

Werewolf: the Apocalypse Glossary

Common Parlance

These words are in common use among the Garou.

Abyss

An Umbral realm which is tear in the fabric of creation. The Abyss is a yawning, chasm that consumes everything that is forgotten or abandoned. In its depths are things long gone and things best forgotten. As the Apocalypse approaches, it steadily grows larger.

Adren

Garou of the third rank of hierarchy.

Aetherial Realm

Stretching across the Umbral heavens, portions of the Aetherial Realm wend their way across the barrier between Earth and the Deep Umbra. Powerful Garou tend to Anchorheads, places where travelers may pass through Earth's Gauntlet to other worlds; many of these distant realms are staunchly defended by the Stargazer tribe. Aetherial totems strong influence on this realm – the “planetary Incarnae” of Luna and Helios are among the most powerful.

Aging and Death

Natural death is not terribly common among werewolves. A werewolf's regenerative powers can grant him some measure of added longevity – a werewolf could conceivably live to 120 or so before his body finally gives out entirely – but there are precious few examples of such elders. Most werewolves die in battle, and those that don't usually choose to die in accordance with the Litany rather than face the same of old age and uselessness.

Ahroun

When a cub is born under the full moon, she grows up full of rage and fury. When her auspice moon hangs in the heavens, she is eager to unleash her wrath and give into the glory of bloodlust. Like the wolfman of legend, she revels in violence and feral frenzies, meting punishment with her cruel claws. After years of intense training, she will howl at the moon that she is Ahroun.

Ancestor

Many Garou have the ability to channel ancestral memory to gain or improve their skills.

Ancestor-Spirits

Garou are faithful to tribe and Gaia unto death... and beyond. The spirits of the long-dead wait in the Umbra, watching the exploits of their descendants and ready to aid the living with knowledge, wisdom or perhaps by lending their expertise in combat.

Anchorhead

A spirit gate between the Near and Deep Umbra. (See Membrane.)

Animal Attraction

Werewolves are dangerous. Such is the curse and blessing that all Garou share. And yet, while humans usually shy away from that Rage, it can also make werewolves appear very sexy.

Anthelios

The portentous Red Star that has recently appeared in the Umbral heavens; largely seen as an omen of doom. Also called “the Eye of the Wyrn.”

Ape

Slang for homid Garou.

Werewolf: the Apocalypse Glossary

Apocalypse

The age of destruction, the final cycle, the birth of death, the everlasting corruption, the end of Gaia. A word used in Garou mythology to describe the time of the final battle with the Wyrms. Many consider this time to be the present.

Arcadia Gateway

Here one may find a dying relic of a bygone age, and perhaps portents of the future. This realm is the manifestation of the fae in the Near Umbra, a place where emanations imbued with faerie energy act out the classic roles of fae myth. However the ailing plight of the fae has affected this realm; an Endless Winter slowly advances across the landscape, destroying the old ways. If Garou seek truths about the Fair Folk's past, they had best quest here soon.

Athro

Garou of the fourth rank of hierarchy.

Atrocity Realm

Millennia of suffering from all the world's victims have created the Atrocity Realm, a place where the worst cruelties and tortures have been immortalized. No Garou seeks this place for glory – those that come here do so to learn, no matter how painful the lesson.

Auspice

The phase of the moon under which a particular Garou was born, which is thought commonly to determine personality and tendencies. The auspices include Ragabash (New Moon; Trickster), Theurge (Crescent Moon; Seer), Philodox (Half Moon; Judge), Galliard (Gibbous Moon; Moon Dancer), Ahroun (Full Moon; Warrior).

Awakening

The process of arousing a slumbering (inactive) spirit. When performed on plants, this is known as sanctification. The Rite of Spirit Awakening is used in this process.

Bane

A generic term for the evil spirits that follow the Wyrms. The variety among Banes is astounding, and they often have "breeds" of their own, including Scraggs, Kali, Psychomachiae and more.

Baptism of Fire

A rite which "baptizes" an infant Garou next to a ritual fire, under the light of their auspice moon, and attaching a Kin-Fetch to watch over them and then alert nearby Garou at their First Change.

Bastard

Slang for metis Garou.

Bastet

The werecats are rare and usually bitter rivals of the Garou, who distrust their secretive nature. It is rumored they have stolen or still steal magics. They tend to be loners. They have a number of tribes, each of which look like different species of wild cats.

Battle Scar

A scar earned by an extremely severe wound in battle, often one that almost costs the Garou his life. Generally considered glorious to earn.

Battleground

A realm dedicated to war and conflict in all their forms, the Battleground will burn strong as long as people make war on one another. Spiritual echoes of the great battles of history live on: tribal conflicts

Werewolf: the Apocalypse Glossary

during the Impergium, Roman invasions, Shadow Lord raids on vampire fiefdoms, the two World Wars, and so on. Spirits, shades, and werewolf camps have also begun gathering around an empty field called Virago Plain, where they believe the battle of the Apocalypse will begin.

Bawn

A boundary area around a caern, patrolled and monitored carefully.

Berserk Frenzy

In a berserk frenzy, the Garou can see only red and moving shapes. They wish only to reduce these shapes to mangled carcasses. A berserk Garou shifts immediately to Crinos or Hispo and attacks.

Binding

The process of attaching a spirit to a Garou, making it his servant. Garou generally feel that spirits should only be bound when needed.

Black Fury

In a tribe composed exclusively of women, the Furies act as defenders of the Goddess and protectors of her most sacred places. Originating in Ancient Greece, the tribe has since inspired great legends of female heroes.

Black Spiral Dancer

Garou who turn to the Wyrms are destined to join the ranks of the Black Spiral Dancers. Originally, the founders of this tribe were known as the White Howlers, but they were conquered and turned to the Wyrms, and then re-emerged as the Black Spiral tribe.

Blight

Any corrupted area in either the spirit world or physical reality; a realm reflecting either the most perverse and desecrated ideals of the Wyrms, or the static and dehumanizing agenda of the Weaver.

Blindsiding

A variation on the One by One combat tactic, Blindsiding allows multiple werewolves to attack a single target without one member putting himself at direct risk. Most of the attackers step into the Penumbra and move behind the attacker. After waiting an agreed amount of time, the single werewolf left in the material world rushes at the target, makes an attack and rushes away again. As soon as the Werewolf has made her attack, her packmates step out of the Umbra and launch their attacks at the unsuspecting target. As the opponent turns to face these new attackers, the first werewolf returns to launch another attack from behind.

Bone Gnawer

This urban tribe is tied instinctually to life on the street. Long ago, they began as scavengers in India and Northern Africa. Now they stalk wherever the homeless and desperate struggle to survive.

Bone Rhythms

A minor rite used to pay homage to one's totem spirit.

Breed

The ancestry of a Garou, be it wolf, human or other Garou.

Caern

A sacred place; a meeting spot where the Garou can contact the spirit world.

Werewolf: the Apocalypse Glossary

Caern's Heart

The most sacred part of a caern is its center. This is the spiritual heart of the caern. The caern's heart is where the Gauntlet is nonexistent, and hence the place where the most powerful rituals are conducted. Even an average mortal can sense the power of such a place.

Caller of the Wyld

Invokes honors to the sept's totem; usually a Theurge.

Celestine

The greatest spirits; the closest things the Garou have to gods. Examples are Luna (the Moon) and Helios (the Sun).

Charm

A magical ability of a spirit, somewhat similar to a Gift.

Child of Gaia

As peaceful warriors and gentle mediators, the Children favor healing and understanding over bloodshed. No other tribe is as committed to helping humanity.

Cliath

Garou of the first rank of hierarchy.

Cockroach

The totem spirit of the Glass Walkers.

Concolation

A great moot, wherein many tribes gather to discuss matters that concern the Nation of Garou.

Concord, The

The agreement all the tribes reached nearly 9,000 years ago, after which the Impergium ended. The traditions thereof are still obeyed today.

Corax

The wereravens are probably the closest things the Garou have to actual friends among the Fera. They are bringers of news, though they tend to be very discreet about it these days.

Corruption

The act of destroying, devolving or debasing life; also, the often overwhelming effects of the Wyrms' actions. In the present age, it often refers specifically to the ecological ruin humans wreak upon the environment.

Council of Elders

A sept's ruling body.

Crinos

The half-wolf, half-human war form of the Garou. Affectionately known as the "nine-foot snarling death-beast" form, a werewolf in Crinos form wants to do only one thing – kill. The natural form of all metis-breed Garou, the Crinos is not a form for deliberation, even with other werewolves.

Cub

A newly-changed Garou who has not passed her Rite of Passage.

Curse, The

Other animals, especially humans, can sense the predator in a Werewolf, and they shy away from him. The higher a Garou's Rage, the more pronounced this effect.

Werewolf: the Apocalypse Glossary

CyberRealm

The war against the Weaver has come to the glass and steel skyscrapers of the CyberRealm. In the urban squalor of the streets below, anarchists and idealists gather their forces. High overhead, the Weaver dominates a high-tech realm. "Corporate ladders" of webs stretch across many vertical miles. Computer terminals scattered throughout the upper levels grant access to a sub-realm known as the Computer Web.

