

A SOURCEBOOK FOR WEREWOLF: THE APOCALYPSE

Wyrmtide



WEREWOLF
THE APOCALYPSE



WEREWOLF

THE APOCALYPSE

THE WYRMTIDE RISES

The fractured remnants of the once-mighty Garou Nation are under siege, beset by enemies from every corner. From the insidious corporate machinations of Pentex and its ilk to the malevolence of Banes, fomori, and other possessed hosts, the Garou face an overwhelming tide of monstrosities. Standing as Gaia's last line of defense, the Garou struggle against forces determined to desecrate her sacred, dying soil — even as the spirits of the Weaver and the Wyld sometimes turn against them.

Discover how the Garou continue the fight when their best weapons fall short. Engage with dozens of adversaries and rivals to expand your chronicles. Choose your battlefields, Advantages, Gifts, and Loresheets with care — your enemies have never been more numerous or more dangerous. *Wyrmtide* offers a wealth of adversaries, tactics, powers, and narrative depth for players and Storytellers to elevate any chronicle.

- 12 malign corporations, agencies, and institutions to trouble your pack
- More than 30 servants of the Wyrms to destroy
- 6 additional Weaver and Wyld servants as rivals or enemies
- 8 distinct battlefields to fight your enemies in
- 2 sample stories to play through or adapt to your chronicle
- 10 New Advantages and Flaws, 8 Wyrms-tainted Gifts, and 3 Loresheets
- New adversary powers to make each one unique

Wyrmtide is a sourcebook for **Werewolf: The Apocalypse**, a Storytelling Game of Spiritual and Environmental Horror.



RENEGADE
GAME STUDIOS

renegadegames.com

f /PlayRGS X @PlayRenegade i @Renegade_Game_Studios y /RenegadeGameStudios

Manufacturer: Renegade Games, LLC 153 Sugar Belle Drive Ste B #166, Winter Garden, FL 34787.
Importers: Renegade France 52 Avenue Pierre Semard 94200 Ivry sur Seine France. P: +33 (0)1 77 37 60 47. Renegade Games, LLC. Solar House 915 High Road London, London, England N12 8QJ.
© 2025 Renegade Game Studios. All Rights Reserved.
© 2025 Paradox Interactive AB. VAMPIRE: THE MASQUERADE, WEREWOLF: THE APOCALYPSE, and PARADOX INTERACTIVE are trademarks and/or registered trademarks of Paradox Interactive AB in Europe, the U.S., and other countries. Any other trademark, logo, and copyright is the property of its owner.
Printed in China.



paradox
INTERACTIVE®



Mature Advisory: contains graphic and written content of a mature nature, including violence, sexual themes, and strong language. Reader discretion is advised.



WEREWOLF

THE APOCALYPSE

Wyrmtide

A Sourcebook for
Werewolf: The Apocalypse



WEREWOLF THE APOCALYPSE

Wyrmtide

Authors: Jose Garcia, Søren Aske Hjorth, Emi Maeda, Mike Pohjola, Juhana Pettersson, Chris Jones, and Edin Šumar with Kevin Schluter and Ben Heisler

Developer: Juhana Pettersson

Producer: Kevin Schluter

Art Director & Graphic Designer: Sarah Robinson

Cover Artist: Nevzat Aydin

Illustrators: Nevzat Aydin, Elif Aydin, Peter Bergting, Felipe Headley Costa, and Maichol Quinto

