

T H E A R T O F :

WEREWOLF

THE APOCALYPSE™





Dan Breerton

WEREWOLF THE APOCALYPSE

People want to be werewolves, deep down. Most of them don't know it, but they do. Who wouldn't want that kind of supernatural strength, the ability to tear obstacles apart? The speed and stamina of a wild animal? The wisdom and cunning of a culture of hunters and shamans? The connection to the land itself? The strength of purpose of knowing who you are and why you're here? Who wouldn't want to fight *the good fight* — assuming such a fight exists at all?

And that's the concept that **Werewolf: The Apocalypse** was founded on — that if given the chance, people would actually like to step into a wolf's skin for a while, to run on four paws through the woods and hunt monstrous prey by the full moon. The rulebook itself is loaded with fiction that conveys the world of the Garou to the reader, and rules to make the transition from ordinary person to werewolf — even if only in the imagination — all the easier.

And, by the way, art.

Don't think that the art is just an afterthought, though. Far from it. You see, one of the major problems in trying to convey a vivid, gripping portrait of werewolves — werewolves that are in many ways the ideal of shape-shifting myths from around the world — is that, well, the real world is somewhat lacking in visual aids. We knew that our werewolves had to be stronger, faster, more furious, more *real* than anything Hollywood had managed so far. And the best, most efficient way to get across that the Garou are *not* the werewolves you're used to was to show the reader what they looked like. Not tell — show.

And that's what we — or rather, our artists — did. Gone was the Lon Chaneyish “lumberjack with fur and fangs” look; gone was the idea that werewolves could only

choose from human or wolf form. Instead, they created the Crinos form — the perfect blend of human intelligence and animal beauty, massive and strong while retaining a streamlined grace. This wasn't a Hollywood werewolf — this was a *Garou*. This was the werewolf to be afraid of — a killing machine that will tear off the door of your pickup, rip open a wall to get to you. Wherever you went, you weren't safe from a werewolf like this. And at the same time, this was a form that carried grace and beauty with it — it could be dignified or savage, regal or monstrous. It was everything we make Nature out to be. Not to be too grandiose in my praise for the artists' creation, but it was, well, perfect.

The rest is history. **Werewolf's** look continued to evolve, but it always remained unquestionably its own. Even more impressively, it remained distinct no matter what artist took on the subject matter. Sleek-limbed Silent Striders rendered in clean black brushstrokes, monstrous shaggy Get of Fenris in energetic pencil, serene Stargazers drifting through a watercolor spirit world, jaggedly, even violently rendered Black Spiral Dancers — all unquestionably of the same people. All unquestionably Garou.

This book contains the very best of years of **Werewolf**, the images that draw us into the world of the Garou. The pieces within throw aside Hollywood's cheap fur suits and clumsy CGI, and create a world where werewolves feel *real*. No matter how large the world of **Werewolf** grows (and it's a *huge* world, let me tell you), this art has always managed to capture every aspect. Each piece tells a story of tragedy or passion or triumph or horror or wisdom or trickery — and they all blend together, making the setting all the richer for the layers and layers of texture.

Enjoy.

Ethan Skemp



Steve Frazzini covering meigen van Vakantienijg





Scott Hampton



Ron Spencer



Tony DeTolazzi



Steve Stone



Richard Kane Ferguson



STEVE STONE

Steve Prescott



Tony Harris



Tony Harris



Mark Jackson



HARRIS 67



Forms

The Garou are shapeshifters of great ability, far more versatile than the werewolves of myth or film. They are far more than “humans who can turn into wolves” — these beasts are designed to shift easily from wolf to human, with a range of forms in between.

- The **Homid** form is virtually indistinguishable from that of an ordinary human being; in this form, the werewolf can travel through cities and crowds without being discovered.

- Like some sort of lupine Mr. Hyde, the **Glabro** form can still pass for human — somewhat — but while drawing on a portion of the werewolf’s true power. Stronger, faster and more resilient than Homid, the Glabro form is still just a shadow of the werewolf’s true killing power.

- The **Crinos** form is the true battle form of the Garou, the form they take when no solution save violence will do. A hybrid of human and wolf, infused with the superhuman strength of this warrior race, the Crinos Garou is one of the most efficient killing machines in the world. Humans suffer such terrifying ancestral memories when witnessing an angry Crinos that they often break down into hysterics, forcing themselves to forget that such a monster exists.

- The **Hispo** is the massive wolf of nightmare, a throwback to prehistoric days when the dire wolves were the size of ponies. It’s a form designed to hunt — and to kill.

- Finally, the **Lupus** form is the true “wolf” form of the Garou, allowing werewolves to hunt and live among wolf packs, or to call on the speed and superior senses of the wolf. Many a hunter has come to a horrible end after wounding a werewolf that he mistook for an ordinary animal — or the mate of a Garou who has chosen to live as a wolf for a time.

Lunar Auspices

Legend ties werewolves to the moon. Perhaps, depending on the story, a werewolf is only able to change when the moon is full — or perhaps the full moon drives him into a berserk rage, compelling him to hunt down the very people he loves best.

The legends, however, are somewhat lacking. The Garou are indeed tied to the moon — it is their patron, in some ways their goddess. Luna — for so they call her — blessed the werewolves long ago with a portion of her strength and wisdom. When a new cub is born, the phase of the moon overhead offers him particular strengths and weaknesses. This moon phase — his auspice — colors his role in Garou society, influencing his very destiny.