Dark Umbra

Few werewolves know much about the Dark Umbra, the realm of death. When a werewolf dies, his spirit returns to the Earth Mother; some Garou linger on as ancestor-spirits to guide their kin, while others are said to be reborn in different bodies. For this reason, most werewolves have less a fear of death than a fear of dying poorly.

Deep Umbra

The aspects of the Umbra that lie outside the Membrane. Reality becomes more and more fragmentary the farther one travels from the Realm.

Delirium

The madness and memory-loss suffered by humans who look upon a Garou in Crinos form.

Disconnection

Werewolves who spend too much time either in the Umbra or away from it may experience disconnection. This dangerous condition can lead to madness or even Harano. Lone wolves are more likely to suffer from disconnection than pack members. The cure for disconnection is to step sideways.

Disease

Werewolves are not immune to disease, but they recuperate much faster than humans do. A Garou's healing abilities protect her from ever catching minor ailments such as the common cold or the flu. Even truly debilitating diseases can't do permanent harm.

Domain

Domains are places in the Umbra sustained by outside spiritual energy, often that of supernatural creatures. The tribal homelands are the best example. The spiritual strength of each tribe and its tribal totem creates a realm where they can interact with the reflections of great Garou heroes.

Dream Interpretation

Dreams are an accepted means of receiving wisdom from Gaia among the Garou. The wisdom, however, is often shrouded in mysterious symbols that only the dreamer can interpret.

Duel

A traditional method of testing dominance, and perhaps the most straight-forward: single combat. Such contests are rarely to the death.

Elder

Garou of the fifth rank of hierarchy.

Elementals

As the name suggests, these spirits are the manifestation of the raw elements that make up all things.

End Times

See Apocalypse.

Werewolf: the Apocalypse Glossary

Enigmatic Spirits

Most of the spirits that Garou deal with are tied to something concrete and understandable, such as a type of animal or plant. Some have no such connection, though. Lacking a frame of reference, they are often difficult to comprehend.

Epiphlings

Spirits that embody an idea or concept, such as peace, envy, death or speed.

Erebus

Gaia's wrath manifests in caverns below the Umbrscape, where failed Garou atone for their greatest sins. Sinister broods of black or silver Crinos brutes exact punishment against werewolves. Their charges writhe in a river of molten silver. Visitors may pass through and learn from the errors of others ... or may challenge the broods for knowledge and power. Charyss rules here, watching from the parapets of a castle in the center of a silver lake.

Facedown

A traditional method of testing dominance. A contest of wills which the challenger initiates by growling at his opponent and staring him in the eye with an unblinking gaze. The first werewolf to back down loses.

Faerie

The fair folk are creatures of illusion and enchantment and, if not actually extinct, are so rare that they are nearly gone.

Falcon

The totem spirit of the Silver Fangs.

Fellowship

A group of Kinfolk who form an alliance. Most Fellowships unify for a certain goal, such as communication or genealogy.

Fenris

The totem spirit of the Get of Fenris.

Fera

Garou term for shapeshifters other than werewolves; most are presumed extinct.

Feral

Slang term for lupus.

Fetish

A vessel which has a spirit bound to it. The owner of the fetish can invoke the spirit within to perform a specific task.

Fianna

Exclusively of Celtic descent, the Fianna are known for their wild passions and artistic insight. They are famous for their skilled bards, great warriors and mystical ties to the fae.

Fleabiter

Slang for lupus Garou.

Flux

Anything is possible in this highly transitory realm. When the Wyld faded from Gaia, it's said, he left his heart in deep in the Umbra. Now the Weaver has encased it and trapped it in the Flux Near Realm. Pure madness and energy surge here.

Werewolf: the Apocalypse Glossary

Fomor

Bane-possessed humans (and sometimes animals) who have turned to the Wyrms and who draw their power from it. Common enemies of the Garou. The plural is fomori.

Fostern

Garou of the second rank of hierarchy.

Four-Leg

Slang for lupus Garou.

Fox Frenzy

Entering a fox frenzy means that the Garou flees in terror for her life. She shifts to Lupus form and runs, attacking anything that gets in her way. Once the werewolf reaches a safe hiding place, she will remain there until frenzy passes.

Frenzy

The popular image of the werewolf is that of a snarling, uncontrollable beast, and that isn't entirely untrue. No matter how centered or civilized he is, every werewolf carries Rage in his heart. Any werewolf can lose control and run amok if that Rage is not curtailed. Frenzy is more likely under the full moon, and under the phase of one's auspice.

Fur Gnarl

A combat pack tactic usually performed by two Garou in rapid succession, this attack consists of the first packmate stripping away the natural protection (or even artificial armor) of an opponent, leaving a vulnerable spot for the next packmate to attack.

Gaffling

A simple spirit servant of a Jagglings, Incarna or Celestine. Gafflings are rarely sentient.

Gaia

The Earth and related Realms, in both a physical and a spiritual sense, or, for some Garou, the entirety of the universe; the Mother Goddess.

Galliard

Cubs born under the gibbous moon are known as Moon Dancers, since they're inspired easily by the radiant moonlight this auspice moon brings. Although some may see them as flighty or temperamental, they have terrific bursts of artistic insight. When the moon is bright, they are often moved to song or story. Many develop phenomenal memories, especially for the sagas and histories of great Garou. Because of their great passion and sociable bravado, such cubs become Galliards.

Gamecraft

A traditional method of testing dominance. A contest of skill, cunning or wits. It may be a riddle contest, a game of chess, a competition to name various hierarchies of spirits or some similar mental exercise.

Garou

What many werewolves call themselves.

Garou Nation

See Western Concordiat.

Garou Tongue

See Language.

Werewolf: the Apocalypse Glossary

Gate

The ancient places have many strong ties. In times past, mighty spirits forged gates between realms in the Umbra. Gates transport travelers from one location to another instantly. They are permanent constructs able to withstand any force that a werewolf could bring to bear.

Gatekeeper

Liaison to other septs; monitors the moon bridge.

Gathering for the Departed

This rite is enacted in honor of the newly dead.

Gauntlet

The barrier between the physical world of Earth and the spirit world of the Umbra. It is strongest around technological (Weaver) places and weakest around caerns.

Get of Fenris

Surviving the harsh lands of Northern Europe, the Fenrir have developed a savage, bloodthirsty and fatalistic view of life. As one of the most martial tribes of werewolves, they are also unparalleled at dealing in death.

Ghost

Ghosts are the spirits of dead humans who are somehow prevented from passing on to their final reward and are marooned in the Dark Umbra.

Gift

A magical ability taught by a spirit to a Garou, in accordance with an ancient pact. Gifts allow werewolves to focus their spiritual energy to affect the Tellurian.

Glabro

The near-man form of the Garou. The Glabro form is bipedal, and it doesn't possess obvious fangs or claws, but the resemblance to a human being ends there. A Garou shifting from Homid to Glabro gains from 100% to 200% in body weight (all muscle) and six inches in height. Body hair becomes much more profuse, the teeth and nails elongate, the brow slopes, and the werewolf looks huge and menacing.

Glass Walker

For thousands of years, the Walkers hid in human cities, living as wolves among sheep. Other werewolves typically mistrust them, not only for their proficiency with high technology, but also for their love of human cities and culture.

Glen

A domain where the Wyld is supreme. Their earthly reflections are places of great beauty, while their Penumbra shadows are ideal for meditation.

Glory

Glory represents the physical deeds of the Garou: feats of strength, stamina and agility, such as those that made Hercules a legend. It also measures bravery, extreme risks and victories in battle.

Gnosis

The connection each Garou has to the Sacred Mother. It is what allows a werewolf to access the spirits that surround them; it is the essence of the spiritual world.

Grand Elder

Usually a Philodox, the werewolf who speaks for the council.

Werewolf: the Apocalypse Glossary

Grand Moot

A moot convened to discuss the weightiest matters, often those that affect an entire tribe. All werewolves of the specific tribe within a reasonable distance are required to attend; others may be invited as well, but only with special permission.

Grandfather Thunder

The totem spirit of the Shadow Lords (and Hakken).

Graves of the Hallowed Heroes

A place near a caern where Garou honor their fallen, and can remember their packmates.

Greet the Moon

A minor rite which is an exuberant paean to Luna.

Griffin

The totem spirit of the Red Talons.

Guardians

Assistants to the Warder.

Gurahl

The War of Rage began against the werebears; some say they turned to the Wyrms, or betrayed the Garou, or had the power to raise the dead and used it for the Wyrms. It is unknown, but if any escaped the wrath of the werewolves, they are very scarce.

Harano

Inexplicable gloom, inexpressible longing for unnamable things, weeping for that which is not yet lost. Some say it is depression caused by contemplation of Gaia's suffering.

Harrying

Wolves do not attack prey outright, even in packs. Instead, they chase and harass their intended meal until it collapses from exhaustion. Werewolves use a similar method to attack and confuse enemies.

Healing

Werewolves heal most damage at a frightening pace, when not in breed form. Metis can heal equally well in all forms.

Hearing

The simplest form of a moot, usually where elders assemble to hear about the adventures of a pack.