Copy Editor: Brendan Rabon

Rules Editor: Chris Jones

Cultural Consultant: Logan Boese

Test Reader: Zack Schwartz

Proofreader: Megan Boatright

Special Thanks to Maria Pettersson

World of Darkness Brand Team

EVP World of Darkness: Marco Behrmann

Head of Creative Management & IP Alignment: Karim Muammar

Art Director: Tomas Arfert

Brand Marketing Manager: Jason Carl

Licensing Manager: Nikola Filipov

Marketing Manager: Viktor Bovallius

Community Developer: Martyna "Outstar" Zych

Community Manager: Debbie Lane

Renegade Game Studios

President & Publisher: Scott Gaeta

Vice President of Finance: Robyn Gaeta

Vice President of Operations: Leisha Cummins

Vice President Sales: Andrew Lupp

Senior Producer, Board & Card Games: Dan Bojanowski

Sr. Marketing Manager: Jordan Gaeta

Sr. E-Commerce Manager: Nick Medinger

Director of Visual Design: Anita Osburn

Creative Director, Games: Jeanne Torres

Creative Director, RPGs: Sarah Robinson

Producer, RPGs: Kevin Schluter

Associate Producer, Board & Card Games: Kane Klenko

Producer, HeroScape: Lee Houff

Associate Producer, RPGs: Ben Heisler

Senior Game Designer: Matt Hyra

Game Designers: Alex Davy, Christopher Chung, Dyllan Fernandez, & Sarah Rowan

Lead Developer, World of Darkness: Juhana Pettersson

Playtest Coordinator: Marcus E. Burchers

Finance & Customer Service Manager: Jenni Janikowski

Finance Specialist: Madeline Minervini

Marketing Events Manager: Courtney Furey

Organized Play Manager: Trevor McGregor

Project Manager: Rachel Del Rio

Creative Production: Noelle Lopez & Gordon Tucker

Community Coordinator: Anais Morgan

Sales & Marketing Coordinator: Sophia Gambill

Community Specialist: Rina Amaranthine

Customer Service: Bethany Bauthues

This book uses the supernatural for settings, characters and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. This book contains mature content. Reader discretion is advised.

Werewolf: The Apocalypse Creators: Sam Chupp, Andrew Greenberg, Wes Harris, Robert Hatch, Geoff Pass, Mark Rein-Hagen, William Spencer-Hale, Rich Thomas, Josh Timbrook, Stewart Wieck, Travis L. Williams, Samuel Witt

Rules based on Vampire: The Masquerade 5th Edition by Martin Ericsson, Karim Muammar, and Kenneth Hite



© 2025 Paradox Interactive AB. VAMPIRE: THE MASQUERADE, WEREWOLF: THE APOCALYPSE, and PARADOX INTERACTIVE are trademarks and/or registered trademarks of Paradox Interactive AB in Europe, the U.S., and other countries. Any other trademark, logo, and copyright is the property of its owner. © 2025 Renegade Game Studios. All Rights Reserved.

Visit the World of Darkness online at www.worldofdarkness.com

TABLE OF CONTENTS

INTRODUCTION

The Wyrmtide Rises
Chaos and Stasis
Gaia's Howl
Chapters

CHAPTER ONE: FIGHT TO WIN

The Correct Path
Other Paths
Saving the Enemy
The Righteousness of Rage
Human Allies
Understanding the Enemy
Building Garou Culture
The Tools of the Enemy
The Litany
Character Options
Advantages and Flaws
Worm-Tainted Gifts
Talismans
Worm-Tainted Talismans
Loresheets

CHAPTER TWO: ORGANIZE FOR ANNIHILATION

Pentex
Acheron Security Services
Albion Petroleum
Bailey, Reeves & Mark
Gallagher Foods
Living Earth Logistics
Scheldes Pharmaceuticals
Corporations and Organizations
Cradle of Care
GeoNatal Inc.
Pewter Group
Enlightened Society of the Weeping Moon

CHAPTER THREE: THE POISON SEEPS IN

Banes
The Triatic Wurm
Urge Wurms
Elemental Wurms
The Apocalypse Wave
Bane Cults
Fomori
Mockeries
Black Spiral Dancers
Cults of Destruction
Malcontents
Hives

