These giant wolves hunt with unnatural cunning and an ever-burning hunger for blood. Their evil overshadows even that of their goblin allies.

Monster Manual Update:

Worg

By Logan Bonner
Illustration by Richard Sardinha

“Maybe we attack elfs an’ we die. We don’t attack, worgs get mad an’ eat us. Elf arrow better’n worg teeth.”
—Grak, goblin beast rider

Though wild wolves can be dangerous, they’re never as vicious as worgs. These hulking canine beasts ripple with muscle under their coarse fur, and anyone who looks in one’s eyes can see signs of its almost human intelligence. The viciousness of worgs has made them legendary, the villains of many a cautionary fable told to children who wander astray.

Voracious Carnivores: Worgs always hunger. Their bodies run hot, and they spend most of their waking hours hunting for food. Though they are willing to eat any creature that bleeds and screams, their favorite prey is people. Worgs travel through the wilds near roads so they have the best chance of finding humanoid travelers.

When a worg pounces on its prey, it tries to debilitate the creature rather than killing it outright, to savor the shrieking meal as it is being torn apart and devoured. A worg eats every part of its kill, even crunching the bones to shards with its powerful jaws. Nothing remains of a victim unless the worg keeps some trophy to commemorate a particularly challenging fight.
Wolves of War: Militaristic creatures, particularly goblins, use worgs in their armies when on the warpath. The creatures sometimes act as mounts but more often join the soldiers’ ranks. Worgs aren’t dumb beasts, and they’re as responsible as anyone else for the evil their armies perpetrate. They have an independent streak, which means they aren’t inclined to follow orders. They charge to the front and attack whatever they want to.

Goblin armies bring in worgs as a matter of course, but any large gathering of evil forces might attract the creatures into voluntary service. Worgs give no quarter, and they care nothing for political struggles and territory disputes. They want to terrorize, kill, and devour, rending flesh by day and baying at the moon in bloody triumph by night.

Guulvorgs Lay Siege: Even larger and more fearsome than other worgs, guulvorgs serve as siege beasts and enormous mounts when evil forces muster great armies. They use their tails, tipped with stony growths, to batter down gates and crush the towers of opposing armies. Hobgoblins breed these creatures specifically for war, making them bigger, stronger, and dumber than their kin. (The word guulvorg means “war worg” in Goblin.)

Giants, cyclopses, and other humanoids of great size sometimes purchase guulvorgs to ride into battle. Usually each comes with a hobgoblin caretaker whose loyalty is only to coin, not to the cause of its employer. A hobgoblin leader can afford only enough food and space to keep a couple of the beasts at a time within a tribe. Guulvorgs that are encountered running free were almost certainly set loose when their owners could no longer meet the creatures’ needs. In the wild, guulvorgs form pairs of one male and one female. With their immense appetites, they make their presence in an area known quickly. Entire villages have been massacred by a single mated pair of guulvorgs.

Signs of Evil to Come: When the armies of evil amass, worgs sense their presence and are attracted from all over. They join the main war party if they can, or might linger nearby to catch anyone fleeing the oncoming hordes. Worgs also appear around graveyards that are crawling with undead or lands plagued by evil curses, drawn by the scent of evil. Wise rangers and patrolling guards know that the presence of a worg bodes ill; even slaying or chasing off the beast cannot avert the encroaching danger.

The mere mention of a worg conveys a sense of foreboding. “He has the face of a worg” means the person in question will do no good cause trouble or betrayal. Similarly, a worg pelt has earned the reputation of being a blunt threat. For a ruler to receive such a gift can mean only that the sender intends to take everything that ruler controls and raze it to the ground.

Gruesome Warrens: Worgs rarely stay put for long. They are itinerant creatures, always searching for more food to eat and terror to sow. However, sometimes they settle in places where dark magic or horrific deeds have tainted a land with evil. A worg lair resembles a catacomb, with twisting tunnels and multiple exits.