Helios

The Garou name for the Sun.

High Umbra

See Deep Umbra.

Hispo

The near-wolf form of the Garou. The Hispo resembles a normal wolf in the same way that the Glabro resembles a common human. A werewolf in Hispo form looks like the common perception of a prehistoric dire wolf. The head and jaws are massive, even more so than the Crinos, and the bite of a Hispo inflicts extra damage. The Hispo can stand on its hind legs, if necessary, but it is much more comfortable on all fours.

Werewolf: the Apocalypse Glossary

Homid

A Garou of human ancestry. Occasionally used disdainfully by ferals (e.g., “That boy fights like a homid.”). Also the human form of the Garou. It is the natural form for homid breed Garou and the form in which they feel most comfortable, Homid form is in almost all ways identical to a normal human being.

Honor

Honor measures a Garou’s sense of duty and history. It speaks of the Garou’s ethics and morals, as well his personal sense of pride.

Impergium

The 3,000 years immediately following the birth of agriculture, during which strict population quotas were maintained on all human villages.

Incarna

A class of spirits; weaker than the Celestines, but still greater spirits by any measure.

Injury

Most forms of damage are healed quickly, but a werewolf takes longer to heal damage from fire, electricity, radiation, toxic waste and other supernatural damage.

Jagging

A spirit servant of an Incarna or Celestine.

Jaw Lock

The Garou clenches his jaws onto a target’s neck, not to kill, but to immobilize. This attack can be performed only from behind or atop an opponent, so that the attacker can use his full body weight to best advantage.

Keeper of the Land

Maintains the health of the caern and bawn.

Kenning

The empathic calling some Garou perform when howling.

Kin-Fetch

A spirit, sometimes bound into a fetish or talen, which serves to alert nearby Garou that a First Change is about to occur.

Kinfolk

Those humans and wolves who are related to the Garou and are not prone to the Delirium, but who are not actual werewolves.

Klaive

A fetish dagger or sword, usually of great spiritual potency and nearly always made of silver.

Klaviskar

The ancient tradition of klaive dueling.

Language

Garou are taught the Garou language, also known as the Garou Tongue or High Tongue, as cubs. Tradition has it that it was developed by the Fianna. Garou language depends as much on body language and tone as on actual words. Much of it is instinctive, accented by pheromones, growls and whines. It can be mostly spoken in Glabro, Crinos and Hispo form. The lupine language that wolves use to communicate with each other is instinctive and can be used by any Garou in Lupus form.

Werewolf: the Apocalypse Glossary

Leaping Rake

A fighting maneuver for somewhat more graceful and lithe Garou, the leaping rake involves jumping past an opponent and slashing him on the way by. If successful, the maneuver lands the Garou out of range of the opponent.

Legendary Realm

The legends of the Garou live on. Packs in the Legendary Realm can experience the lives of their ancestors in this Umbral realm. Incorporating the legends of all the tribes, it has created a mythic fantasy realm, a place that never was, but will exist until the end of time. Galliards give this realm strength by reciting tales from the old days.

Litany

The code of laws kept by the Garou.

Lone Wolf

See Ronin.

Long Running

Wolves and werewolves alike are remarkable in their ability to run for long distances without rest. When long running, Garou can cover incredible distances.

Luna

The Incarna of the moon; powerful spirit patron to all shapechangers.

Lunatic

A Garou who has been driven to insanity by the trauma of their First Change.

Lupus

A Garou of wolf origin. Also the wolf form of the Garou. The Lupus form is the natural state of lupus Garou, and the pure wolf form is feral and driven by instinct. Used primarily for tracking and travel, the change from Hispo to Lupus causes the Garou to shed a great deal of muscle and body size. The jaws and claws shrink considerably, and only the bite does savage. The Lupus form runs at twice human speed and it is far more perceptive.

Malfeas

Just as the CyberRealm pulses with the growing power of the Weaver, Malfeas bears witness to the diseased might of the Wurm. Though the Wurm itself may make its home in the Deep Umbra, the most corrupt and demented of its servitors have flocked here, to the realm born of its most hideous dreams.

Mare

A female Kinfolk who serves no purpose other than breeding stock; a derogatory term.

Master of the Challenge

Oversees all challenges, not just martial ones.

Master of the Howl

Leads the Opening Howl for moots; usually a Galliard.

Master of the Rite

Chief of all ceremonies and rites; usually a Philodox or Theurge.

Membrane, The

The barrier between the Near and Deep Umbra. To breach it, an Anchorhead must be found. Alternatively, the Garou can travel through the Dream Zone.

Werewolf: the Apocalypse Glossary

Metis

The sterile and often deformed offspring of two Garou. Generally reviled by Garou society.

Monkey

Slang for homid Garou. Implies even more contempt than "Ape."

Moon Bridge

A gate between two caerns; it most often appears during moots.

Moon Path

One of Luna's many gifts to her children are paths through the mists of the Umbra. A moon path appears in the Penumbra as a shaft of moonlight. A werewolf who touches the light can find herself travelling on a moonbeam with the mists of the spirit world swirling all around her.

Moot

A sept or tribal conclave that takes place at a caern. This manner of event serves a variety of social, political and religious functions.

Moot Rite

The rite which opens a moot and recharges a caern with Gnosis.

Mule

Slang for metis Garou.

Namer

What some Garou call human mages or wizards.

Naming

To the shapeshifters, the process of defining one a physical and spiritual level. The first things' Names were given by Gaia, and the Weaver has been traditionally jealous of this power. Mages are often called "Nammers" for their tendency to, in the eyes of the shapeshifters, alter things' Names to suit their convenience.

Nanna

A Kinfolk who cares for Garou children or pups.

Naturae

The spirits a Garou is most likely to encounter are nature spirits. Some are the spirits of dead animals that haven't yet cycled to life; others are generated from significance (or belief in such significance) of a place or thing.

Near Umbra

The spirit world surrounding the Gaia Realm.

Obscenity

Slang for metis Garou.

One by One

Sometimes splitting up to fight multiple foes is not the most effective way to take them down. In this pack combat tactic, the pack concentrates on one member of the opposition at a time, hoping to take them down one at a time.

Owl

The totem spirit of the Silent Striders.

Pack

A small group of Garou bound to each other by ties of friendship and mission as opposed to culture.

Werewolf: the Apocalypse Glossary

Pact, The

The ancient pact between the Changing Breeds and the spirits. The spirits agreed to empower the shapeshifters' rites if properly performed and teach them Gifts, as well as agreeing to enter into material shells in order to serve their wielders. This is not, however, a one-sided affair. The oldest rule of spirit negotiations is that nothing is free; a shapeshifter must offer something in return in order to gain a fetish of any power.

Pangaea

This Umbral realm is a world before civilization; a world before the Impergium. Pangaea is a spiritual memory of primal Earth, as it was and as it should have been. Dinosaur kings and bronze-skinned human tribes live on as Pangaeian spirits. Packs have been known to degenerate here over time, resembling their ancient ancestors more with each passing day.

Peeking

Garou are able to peer into the Realm from the Umbra and, with some increased difficulty, the reverse. While performing this activity, the werewolf becomes completely oblivious to what is happening around them, unless is wounded. In the Umbra, a peeking Garou's eyes glow brightly, and her expression is one of obvious intense concentration.

Pegasus

The totem spirit of the Black Furies.

Penumbra

"Earth's Shadow;" the spirit world directly surrounding the physical world. Many, but not all, terrain features have reflections there.

Philodox

Just a half moon is caught between light and shadow, so too are cubs born under this auspice. Werewolves are faced with many conflicts and contradictions – the struggle between man and nature, the balance of human thoughts and lupine instincts, existence as a creature of both flesh and spirit or even the conflict between good and evil. Half Moons can see both sides of any issue, which makes them expert mediators and judges. As they are prepared for their Rites of Passage, they are taught the intricacies of Garou law. Such a cub is destined to become a Philodox.

Poison

Like disease, most poisons have little effect on the Garou. The same is true of most human drugs.

Prayer for the Prey

A minor rite similar to the Rite of Contrition, but thanking the spirit of the prey after a kill for giving its own life that the Garou may survive.

Prophecy of the Phoenix

A famous Garou prophecy, said to foretell the signs that will lead to the Apocalypse.

Protectorate

The territory claimed and patrolled by a pack or sept.

Pup

A synonym for "Cub." Often used affectionately.

Pure Breed

The quality of a Garou's breeding; i.e. whether or not he is descended from renowned forbearers is important in Garou society, and Garou tend to have more respect for those of good breeding.

Werewolf: the Apocalypse Glossary

Ragabash

Children born during the new moon are destined to become great tricksters, for sly creatures stalk unseen in the darkness when the light of the moon is absent. New Moons are masters of stealth and guile. Their talent for theft is so great that they often love to mock the orderly ways of Garou society, a trait their packmates accept grudgingly. With this freedom comes a carefree disregard for society's laws and a wicked sense of humor. Such a cub is fated to become a Ragabash.

Rage

The amount of the primal Beast that still exists in a Garou. It is both a blessing and a curse to the Garou.