CHAPTER FOUR: EVERYBODY IS AGAINST YOU

The Weaver
The Wyld

CHAPTER FIVE: WHERE TO FIGHT

Washington County Jail
Scheldes Pharmaceuticals Laboratory
Albion 5 Oil Platform
Aurora Wing
Gun Show
Coal Mine
Environmental Protest
Urban Warfare Training Center
Other Locations

CHAPTER SIX: STORIES

Hidden Rot
Wolves at the Door

APPENDIX I: HUMAN ENEMIES

Traits
Organizations
The Arcanum
Project Twilight

APPENDIX II: STORYTELLER OPTIONS

Low Growl speaks at the moot:

We are few and our enemies are mighty. We need every advantage we can get. I know this. The Koranyi sisters are the mightiest Garou warriors we have, and we cannot afford to lose them.

(Confused responses, from cheers to jeers.)

Still, I won't lie. I hate the sisters. I hate them. They get their packmates killed. You insult them, they'll kill you. And they have. I lost a friend to their murderous pride.

(The crowd grows quiet.)

Let me tell the story of their sundering. I was there because they needed a guide. I knew the terrain. For some of us, there's a temptation to cheer at this story because it's a story where those who hurt us fall. But those cheers are hollow because the only thing this does is take us closer to the victory of the Wym.

We had heard stories of Zhyzhak, the Destroyer, the Chosen Child of the Wym, the mightiest of the Black Spiral Dancers. Her black scourge could tear the flesh off the most powerful of the ahroun dedicated to Gaia. Her enemies would fall before the very mention of her name. She walked the Spiral, the Black Labyrinth, and emerged favored by the Wym as no one before or since.

Yet the Koranyi sisters believed themselves the strongest of all Garou who love Gaia. Surely, they could, together, vanquish anything the enemy could muster? Surely the chosen of corruption and decay didn't stand a chance against the spirits of storm and thunder?

It was a cold November night in Louisiana, on a decaying oil tanker slowly leaking onto the waters of the Caribbean. We had heard that Zhyzhak was here, though for what purpose we couldn't fathom.

We climbed aboard this rotting giant steel hulk quietly. We heard the drumming, the uneven beat, the shrieks, the screams and the moans. The gibbering and the ecstasy of the Spiral. For Zhyzhak wasn't alone. She's Garou too, and Garou have packs.

We had the drop on them. They were arrogant, drunk, careless. They believed they owned the night. Unfortunately, so did we.

The first to die was a young pup who idolized the Koranyi sisters. He barely had time to change into the war form before Zhyzhak snapped her whip and tore off his skin. She didn't even have to change before killing her first warrior of Gaia.

For the sisters she did change. But before she did, I saw her face alight with rage. She looked the same as Ilona Koranyi when she tore my friend and packmate into bloody pieces. The rage of the Wym, not the rage of the righteous.

Those who had joined the sisters as packmates died. To their honor, they tore into the Spirals in Zhyzhak's company and destroyed many. For a fleeting moment, I believed we would win. No matter my hatred for the sisters, when they fight, their claws speak the poetry of Gaia. Always anticipating each other, always ready to strike and defend, rip and tear. Their fur slick with the blood of the enemy, their fangs biting into the flesh of Zhyzhak, the Destroyer, the Child of the Wym.

Only, to bite her is to bite the fires of corruption. It is to swallow the poison flames of the Wym itself.

Zhyzhak threw a silver dagger that hit me in the stomach so hard that I staggered over the side of the ship, certain I'd fought my last fight. The last thing I saw as I fell was the sight of Kardla Koranyi, engulfed in flames, her howl reduced into a shriek of agony and terror.

Her sister, Ilona, and I were the only survivors of that fight. Ilona pulled me to the beach where I bled, the silver dagger burning in my guts. Of her sister, there was no sign. The ship had disappeared into the morning mists.

Ilona was staring at the sea. In that moment, I could not hate her for she was lost.