Worgs don’t need or keep many possessions, but they do collect trophies of their kills. These grisly treasures—bones of people and animals, armor Sundered by worg teeth, and the dreariest possessions of victims—lie all around their lairs. The more vile and repulsive an item would be to a human, the more a worg prizes it. A young noble’s saddle has greater value and a more prominent status to a worg than a warrior’s broken spear, and a child’s skull or a doll ranks higher than both.

The Fast of the Eclipse: Like other wolves, worgs howl at the moon. In the time leading up to a lunar eclipse, though, their behavior changes in extraordinary ways. They stop hunting, apparently going on a fast. Travelers find the bodies of lesser wolves on roads—and not just a few, but entire packs at a time. The wolves haven’t been eaten, but their throats have been torn out or their skulls crushed. At these times, worgs stalk ever closer to civilization, peering from a distance at travelers, but they don’t attack, and they appear gaunt.

When the eclipse finally occurs, the worgs howl down the roads and through towns, slaughtering any person or beast they come upon. They leave all the corpses where they fall until dawn, when they feast. Inhabitants of towns near the woods know about the “fast of the eclipse,” and they barricade their doors and stay inside on the night of the event.

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<thead>
<tr>
<th>Worg</th>
<th>Level 9 Brute</th>
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<tbody>
<tr>
<td>Large natural magical beast</td>
<td>XP 400</td>
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<tr>
<td>Hit: 21 (+9)</td>
<td>Initiative</td>
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<tr>
<td>AC 21, Fortitude 22, Reflex 20, Will 20</td>
<td>Perception +9</td>
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<tr>
<td>Speed 8</td>
<td>Perception +9</td>
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<tr>
<td>HP 120; Bloodied 60</td>
<td>Darkvision</td>
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<tr>
<td>Frightful Growl (fear) Aura 3</td>
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<tr>
<td>Each enemy in the aura takes a -1 penalty to attack rolls, and each ally in the aura gains a +1 power bonus to attack rolls.</td>
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**Traits**

- **Aura 3**
- Each enemy in the aura takes a -1 penalty to attack rolls, and each ally in the aura gains a +1 power bonus to attack rolls.

**Standard Actions**

- **Bite**
- **At-Will**
  - Attack: Melee 1 (one creature); +14 vs. AC
  - Hit: 3d6 + 5 damage, and ongoing 5 damage (save ends).
- **Skills**
  - Stealth +12
- **Str 21 (+9)**
- **Dex 17 (+7)**
- **Wis 10 (+4)**
- **Con 20 (+9)**
- **Int 7 (+2)**
- **Cha 16 (+7)**

**Alignment**

- Chaotic evil

**Languages**

- Abyssal
Guulvorg  
Level 16 Elite Brute  
Huge natural magical beast  
XP 2,800  
HP 384; Bloodied 192  
AC 28, Fortitude 31, Reflex 28, Will 27  
Speed 9  
Saving Throws +2; Action Points 1  

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<tr>
<th>Standard Actions</th>
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<tr>
<td><strong>Bite</strong> At-Will</td>
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| Attack: Melee 2 (one creature); +21 vs. AC  
Hit: 3d12 + 5 damage, and the target falls prone. |
| **Tail Slam** At-Will |
| Attack: Melee 2 (one creature); +19 vs. Reflex  
Hit: 4d8 + 7 damage, and the target is dazed (save ends). |
| **Guulvorg Fury** At-Will |
| Effect: The guulvorg uses bite and tail slam, each against a different target. |

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<tr>
<th>Attributes</th>
<th>modifier</th>
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<tbody>
<tr>
<td>Str 26 (+16)</td>
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<tr>
<td>Dex 16 (+11)</td>
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<td>Wis 10 (+8)</td>
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<td>Con 22 (+14)</td>
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<td>Int 5 (+5)</td>
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<td>Cha 15 (+10)</td>
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<tr>
<td>Languages</td>
<td>Abyssal</td>
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About the Author  
Logan Bonner’s credits include The Slaying Stone™ and Monster Vault™. He lives in the Seattle area and works as a freelance game designer, writer, and editor. You can follow him on Twitter, where he’s @loganbonner.

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