Rank

As in any military force, rank is of extreme importance among the Garou. It shows respect and determines status. As a Garou's rank increases, more secrets of the tribe are revealed, but expectations are higher. Gaining rank is the way to show members of the tribe your commitment and your trustworthiness. As a Garou rises in rank, he is allowed to learn more powerful Gifts, given more rights, and gains self-control.

Rat

The totem spirit of the Bone Gnawers.

Reaching

Traveling into the spirit world.

Realms

The worlds of "solid" reality within the Tellurian. Earth is referred to as the Realm.

Red Talon

Composed entirely of lupus Garou, this tribe is well known for its fierce hatred of humans. Talons thrive whenever they can commune with the mysteries of the wild.

Renown

In order to rise in rank among a Garou's peers, one is expected to be glorious, honorable and wise, and thereby gain renown.

Renunciation

When a Garou rejects the auspice under which he was born. Many Garou see this action as a grave insult to Gaia, but nonetheless a way exists to switch auspices: the Rite of Renunciation.

Revel

A celebration and release of energy and the end of a moot in which, traditionally, Garou transform into Crinos form and run madly about the area to clear away anything that may pose a threat. Less common in modern times, this now is reserved for special occasions and replaced by other ways for the most part.

Rite

The outward form of the Garou's rituals and celebrations. Rites form and reinforce the spiritual and social ties that bind the Garou to each other and to Gaia herself.

Rite of Accomplishment

This rite is used to honor a werewolf and recognize the trials he has endured to attain his current standing.

Rite of Cleansing

A rite which purifies a person, place, or object, allowing it to be used without fear of Wyrms-taint.

Rite of Contrition

This rite is a form of apology used to prevent the enmity of spirits or Garou whom an individual has annoyed, or to prevent war between septs or tribes.

Werewolf: the Apocalypse Glossary

Rite of Passage

The seminal rite used to test a cub. Once passed, she becomes an adult and true Garou.

Rite of Summoning

The complex rituals Garou mystics use to call spirits, be they minor Gafflings, totem spirits or even Incarna.

Rite of Talisman Dedication

This rite allows a werewolf to bind objects to her body, allowing these objects to fir her various forms and accompany the Garou into the Umbra. Garou with more Gnosis can bind more items.

Rite of the Questing Stone

This rite allows a werewolf to find a person or object of which he knows the name.

Ritemaster

A Garou who guides another through a rite.

Ronin

A Garou who has chosen or been forced to leave Garou society. It is a harsh fate to become a “lone wolf.”

Savage

Also called a “dogpile” by the Bone Gnawers, this brutal attack requires at least three packmates, although it can involve five or more for larger opponents. This tactic involves one werewolf hurling herself at an opponent to knock him to the ground, whereupon the rest of the pack rushes him in Lupus or Hispo form to bite him while he’s down.

Scar

Created during the Industrial Revolution, this Umbral realm once reflected the idealistic efficiency of mechanical perfection. The Wyrms and Weavers have since claimed the realm as their own, sacrificing captured spirits to create Wyrms-tainted fetishes. Every employee’s nightmares come to life here. The soul-deadening horrors of the workplace thrive in Scar.

Sept

The group of Garou who live near and tend an individual caern.

Sept Moot

The regular monthly meeting of a sept. Any Garou can attend, although those from outside the sept are often regarded with suspicion. This meeting is more than a simple voicing of complaints; it often resolves with a raucous celebration that no Cliath would dare miss.

Shadow Lord

Ruthless, devious and ambitious – the Lords value political power over all else, and they are fascinated by the politics of Garou society. By struggling against their rivals in Eastern Europe for millennia, they have become masters of diplomacy and Machiavellian intrigue.

Shrine

A place on a caern’s bawn set aside to meditate or pray. It is a place to do homage to a spirit, to dedicate victories to a totem, or to ask for aid. Packs often have shrines dedicated to their totem, although Garou with a close personal tie to a spirit (such as an Ancestor-spirit) may keep a personal shrine as well.

Silent Strider

Once they dwelt in the fabled lands of Khem in Ancient Egypt, but no longer. Now they roam the Earth, following an insatiable wanderlust. Striders typically join packs that love to travel, often communing with gypsies, wanderers and the restless spirits of the dead along the way.

Werewolf: the Apocalypse Glossary

Silver

The lunar metal is a werewolf's greatest weakness and causes a great deal of damage which a Garou heals at a slower rate unless he is in breed form. When not in breed form, even the touch of the metal causes damage. Metis are affected by silver in any form.

Silver Fang

Once the unquestioned rulers of Garou society, the Fangs are descended from some of the greatest werewolves in history. Lineage and ancestry is critical to them. Since their glorious days in their Russian homelands, they have fallen prey to tragic flaws, often spiraling into despair and madness.

Spirit Track

Another way to travel through the Umbra. Also called an airt. When spirits move through the Umbra, they part the shadows and mists, creating a track upon which Garou can travel. Spirit tracks are not as reliable as moon paths, as they follow the course of the individual spirit, be it whimsical or dangerous.

Stag

The totem spirit of the Fianna.

Stargazer

A tribe of Eastern Garou known for their command of mysticism, their contemplative natures and their enigmatic philosophies. They recently withdrew from the Garou Nation in order to focus their energies on their ancient homeland.

Stepping Sideways

Entering the spirit world. Many elders consider this term flippant and disrespectful.

Stud

A male Kinfolk who serves no purpose other than breeding stock; a derogatory term.

Summer Country

This is another realm that is steadily fading away, becoming lost in the depths of the Umbra. It is a world of Gaia's pure, uncorrupted love, where she offers her bounty to all who would receive it. Some Garou debate whether it exists at all anymore.

Talen

A simpler version of a fetish which is easier to create and use but more limited in effect. Temporary in duration.

Talesinger

During moots, the Talesinger takes the spotlight to relate the exploits and deeds of the ancient and contemporary heroes of the pack, sept and the Garou Nation.

Tellurian

The whole of reality; generally used to refer to bad as well as good.

Theurge

The crescent moon cuts through darkness like a knife, bringing spectral glory to the landscape below. Cubs born under this auspice are of a mystical disposition, often fascinated by the supernatural and the spiritual. Long before a Crescent's Rite of Passage, elders teach her myth, lore, the mysteries of cosmology and the secrets of the occult. By the time she comes of age, the cub is ready to serve as a Theurge.

Thrall of the Wurm, The

If a werewolf descends too far into frenzy, his Rage is no longer pure. Instead, he has opened himself up to be used by Wurm. How this resolves depends upon the breed of the Garou.

Werewolf: the Apocalypse Glossary

Totem

A spirit joined to a pack or tribe and representative of its inner nature. A tribal totem is an Incarna, while a pack totem is an Incarna avatar (a Jaggling equivalent).

Triat, The

The Weaver, the Wyld and the Wyrn. The trinity of primal cosmic forces.

Tribal Moot

A less critical version of a Grand Moot. It is as much a show of solidarity as anything else.

Tribe

The larger community of Garou. Tribe members are often bound by similar totems and lifestyles. If breed determines a werewolf's blood and auspice determines his destined role, then tribe can be said to determine his family. A tribe is more than a simple ethnic or idealistic classification – it is a social unit of werewolves bound together by blood, ideals and spirit. Tribal affiliation brings with it many responsibilities and even unasked-for rivalries – but it also offers a kinship of purpose.

Truthcatcher

A sept position often held by a Philodox; mediates disputes and judges crimes.

Two-Leg

Slang for homid Garou.

Uktena

Indigenous peoples from throughout the world have contributed to this eclectic and mysterious tribe. Ethnically diverse and intensely curious, they hoard knowledge of magic from all over the world... as well as a deep understanding of the occult that they dare not share with outsiders; also, the totem spirit of this tribe.

Umbra

The spirit world.

Unicorn

The totem spirit of the Children of Gaia.

Vampire

Wyrn-tainted walking dead which drink the blood of the living to survive.

Veil, The

A poetic term for the false assumption that the supernatural does not exist, which the Delirium reinforces.

War of Rage

The genocidal war or wars the Garou waged upon the other shapeshifters, called the Fera, when they refused to acknowledge the werewolves' dominance.

Warder

A caern's chief guardian; usually an Ahroun.

Ways, The

The traditions, lore and secrets of the Garou.

Weaver, The

Manifestation and symbol of order and pattern. Computers, science, logic and mathematics are examples of the Weaver's influence on the material plane.

Werewolf: the Apocalypse Glossary

Web(s), The

The Weaver's webs hold all things together. Without the Weaver, there would be no form or substance. Some young werewolves have dared to use the webs as a highway of sorts. This method of travel is unmentioned in the traditions of the Garou, and few old ones trust it.

Wendigo

This tribe is descended from Native American Garou. Their strongest septs are in the northernmost portions of North America, where they endure some of the harshest conditions on Earth; also, the totem spirit of this tribe.

Western Concordiat

The tribes of Garou which agreed to the laws set forth in the Concord which ended the Impergium. Synonymous with Garou Nation.

Wisdom

Wisdom celebrates the more mental virtues of a Garou. It includes strategy, cunning and insight. Patience and a strong connection to the spirit world also help a Garou increase his Wisdom.