Introduction

The Garou are not lacking for enemies. The slaving Black Spiral Dancers hold a dark mirror to the Garou, showing what they look like bereft of the guiding hand of Gaia. The many fronts of the Pentex Group and other human companies with secret information about the supernatural realities of the world despoil the face of Gaia on a grand scale. Banes, spirits of despair and rot, infest everything, including living beings they turn into the monstrous fomori.

The Garou are warriors fighting for Gaia. This book is all about the opposition: the people, monsters and other entities the Garou seek to stop and vanquish on and off the battlefield.

The trouble is, so many of the worst enemies of the Garou are not warriors seeking an honorable fight. Instead, they're secretive, malicious liars who hide in the carcass of humanity. Or worst of all, they are humanity.

After all, humans have never needed help in finding ways to fulfill their worst impulses. There's nothing as human as shortsighted greed.

THE WYRM TIDE RISES

Gaia is in her death throes. As her body thrashes, extreme weather, earthquakes, and rising sea levels threaten

human habitation. Entire nations risk sinking below the waves as pieces of the polar ice caps come tumbling down into the sea.

To the Garou fighting in the Apocalypse, the Wyrmtide is both a metaphor and a literal description of what's happening to the planet. It's a reference to the way rising waves throw plastic trash onto the beaches they'll soon consume. Everywhere there seems to be more fomori, more Black Spiral Dancers, more malignant spirits of destruction. These, too, are the Wyrmtide, threatening to drown the world in garbage.

For most Garou, the Wyrmtide is an implacable, unconquerable enemy. How can anyone fight the tide? Yet some argue just the opposite. It's in the nature of the tide to recede. Most of all, the tide submits to the moon, and what are the Garou if not creatures of Luna?

These thoughts may make it seem that the remains of the shattered Garou Nation can yet win the war, at least until the grim reality of a Black Spiral Dancer's claw tears apart such fancies.

One of the odd side effects of a victorious enemy is that the minions of the Wyrms fight each other more than ever before. After the shattering of the Garou Nation, many Black Spiral Dancers and privileged executives of Pentex fronts feel that they have destroyed their old nemesis. Nothing stands in

GAIA IS NOT THE ENEMY. SHE IS THE BATTLEFIELD.

EVERY TIME WE STEP INTO THE UMBRA WE HEAR THE HOWL.
WE SEE VISIONS OF DESTRUCTION. WE SMELL THE ACRID STENCH
OF BURNT FLESH.

IS THERE ANYTHING SWEETER? WE ARE WINNING AND THE
UMBRA SINGS OF OUR VICTORY.

THE WEAVER TRIES TO STRANGLE THE WYRM IN ITS WEBS
BUT IT'S UNAWARE THAT THOSE VERY SAME WEBS CAN BE USED
TO TRANSMIT POISON. USE THE TOOLS OF THE ENEMY AGAINST IT.
THE WEAVER'S WEBS DOING THE WYRM'S WORK.

– CRONUS "THE WOLF EATER" JONES,
BLACK SPIRAL DANCER THEURGE

the way of a complete and total victory! This means
that, increasingly, the Banes and the Spirals fight
each other for the spoils of their long war.

This may present opportunities, if the Garou are
clever enough to capitalize upon them.

CHAOS AND STASIS

The Wyrmtide makes all problems
worse, even those that have nothing to do
with the Great Destroyer. Spirits of the
Weaver are drawn to humans and organizations
which privilege order above all, often to the
exclusion of sense or safety. Places where rules
are followed, whether they lead to anything good
or not, are often rife with the emanations of the
Weaver, stifling Gaia as bad as any Bane.

Indeed, some Garou, many Red Talons chief
among them, argue that it is the Weaver and not

the Wyrmtide that represents the real enemy. In their
minds, the Wyrmtide is in overdrive, driven mad by the
all-encompassing reach of the Weaver. If the Great
Spinner is brought back under control and its webs
burnt and slashed, all may be well again.

For some, such talk leads to dangerous ideas like
seeking the end of human civilization. A few have
even come to the conclusion that the only tribe that
understands the importance of this is the Black
Spiral Dancers. Thus, are defectors made.

