

ARKADY 9



ENEMY If you defeat Arkady, you can make him a pack ally instead of killing him. If you do this, you gain no victory points, but instead gain an ally. If recruited, Arkady will still be wounded from all but the killing blow.

RAGE 8
GNOSIS 5
HEALTH 8
 (REGENERATES)

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BRYONY McLEOD 6



ENEMY Bryony is a Black Spiral Dancer who works for Pentex. It is her job to infect Garou with a plague known as Fever. All Garou who fight Bryony are at -3 Rage until a Spirit Drain or Banishment Gift is used on them. Bryony can use any Galliard Gift.

RAGE 3
GNOSIS 3
HEALTH 4
 (REGENERATES)

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EYE OF LUNA ✕

EQUIPMENT

The Eyes of Luna are sacred stones that contain the residual power of spirits. The bearer of an Eye of Luna gains -1 Gnosis for each Eye in play. An individual may only have 1 Eye of Luna at any time.



GNOSIS 1
 Fetish, Requires Gnosis 1 to equip.

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PLAINTIVE JAGGLING 5



ALLY Requires: any Gaia Theurge or Gaia Philodox. The Plaintive Jaggling is a spirit adept at tricking Wurm spirits. Any pack with the Jaggling as an Ally may use Bane Fetishes as if they were Gaia Fetishes. If the Jaggling leaves play, discard any Bane Fetishes equipped by the pack.

RAGE 2
GNOSIS 6
HEALTH 3

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PURE BREEDING 100



Select 1 character; that character's ancestors were all highly exemplary members of their particular tribe. You may search through your sept deck for the Past Life of the character's tribe and immediately play it on that character. Reshuffle your sept deck after this is done. Only one Pure Breeding may be played for any particular tribe in any pack.

EVENT

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SHADOW WALKER 6



ALLY Requires: Gaia Garou. A long-standing enemy of Pentex, Shadow Walker has made many enemies among their fomori ranks. When he is alpha, any fomori alphas must declare their attack against him. Shadow Walker may use Homid, Ragabesh, and Wendigo Gifts, and is considered to be in Crinos form.

RAGE 5
GNOSIS 5
HEALTH 4

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SOWER-OF-THUNDER 12



ENEMY Sower-of-Thunder is a Wurm-tainted Ronin Red Talon who is now horribly twisted and mutated by the Wurm. He can play 2 combat cards per round and use any Ahroun or Red Talon Gift.

RAGE 8
GNOSIS 3
HEALTH 10

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WANCHESE'S BOW ✕

EQUIPMENT

A character can make a sacrificial attack against any enemy in the Hunting Grounds. This character can, as a Combat Action, kill herself doing her full Renown in damage against her foe. This takes effect at the end of the combat round. If the enemy's combat action kills the character before the end of the combat round the enemy suffers no damage from this sacrifice. Only 1 Wanchese's Bow can be played per game.



GNOSIS 5
 Fetish
 Requires Gnosis 5 to equip

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WOLFPHONE



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