Wishbone

This maneuver consists of one of more Garou grabbing the opponent's extremities and pulling him apart. It's not very subtle, true, but it's a superb way to get an uncooperative foe to talk or to scare the hell out of any remaining enemies.

Witch

Witches are humans which possess the power to somehow rewrite the laws of nature; they are capable of performing great miracles or hideous atrocities given enough time and effort. Sometimes used as a derogatory term by the Uktena, to refer to mages which are motivated by greed and thirst for power.

Wolfhome

Upon reaching the Umbral realm of Wolfhome, all werewolves immediately shift to Lupus form ... and cannot change back. To survive, one must master the ways of the wolf. Here one finds vast stretches of untouched wilderness, the answers to primal mysteries the world has forgotten, and even urban labyrinths where animals are hunted and feared. Homids are sometimes sent to quest in Wolfhome when lupus elders are angered.

Wyld, The

Manifestation and symbol of pure change. The chaos of transmutation and elemental force.

Wyrms Foe

The Wyrms Foe is a sept position usually held by an Ahroun. Its task is to lead the revel to conclude moots.

Wyrms Tunnel

Agents of the Wyrms have carved dark passages through the Umbra and the Gauntlet. Wyrms tunnels abound with Banes, and the Black Spiral Dancers use them to move secretly through the spirit world.

Wyrms, The

Manifestation and symbol of evil, entropy and decay in Garou belief. Vampires are often manifestations of the Wyrms, as are toxic waste and pollution.

Wyrms hole

A place that has been spiritually defiled by the Wyrms; invariably a location of great corruption.

Werewolf: the Apocalypse Glossary

Game Terms

Terms that those new to the “Old” World of Darkness system may not be familiar with.

Ability

These Traits describe what a character knows and has learned, rather than her physical and psychological make-up. Abilities are Traits such as Intimidation, Firearms and Occult.

Action

An action is the performance of a deed that is a consciously willed physical, social or mental activity. When players announce that their characters are doing something, they are taking an action.

Advantage

This catchall category describes a character’s mystical abilities (such as Gifts and rites) and Backgrounds.

Attribute

These Traits describe a character’s inherent capabilities. Attributes are such things as Strength, Charisma and Intelligence.

Botch

1) A naturally rolled 1 that cancels out a success die. 2) A disastrous failure, indicated by rolling one or more 1s and no successes on the 10-sided dice rolled for an action. Sometimes called a Misfire (in Wild West games).

Chapter

Just like a chapter in a book or an act in a play, a chapter in a storytelling game is an independent part of the larger story. It is made up of a number of scenes interconnected by downtime. Most chapters don’t last much longer than an evening’s play in real time.

Character

Each player creates a character, an individual he roleplays over the course of the chronicle. Although this term could apply to any individual, we use it here to describe the player’s character.

Chronicle

A whole series of stories usually connected by the same characters, but sometimes by common links such as a city tribe or family. It is the ongoing story told by both players and the storyteller.

Dice Pool

The dice you have in your hand after adding together your different Traits. The number of dice you can roll for that action.

Difficulty

A number from 2 to 10 measuring the difficulty of an action a character takes. The player needs to roll that number or higher on at least one of the dice in his dice pool.

Downtime

The time spent between scenes, during which no roleplaying is done and turns are not used. Actions might be made, and the Storyteller might give some descriptions, but time generally passes quickly.

Extended Action

An action that requires a certain number of successes, accumulated over several turns, for the character to actually succeed.

Fist

See Dice Pool, in Wild West games.

Werewolf: the Apocalypse Glossary

Health

A measure of the degree to which a character is wounded or injured.

Misfire

See Botch.

Point

The temporary score of a Trait such as Willpower or Rage — the squares, not the circles.

Rating

A number describing the permanent value of a Trait. Most often, this number ranges from 1 to 5. Some ratings range from 1 to 10.

Reflexive

A situation in which dice might be rolled, but that does not count as an action for the purpose of calculating dice pools. Examples of reflexives are soak rolls and Willpower rolls to resist mind control.

Resisted Action

An action that two different characters take against one another. Both compare their number of successes, and the character with the most wins.

Scene

A single episode of a story. A time and place in which actions and events take place moment by moment. A scene is often a dramatic high point of the story.

Score

The temporary value of a Trait or combination of Traits used in a single roll.

Simple Action

An action that requires the player to get only one success to succeed, although more successes indicate a better result.

Story

The story is the complete tale, from introduction, through build-up and to the climax. Some stories have many chapters; others can be told in only one.

Storyteller

The person who creates and guides the story by assuming the roles of all characters not taken by the players and determining all events beyond the control of the players.

System

A specific set of complications used in a certain situation; rules to help guide the rolling of dice to create dramatic action.

Trait

Any Attribute, Ability, Advantage or other character index that can be described as a number (in terms of dots).

Troupe

The group of players, including the Storyteller, who play *Werewolf: the Apocalypse*, usually on a regular basis.

Turn

The amount of time it takes to perform a simple action. A turn can range anywhere from three seconds, which is the norm, to three minutes. It all depends on the pace of the current scene.

Werewolf: the Apocalypse Glossary

Howls

The most powerful, evocative and effective way to communicate between werewolves. Enormous amounts of information can be condensed into a few wailing sounds.

Anthem of War

Ahroun muster their septmates to war with this battle cry. Moon Dancers use it to tally them if their morale is waning. The howl can convey where the enemy is, approximately how many are attacking and how soon reinforcements are needed.

Call for Succor

One pack member may use this howl to commune his comrades if he is in great danger. Some find it embarrassing, since it sounds like a puppy's bark for his mother. An expressive howl may include sensory impressions of what danger is near.

Call to Hunt

A long, low ululation informs the pack of the position of its prey. When done properly, it may also identify what the prey is, describe its wounds, or even coordinate the tactics of the pack that's hunting it.

Chant of Challenge

This howl begins very much like the Howl of Introduction, but it is quickly contrasted by a horrible mockery of an enemy's deeds, ancestry and odious, personal habits. The Fianna not only invented this howl as a method of initiating duels, but also further elevated it to a satirical art form. Everyone hearing the chant can discern exactly why the challenge is taking place.

Cry for Help

See Call for Succor.

Cry of Elation

In the heat of battle, young heroes may think themselves almost invincible, and they may attempt ridiculous feats of courage that no sane werewolf would attempt. The cry basically means, "Look at me!" or (as some elders put it), "Watch me do something incredibly stupid!" With enough expression, it may also convey who should get out of the way, what four or five objects are going to be used, where they will be inserted in the victim and why the pack's healer should ready her mystic Gifts if the attempt fails.

Curse of Ignominy

This howl is a horrible, discordant whine used to insult violators of the Litany. As more werewolves lend their voices to the whine, it becomes increasingly painful. The strain on the listener does not subside until he joins in the cry. Garou who have fallen into disfavor are subjected to this cacophony. The sounds convey a mocking account of a villain's failures and shortcomings. An entire sept can memorize all of the excruciating details by sharing in the chant.

Death Song

This defiant, passionate challenge in the face of certain death both summarizes the Garou's life and prepares her for her impending reunion with Gaia.

Dirge for the Fallen

This dirge is a somber, low-pitched howl used as a requiem for the honored dead. Its length depends on the status of the fallen. An attentive listener can learn which participants are hurt the most by this tragedy, and he may even gather brief images of the hero's deeds, rather like the memories after a great eulogy.

Werewolf: the Apocalypse Glossary

Howl of Introduction

The Litany commands werewolves to respect the territory of others; this howl is the result. It details a Garou's breed, tribe and auspice. Some werewolves include parts of their lineage. The Howl of Introduction may even include a sensory impression of why a visitor is worthy of attention.

Lament for the Fallen

See Dirge for the Fallen.

Snarl of Precedence

This short, violent outburst is directed against a chosen foe, and it usually means, "You're mine, punk." Packs use these snarls to coordinate their tactics, establishing who is attacking whom. A higher-ranking Garou does not have to recognize this howl – and he even has the right to "steal the kill" from a lesser werewolf – but most react to a well-executed snarl.

Song of Mockery

A Ragabash can take any other howl and twist it into something perverted and infuriating. Shadow Lords and cocky Ahroun are common victims of well-timed mockery. And undeniably insulting gesture, it's the musical equivalent of "the finger." If done properly, the recipient can be taunted into attacking or just losing his composure all together.

Symphony of the Abyss

The Garou's greatest enemies, the Black Spiral Dancers, unleash an insane reverberating whine as they stalk their prey. Victims who listen too carefully can identify the fate that lies in store for them. Even those who don't are usually terrified.

Wail of Foreboding

Whenever danger approaches, this sound is the general cry of distress. The Anthem of War alerts werewolves of an attack, but the Wail of Foreboding is typically used for natural disasters, unusual phenomenon in the Umbra or anything strange that bears further investigation. A practiced Galliard can give impressions of what the danger may be, but such sensations are usually cryptic or contradictory.

War Cry

See Anthem of War.

