1 Cha. The pup’s hit points and speed increase by one die and 10 feet, respectively, to the maximum type allowed for its race.</td>
</tr>
<tr>
<td>12 weeks</td>
<td>Begin to travel with the pack on hunts along with adult werewolves.</td>
<td>The pup is of Small size. The pup’s bite attack inflicts 1d5 points of damage. It has the following ability penalties in all forms: –1 Wis, –1 Cha. The pup’s hit points and speed increase by one die and 10 feet, respectively, to the maximum type allowed for its race.</td>
</tr>
<tr>
<td>15 weeks</td>
<td>Milk teeth are replaced.</td>
<td>The pup is of Small size. The pup’s bite attack inflicts 1d6 points of damage. It has the following ability penalties in all forms: –1 Wis. The pup’s hit points and speed increase by one die and 10 feet, respectively, to the maximum type allowed for its race.</td>
</tr>
<tr>
<td>7 months</td>
<td>Begin to hunt with pack.</td>
<td>The pup is of Medium size. The pup’s bite attack inflicts 1d6 points of damage. It has no ability penalties.</td>
</tr>
</tbody>
</table>