The most heartbreaking of all enemies are those
born of the Wyld. Great beasts rampaging in the
dark corners of the world may be animated by
a Wyld-spirit. The chaos of creative force may
emerge in fantastically violent storms raging across
continents, driven by climate change and spiritual
forces drawn from the dawn of time.

Few Garou wish to fight creatures of the Wyld, yet
sometimes they must.

GAIA'S HOWL

As the Wyrmtide rises, Gaia drowns in its filth. This is one of the first things a Garou notices when stepping into the Umbra for the first time: Gaia's Howl resonates through the spiritscape, the shadow paths vibrating with her pain and despair.

For many Garou, the Umbra and its many creatures is what finally convinces them of the immediate necessity of the war for Gaia. It's one thing to oppose an abstraction like climate change. Quite another to actually witness the spirits of greed and hatred hover over sites of human carelessness and abuse. Once you have bit down into the throat of a spirit of radioactivity, you know that the enemy is out there and you need to destroy it.

And indeed... The enemy truly is out there, everywhere in the physical world as much as it is in the depths of the Umbra. Gaia's Howl resonates through the moonlit paths and the forgotten byways of the spirit world. Somewhere in the depths, spirits of pollution, filth, and destruction respond in a vast Apocalypse Wave, threatening to turn the Wyrmtide into a deluge.

CHAPTERS

The book consists of six chapters and two appendices. The goal is to give you all you need to feature colorful, interesting, and terrifying enemies in your **Werewolf: The Apocalypse** chronicles.

Werewolf is all about the final war to save a dying world. In these pages, you'll face the creatures that seek to accelerate that painful death, wittingly or not. They are horrifying not only in themselves, but also because they each represent one way for Gaia to die and fall into ruin.

Chapter One: Fight To Win looks at the tactics the Garou employ against their enemies from the perspective of the many characters who populate the shattered Nation. The war for Gaia feels impossible to win, but there is no space for defeatism among the last of the Garou warriors. You just have to figure out how to really fight to win. The chapter also includes new player options and Loreshoots.

Chapter Two: Organize for Annihilation looks at the most dangerous enemies of all: humans. The ordinary middle manager of a cut-rate energy company is not much of a threat against a Garou warrior. The real threat posed by humans lies in organization. Once assembled into corporations, NGOs, and other organizations, humans are perfectly capable of destroying the entire livable biosphere. This chapter details Pentex fronts and other organizations serving the Wurm, wittingly or not.

Chapter Three: The Poison Seeps In reminds us that the threats faced by the Garou go beyond the fully human. The Umbra is full of Banes, the fomori skulk across the earth, and the Black Spiral Dancers are easily the biggest tribe of Garou around. The rot of humanity attracts sickness of a supernatural kind.

Chapter Four: Everybody Is Against You is all about the supernatural enemies spawned by the Weaver and the Wyld, corrupted to the cause of the Wurm. After all, as the world falls ever further towards the end, spirits who previously served the cause of the other two great Triatic entities increasingly turn towards the Destroyer.

Chapter Five: Where To Fight details locations where the characters can take on all the enemies presented in this book. Every fight needs a backdrop, and that is what this chapter is all about. It presents interesting, fleshed-out locations you can drop into your game and repurpose as you see fit.

Chapter Six: Stories puts everything you've read about so far into practice. What does it look like when all the enemies, organizations, and locations presented in this book are put into use for the purposes of making a **Werewolf** story? The chapter presents story outlines you can use for single session games or drop into an ongoing chronicle.

Appendix I: Human Enemies considers the question of how to make human enemies interesting. Amidst all the Banes and fomori, sometimes it's the humble FBI agent who causes the most trouble for the players' pack.

Appendix II: Storyteller Options gives the Storyteller new game mechanical choices to create more varied enemies such as Banes, fomori, and Black Spiral Dancers. ■