Warning of the Wurm's Approach

A sharp-pitched howl, followed by a series of brief staccato bursts, announces the presence of the Wurm's minions. If a scout can scent the form of these creatures, he may be able to describe it. All who hear the howl can see and feel the foulness that surrounds them.

Wurm Warning

See Warning of the Wurm's Approach.

Old Form

These words hail from the distant past of the Garou and many display their Fianna origins. They are no longer used frequently. However, most Garou know these terms.

Adren

A pupil or a student who learns from a Mentor.

Aetheria

An older name for the Aetherial Realm.

Werewolf: the Apocalypse Glossary

Airts

The magical paths within the spirit world (e.g., Spirit Tracks, Moon Paths, etc.).

Aisling

A journey into the spirit world.

Anamae

“Soul-friend;” most often a bond with a pack totem.

Anruth

A Garou who travels from caern to caern but is bound to none of them.

Athro

Teacher, Mentor.

Awen

The sacred Muse, the creative impulse. Some say she is a spirit, but she has never been found. Moon Dancers go on quests for her periodically.

Battle Skin

Term for Crinos form.

Brugh

Any sort of mystic place, whether a Garou caern or a Wyrmhole. Often a glade or cave located somewhere in the wilderness.

Charach

A Garou who sleeps with another Garou or has done so in the past. Often used as a word of anger.

Chiminage

A form of “favors done for services rendered.” A werewolf may perform a task as chiminage in order to repay a spirit for teaching him a Gift, or to repay a sept for allowing him to use its caern.

City, The

An older name for the CyberRealm.

Cliath

A young Garou, not yet of any significant rank.

Desert of Decay

An older name for the Atrocity Realm.

Dragonhome

An older name for Pangaea.

Fang-sheared

Refers to a Garou who has grown too old to be useful and who ought to relinquish a position without having to be challenged.

Fostern

Your pack brothers and sisters; those who are your family by choice.

Gallain

The Kinfolk of the Garou.

Halt-tongue

Refers to a Garou who is either unable to tell a tale well or who becomes tongue-tied when called to account for his actions. A shameful label for a Galliard or Fianna.

Werewolf: the Apocalypse Glossary

Herrian

A Garou who acts as an announcer or herald at moots and other important occasions.

High Tongue

See Language.

-ikthya

“Of the Wyrn;” a suffix appended to a name.

In Wroth

Being beyond reason, so far enraged that one is utterly berserk.

Inceptor

A Garou who guides another through a rite. An inceptor is also called a ritemaster.

Kinain

The relationship among Garou who are related by blood through an ancestor. This term of endearment and pride is never used when referring to metis.

Land of Dark Reflections

An Umbral Realm that resembles the Penumbra, but a terrifying place where a werewolf's worst fears are reflected. It is unknown if this Umbral realm still exists.

Light, The

An older name for the Flux.

Luperci

Archaic Italian name for the Glass Walkers.

Man-sheath

Term meaning Glabro form. Used by some lupus Garou (particularly Red Talons) as a derogatory term for Garou who remain almost constantly in Homid form.

Moon-Calf

Idiot, simpleton.

Pericarp

The Near Umbra around each Realm.

Phoebe

An Incarna of Luna, representing the Moon.

Plain of War

An older name for the Battleground realm.

Praenomen

The guardian spirit of a pack.

Prophecies of Shadow

A series of ten visions brought to the Garou by the Red Talons during the Dark Ages which weighed heavily upon them at the time.

-rhya

“Greater in station;” a suffix appended to a name.

Roughcoat

Term for Lupus form.

Werewolf: the Apocalypse Glossary

Smoothcoat

Term for Homid form.

Sumarie

Archaic name for vampires.

Urrah

Garou who live in the city; also, the tainted ones.

Warders of Apes

Archaic and derogatory name for the Glass Walker tribe.

Wyrm-riven

Another term for Harano

-yuf

“Honored equal;” a suffix appended to a name.

Rarely Heard

Vocabulary that isn't always taught to everyone, and is therefore rarely heard.

Abomination

A Garou who has been turned into a vampire. Normally, Garou cannot be so changed, but on extremely rare occasions, the conversion works.

Abscess

Garou terminology for a Wyld Threshold that forms within the bawn of a Caern or Hive.

Ajaba

The werehyenas are very rare, if they still exist and are not just mythological.

Apis

The wereaurochs are extinct if not wholly mythical.

Boli Zouhisze

A group of urban Chinese Glass Walkers.

Camazotz

The werebats are extinct if not wholly mythical.

Cáscara

Another name for Abominations, used by Spanish-speaking Garou.

Chasm

An older, alternate name for the Abyss.

Circle of Red, The

A coven of mortal occultists who hunted Garou during the Dark Ages.

Den-Realm

A domain in the Umbra created by a Bastet.

Everchange

An older, alternate name for the Flux.

Flaying Plague

A supernatural fever which slew Garou and wolves during the Dark Ages.

Werewolf: the Apocalypse Glossary

Grondr

The wereboars are extinct if not wholly mythical.

Gulf of Night

An older, alternate name for the Abyss.

Infeliz

A group of outcast Garou who attempted to form a tribe in 19th century Mexico. Also called Los Penitentes or The Bastards.

Kitsune

Werefoxes can only be found in the Far East, among the Beast Courts of the hengeyokai.

Kucha Ekunadu

Red Talons in Africa who mate with the native Painted Dogs.

Maw of the Wyrms

An older, alternate name for the Abyss.

Nagah

The weresnakes are extinct if not wholly mythical. They may also just be Mokolé with different Crinos forms.

Siberakh

More legend than flesh, this is a group of Garou who haunt the Siberian wastes, and are a mix of ancient Silver Fang and Wendigo blood, if they truly exist at all.

Skin Dancer

Wyrms-tainted Kinfolk who have learned a Rite which allows them to shift like a Garou.

Storm Umbra

The wild and chaotic Penumbra of the American West of the 19th century; also used to describe the areas in the Near Umbra that suffered from the Storm Eater's taint.

Tapestry, The

The Umbra of East Asia.

Tetrasomian

The name used by the Glass Walker tribe during the Renaissance and Enlightenment.

Wasteland

An older, alternate name for the Atrocity Realm.

Wyldhome

An older, alternate name for the Flux.

Tribal Words

Terms used nearly exclusively by only one or a couple tribes.

Ætling

Get of Fenris term for kinfolk.

AFK

Glass Walker term for the way a Garou becomes oblivious to other events while peeking.

Alf

Get of Fenris term for a faerie. The plural is alfar.

Werewolf: the Apocalypse Glossary

- Ali'i**
Uktena term for Ahroun.
- Angalkuk**
Wendigo term for Theurge.
- Apep**
In Egyptian mythology, a monstrous serpent that attempted to swallow the sun regularly. Many Silent Striders use this name as a synonym for the Wyrm. Also, Apophis, in Greek.
- Arm of the Goddess, The**
Male leader of a sept's Children of Gaia. A man who "does Gaia's will."
- Atropos**
A Black Fury term for the Wyld.
- Balance**
What the Stargazers say the Wyrm once was.
- Bard**
Fianna term for an entertainer (most Galliards and some Ragabashes).
- Belagaana**
Uktena term for outsiders, usually those of European ancestry.
- Child of Man**
Silent Strider term for homid.
- Child of Sin**
Silent Strider term for metis.
- Child of Wolf**
Silent Strider term for lupus.
- Coup-Counter**
A derogatory term mostly utilized by Wendigo and some Uktena to refer to a Garou who seems to perform his duties and enter battle to gain recognition of his prowess rather than to aid Gaia.
- Cut Branch**
A Child of Gaia sept position who speaks as a voice for the dead.
- Daebaudjimoot**
The auspice among Wendigo that corresponds to Galliard, or lorekeeper.
- Darkness**
What the Stargazers call the Wyrm.
- Djehuty**
Silent Strider symbol of the Weaver. Also called Thoth in Greek.
- Dogpile**
See Savage.
- Druid**
Fianna term for a keeper of wisdom (usually Theurges, Philodox, wiser Ragabashes and a few Galliards).
- Eye of Wotan**
Get of Fenris term for the Anthelios.

Werewolf: the Apocalypse Glossary

Falcon's Beak

Silver Fang term for a Galliard.

Falcon's Ear

Silver Fang term for a Theurge.

Falcon's Eye

Silver Fang term for a Ragabash.

Falcon's Talon

Silver Fang term for an Ahroun.

Falcon's Wing

Silver Fang term for a Philodox.

Firewall

Name sometimes used (half jokingly) to a Warder of a Glass Walker sept.

First People

Uktena term for the humans who first settled the Americas, and their descendents.

First War, The

Red Talon term for the Impergium.

Forseti

Get of Fenris term for Philodox.

Fostring

Get of Fenris term for breed.

Ghost Moon

A Stargazer name for the Theurge auspice.

Gode

Get of Fenris term for the spiritual leader of a sept, often the Master of the Rite.

Godi

Get of Fenris term for a Theurge.

Grandfather Serpent

Uktena term for the Wyrn.

Grandfather Spider

Uktena term for the Weaver.

Grandmother Smoke

Uktena term for the Wyld.

Great Mother

Uktena term for Gaia.

Green Branch

A Child of Gaia sept position who speaks as a voice for the biosphere.

Gûl

Literally "ghoul." In Arab folklore, gûls are blood drinking, wasting spirits and often none-too-bright. Silent Striders and other Middle Eastern Garou use this as a pejorative word for vampires.

Haole

Uktena term for outsiders, usually those of European ancestry.

Werewolf: the Apocalypse Glossary

Heart Moon

A Stargazer name for Ahroun. Also, Blood Moon.

Heart of the Goddess, The

A third leader of a sept's Children of Gaia. One who neither did nor spoke for Gaia, but was simply for Her. Very rare in current septs.

Heyoka

Wendigo name for the Ragabash auspice.

High-Falutin'

The Bone Gnawer name for the Garou Tongue.

Hives

Red Talon term for human cities.

Holmgang

Get of Fenris term for a challenge.

Horizon

Glass Walker term for the Membrane.

Hov

Get of Fenris term for a sept.

Howling Moon, The

Red Talon term for Galliard.

Hungry Moon

A Stargazer name for Ragabash. Also, Stomach Moon.

Invisible Moon, The

Red Talon term for Ragabash.

Jarl

Get of Fenris term for a sept leader, usually a Modi.

Jormungandr

Get of Fenris term for the Wyrn.

Jotunn

Get of Fenris term for servants of the Wyrn, historical enemies of the Get.

Junk

Bone Gnawer term for salvaged stuff good enough to hold onto, but not good enough to throw away.

Kahuna

An Uktena term for a Theurge, but also a term of respect for mages who work with the Uktena.

Knowing Moon, The

Red Talon term for Philodox.

Kuklos

Black Fury term for a camp among their tribe.

Kumu

Uktena term for a Philodox.

Labrys

A double-headed axe which is a popular weapon among the Black Furies.

Werewolf: the Apocalypse Glossary

Lachesis

A Black Fury term for the Weaver.

Lawgiver

Uktena (and Croatan) term for Philodox.

Len

Get of Fenris term for the bawn.

Listening Moon, The

Red Talon term for Theurge.

Loot

Bone Gnawer term for a salvaged item that works like it's supposed to.

Ma'at

Silent Strider concept which means the natural and harmonious order of the universe.

Manitou

Name given to spirits that inhabit the physical and spirit world by the Pure Land Garou.

Mantra Moon

A Stargazer name for the Galliard auspice.

Medicine Worker

An Uktena term for a Theurge, but also a term of respect for mages who work with the Uktena.

Mediwiwin

Wendigo term for Philodox.

Mirror Land

A Stargazer name for the Umbra.

Modi

Get of Fenris term for an Ahroun.

Moirai Clotho

Black Fury term for the Wyld. Also, the Spinner.

Moondancer

Uktena term for a Galliard.

Name of Remembrance

Silent Strider name chosen after Rite of Passage to remember where the tribe came from. It is always Egyptian (or a Greek translation of Egyptian).

Namer

A Black Fury term for the Weaver.

Passion

What the Stargazers call the Wyld.

Patriarch, The

The spirit which represents fatherhood, a villain for the Black Furies.

Peaceleader

Uktena term for a Philodox.

Peacemaker

Uktena term for a Philodox.

Werewolf: the Apocalypse Glossary

Ptah

Silent Strider symbol of the Wyld.

Pure Lands

The mostly native Garou term for the Americas; refers to the belief that the Garou had banished the Wyrms' influence from the land previous to the Europeans' arrival.

Pure Ones

The Garou of the Pure Lands; the Croatan, Uktena and Wendigo. Sometimes used to refer to the humans native to these lands as well.

Questioner

An Uktena term for Ragabash.

Ragnarok

Get of Fenris term for the Apocalypse.

Reality

What the Stargazers call the Weaver.

Rotagar

Get of Fenris term for a Ragabash.

Sasquatch

The original tribal totem of the Wendigo, before they crossed to the Pure Lands.

Seeing Moon, The

Red Talon term for Ahroun.

Shaman

The Uktena (and Croatan) name for Theurge. Also sometimes used as a name of respect for mages who work with the Uktena.

Shit

Bone Gnawer term for something absolutely worthless, even to a Gnawer or a bum.

Skald

A Get of Fenris term. When capitalized, a Fenrir Galliard; when lower-case, a Nordic bard or talesinger.

Skyhawk

The tribal totem of Uktena before Uktena, before the crossing to the Pure Lands.

Songkeeper

Name given to Galliards by the Uktena (and Croatan).

Stuff

Bone Gnawer term for one's personal possessions.

Ta-Mera

"Land of Desire," the physical world, for Silent Striders.

Ta-chesert

Literally "The Holy Land," the Silent Striders' Tribal Homelands in the Umbra. Also Ta-djesart.

Ting

Get of Fenris term for a moot.

Werewolf: the Apocalypse Glossary

Trasha

A human being who only seems to do much more than waste their life creating garbage for the Gnawers to loot.

Trickster

Uktena (and Croatan) word for Ragabash.

Tsar

Still occasionally used to refer to the head of the Silver Fangs.

Tuat

The Umbra of Egypt.

Turtle Island

Uktena term for North and Central America.

Two-Handed Moon

A Stargazer name for Philodox.

Urthekau

The name for Egyptian supernatural powers. Some Silent Striders and Egyptian Garou speak of urthekau interchangeably with Gifts, though they also apply it more generically to the abilities wielded by other paranormal beings.

Vandring

Get of Fenris term for stepping sideways.

Vette

Get of Fenris term for a changeling. The plural is vettir.

Voice of the Goddess, The

Female leader of a sept's Children of Gaia. A woman who "speaks Gaia's will."

War of Shame

What some Stargazers call the War of Rage.

Warleader

Uktena term for Ahroun.

Warrior

Name given to Ahroun by the Uktena (and Croatan); also, Fianna term for a fighter (Ahrouns and some Ragabashes).

Washishu

Uktena term for outsiders, usually those of European ancestry.

Wyrn Howlers

Fianna term for the Black Spiral Dancers.

Wyrnbringer

Uktena and Wendigo term for human European colonists and their descendents.

Wyrncomer

Uktena and Wendigo term for European werewolves who came to America, and their descendents.

Ya'pahe

The Wendigo term for the Ahroun auspice.

Werewolf: the Apocalypse Glossary

Uncommon Terms

Words and phrases that either are falling out of fashion or newly coined, or at least not known by many Western Garou.

Ahadi

A non-aggression pact between the Fera of Africa.

Ananasi

The werespiders are very rare and alien creatures. It is thought they are either servants of the Wyrms or the Weaver and not creatures of Gaia. They tend to inhabit cities.

Atlauan

A Wyld-spirit of the water.

Beast Courts

The organization of the Eastern shapechangers.

Beast-of-War

One of the three heads of the Wyrms, the “Calamity Wyrms” of unrestrained wrath, violence and destruction.

Blooded

Having completed one’s first battle after the First Change. Usually not applied unless the young Garou spilled blood or was wounded.

Broken Lands, The

A rare phenomenon, a place where the Gauntlet has worn down to such an extent that the spirit and physical worlds are one. While this might sound like the paradise that the Garou would hope for, it is far from pleasant.

Bunyip

A tribe of Garou who settled in Australia during the time of the Impergium, but were wiped out by European Garou in the early 20th century.

Burr-tail

Disparaging term for an untidy (by human standards) Garou. Often applied to Bone Gnawers or to lupus (usually behind their backs).

Carcass

See Tick.

Catastrophe

The unfocused anger of the Wyld that manifests in the Tellurian.

Chimare

An individual dream domain. Some Theurges believe that every sleeping person has a private domain where his dreams take place.

Chimera

The totem spirit of the Stargazers.

Croatan

The third tribe of “Pure Ones,” they sacrificed themselves in the late 16th century to drive the Eater-of-Souls (one of three major aspects of the Wyrms) from the physical world, where it had gained enough strength to manifest itself.

Werewolf: the Apocalypse Glossary

Dark Penumbra

See Shadowlands.

Deadskin

See Tick.

Defiler Wurm

One of the three heads of the Wurm, the expression of ultimate corruption, of degradation and misery and all spiritual ills.

Dream Zone

A zone composed of the dreams of humans and Garou alike.

Drone

Human or supernatural hosts merged with Weaver-spirits; the Weaver's equivalent of fomori.

Eater-of-Souls

One of the three heads of the Wurm, the "Consuming Wurm." It is the aspect of unwholesome hunger, of the desire to draw everything into itself and thus make all the universe into the Wurm.

Empyros

Wyld-spirits of fire.

Epiph

A realm of pure thought, often devoted to a single idea.

Eshtarra, the Songteller

The name of the planetary Incarna of Earth that represents the second month of the Garou lunar zodiac.

Fallen Realms

Grounds once in the domain of the Wyld, which are now lost, strange and haunted like an ancient cemetery.

Fenrir

Another, older name for the Get of Fenris; also the name those of that tribe call themselves.

Flame-bent

A Garou whose hot temper has led to so much constant Rage that he cannot think calmly and rationally any more.

Gorgon

A Wyld-spirit bound into a physical host; the "fomori" of the Wyld.

Hakahe, the Ebon Whisperer

The name of the planetary Incarna associated with the hidden planet Vulcan, the sixth month of the Garou lunar zodiac.

Hakken

Garou of the Beast Courts, often mistaken for Shadow Lords.

Heavens, The

An archaic name for the Deep Umbra.

Hellhole

A domain in thrall to the Wurm, desolate areas thoroughly corrupted by pollutants.

Hengeyokai

The shapechangers of the East.

Werewolf: the Apocalypse Glossary

Hyena

Ronin who are forced to work as mercenaries, chasing down other Garou.

Iron Rider

The name used by the Glass Walker tribe during the Industrial Revolution, up until the early 20th century.

Izarra Tarana, the Star Singers

The Garou name for the Pleiades star cluster.

Jacked

Used by modern Garou. Excited about something, sometimes to the point where emotion is about to take hold.

Kailindo

A Garou martial art invented and mostly practiced by Stargazers.

Kami

A Gaian spirit which has melded with a mortal being in a symbiotic joining. Very rare in the modern age.

Katanka-Sonnak, the Wind Rider

The planetary Incarna linked to the Sun, associated with the fifth month of the Garou lunar zodiac.

Land-lorn

A Garou that spends almost all of her time in the Umbra interacting with spirits; one who has lost touch with the Earth.

Lu-Bat, the Peaceful Counselor

The planetary Incarna of Saturn, associated with the tenth month of the Garou lunar zodiac.

Mage

Another name for Witch.

Mammatus

Wyld-spirits of the air.

Matagar, the Lord of Beginnings

Another name for Sirius, the Dog Star

Meros, the Wandering Mystic

The planetary Incarna linked to Pluto and to the eight month of the Garou lunar zodiac.

Middle Lands

An archaic name for the Near Umbra.

Mini-Realm

A place in the Umbra, more extensive than a domain, but smaller than a normal realm.

Mirror Zone

This zone contains other reflections of Earth, sometimes trapping Garou returning through the Gauntlet.

Mitanu, the Clever Rogue

The planetary Incarna of Mercury and the ruler of the third month of the Garou lunar zodiac.

Mockery

An alternate name for a fomor which was more common during the last couple centuries.

Mokolé

Most Garou are suspicious of the werecrocodiles as they take draconic Crinos forms, which resemble aspects of the Wyrms.

Werewolf: the Apocalypse Glossary

Nameless, The

Ancient spirits of extreme power which refused to be named by Gaia. Possibly mythical.

Nerigal, the Ice Warrior

The name given to the planetary Incarna of Mercury and the ruler of the third month of the Garou lunar zodiac.

Null Zone

Like a second Gauntlet, this zone is like a “backdrop” to reality, the space behind the Umbra.

Nunnehi

Faeries native to the Americas, also a Uktena catchall term for all fae.

Nuwisha

The werecoyotes, notorious tricksters and troublemakers, disappeared from the Americas shortly after the European Garou appeared on these shores. Now extremely rare, but can occasionally be found in the Realm.

Pallid Crown

What a Garou is said to be wearing when claiming royalty that has faded or clutching at old glories rather than endangering new ones.

Passion

A Wyld-spirit which reflects the flickers of the millions of emotions that occur in the creatures of the Tellurian.

Pattern Web

A spirit path which leads to places the Weaver is powerful, traveled by Weaver-spirits.

People, The

The Garou. Some werewolves also use the term to describe their tribe.

Pocket Realms

An area of Wyld energy that has coalesced into a pool of chaos. These sub-realms are often small, but very intense wells of Wyld energy.

Purgator

A Garou suspected of continuing the Impergium’s old human-culling ways when it suits her.

Ratkin

Wererats are rare, but exist, mostly in cities. Some have relations with some Bone Gnawers, who say that they are all crazy nuts.

Rokea

The weresharks are alien shifters who live in the ocean. Their numbers are unknown, and are likely as out of place on land as Garou are in the water.

Rorg, The Many-Taloned Hunter

The planetary Incarna associated with the asteroid belt and the unofficial “thirteenth” sign of the Garou lunar zodiac.

Ruatma, the Shadowed One

The planetary Incarna who presides over Uranus and the eleventh month of the Garou lunar zodiac.

Shadowlands

The equivalent of the Penumbra to the Dark Umbra.

Werewolf: the Apocalypse Glossary

Shame

A pack of Ronin (e.g., “a shame of Ronin”).

Shantar, the Loom Maker

The planetary Incarna of Neptune, associated with the twelfth month of the Garou lunar zodiac.

Showing Throat

Submitting to an elder. The phrase has slightly more contemptuous connotations among younger, more rebellious (and naïve) Garou.

Sokhta, the Lambent Lady

The name of the planetary Incarna associated in the Garou lunar zodiac with the Moon.

Songan, the Noble Brother

The name given by the Garou to the comet Chiron.

Storm Eater, The

A great spirit, part Weaver and part Wyrms, that devoured the energies of the Wyld to feed itself during the 19th century in the American West.

Sub-Realm

A domain which is a reflection of Near Realms or Zones.

Sundered

An alternate, more formal word for Ronin; the connotations are of pity rather than contempt.

Tambiyah, the Veiled Mother

The planetary Incarna of Venus, patron of the seventh month of the Garou lunar zodiac.

Temporal Zone

A place in the Umbra that reflects a time and place that once was.

Tenderized

Halfway mocking, halfway awed term used by younger Garou to describe the near crazed state of mind most Bane tenders eventually experience.

Terrene

Wyld-spirits of the earth.

Terrius

A Garou that has almost lost his connection to the spirit world; one who rarely enters the Umbra, who spends too much time on earthly matters and not enough tending to Gaia’s business.

Thorn

Mocking, though often affectionate, term for someone in the sept who always offers good advice and keen insights – though not usually the advice or insight one is comfortable hearing. Not necessarily synonymous with Ragabash.

Threshold

A hole punches through the Gauntlet where the Wyld maintains a sway over the physical world.

Tick

One of many derogatory terms for vampires; here used in the “worthless parasite that’s hard to kill” sense. See also Leech, Cadaver, Deadskin and Carcass.

Triat Domains

Domains that are maintained by the Wyrms, Weaver or Wyld.

Werewolf: the Apocalypse Glossary

Urge Wyrn

One of the manifestations of each of the Wyrn's darkest desires: fear, greed, power, desire, hatred, cruelty, violence, consumption, lies, paranoia, despair and apathy.

Vareign

A Garou whose influence extends far beyond what might be expected when examining her apparent place in the sept. A Garou who needs no titles to proclaim her standing; usually one who has refused an office to remain active in the field.

Vegarda, the Lady of the North

Another name for Polaris, the North Star.

Vista

A realm that a traveler cannot physically enter, but may still witness.

War of Tears

A name sometimes used for the war between European Garou and the Bunyip.

Warders of Men

The original name of the Glass Walker tribe; what they called themselves from their origins through medieval times. Often shortened to simply "Warders."

Web

A domain calcified in stasis by the Weaver, kept as representations of cities or urban realms, showing what they will look like once the Weaver's webs have thoroughly suborned them.

White Howlers

An ancient tribe of Garou, descended from the ancient Picts, and dominating the wilds of prehistoric Scotland. They attempted to master the stygian depths of the Underworld, but feel victim to the evil there instead, and the few survivors re-emerged as the Wyrn-spawned tribe of Black Spiral Dancers.

Wizard

Another name for Witch. Sometimes used as a male counterpart to that word.

Wraith

Another term for Ghost.

Wylding

Just as Glens are found in the Penumbra, Wyldings are domains of the Wyld that are found in both the Near and Deep Umbra.

Wyldling

A spirit of the Wyld; also used as a general term for the Wyld's various children and servitors. Not to be confused with "Wylding," an Umbral domain of the Wyld.

Yackecen, the Fallen Singer

The name given to a black hole in the far edges of the galaxy.

Yaraan-Doo, the Dying One

The name attributed by the Garou to the Southern Cross.

Zarok, the Crowned Ruler

The planetary Incarna associated with Jupiter and the ninth month of the Garou lunar zodiac.

Werewolf: the Apocalypse Glossary

Vulgar Argot

Some younger Garou use these words to help distinguish themselves from their elders.

Cadaver

A derogatory term for a vampire.

Flock, The

All of humanity, particularly those humans from whom the Garou recruit their members.

Forward Pass

A combat pack tactic which takes advantage of the discrepancies in size and mass between the different forms to allow one werewolf to literally throw another a significant distance. One werewolf takes on Crinos form and picks up and throws another member of the pack, who is usually in Homid or Lupus form.

Gremlin

A malevolent spirit.

Leech

See Cadaver.

Run

A ritual hunt or revel that takes place at the conclusion of a moot.

Sheep

Humans.

Throat

To best another in ritual combat. Used as a verb (e.g., "I throated his sorry butt!").

Werewolf: the Apocalypse and associated terms and books are © 1990-2007 White Wolf Publishing, a division of CCP North America. All rights reserved. [<http://www.white-wolf.com>]