

"WYRM SLAYER," RONIN GAROU 4



ALLY Requires: Ahroun or Philodox
The Ronin Wyrmslayer cannot vote in moots. Only 1 Wyrmslayer can be played per game. Wyrmslayer cannot refuse a challenge.

RAGE 5
GNOSIS 2
HEALTH 4
(REGENERATES)

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.38 SPECIAL

EQUIPMENT

WEAPON
Only usable by creatures in Homid form. This firearm allows this creature to play damage cards of Rage 3 or less. .38 Special does not count as a Weapon for purposes of determining how many weapons a creature may have equipped. You may have up to 5 copies of .38 Special in your deck.



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9MM SEMI-AUTO PISTOL

EQUIPMENT

Only usable by characters in Homid form. Allows the character to use up to Rage 5 combat cards.



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ALASKAN WOLF HUNT



Humans are exterminating native wolves. Red Talons are caught in the hunt. All Red Talon characters must go into the Hunting Grounds until the next Regeneration Phase. Only 1 Alaskan Wolf Hunt may be played per game.

EVENT

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ALEXANDRU THUNDERBOLT



PLAY FIRST LIFE ON ANY SHADOW LORD

Abilities: When alpha, Alexandru has +4 Renown during the Combat Phase (does not count towards victory points). Alexandru can select Alphas for other packs once per game, per pack.

Weakness: None.

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ALIAS

GIFT
The character creates an exact duplicate of himself, including both Crinos and Breed form. The duplicate has the same printed stats and special abilities as the Gift user. The Alias will last until cancelled or killed. The Alias created by this Gift is a Spirit ally. A character may only have one Alias at a time.

GNOSIS 7
Glass Walkers



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ALLAMANDE 6



Ratkin **Metis**

RAGE 6
GNOSIS 5
HEALTH 5

Allamande is a Knife Skulker of the Ratkin (wererats) and is a master of stealth. When Allamande is alpha, his challenges cannot be refused.

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ALLISON KACHINA 4



Wendigo **Ahroun** **Homid**

RAGE 1
GNOSIS 2
HEALTH 2

Allison can automatically pack attack or defend with her twin brother Thomas. If Thomas is in another player's pack, Thomas joins at that player's option.

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ALLISON KACHINA 4




Wendigo **Ahroun** **Crinos**

RAGE 4
GNOSIS 2
HEALTH 3

Allison can automatically pack attack or defend with her twin brother Thomas. If Thomas is in another player's pack, Thomas joins at that player's option.

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AURA OF CONFIDENCE 

GIFT

The Shadow Lord gives himself a spiritual aura of prestige. His Renown is increased by 1. This Renown increase does not affect the character's victory point worth.

GNOSIS 1
Shadow Lords

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AURGRA 

RAGE 3 **GNOSIS 6** **HEALTH 6**

Gurahl **Philodox** **Ursine**

Aurgra is a Gurahl (werebear). She can use Gifts of any auspice except Theurge.

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AURGRA 

RAGE 6 **GNOSIS 6** **HEALTH 10**

Gurahl **Philodox** **Crinos**

Aurgra is a Gurahl (werebear). She can use Gifts of any auspice except Theurge.

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AWE 

GIFT

The Silver Fang's regal manner increases her Renown by 1, except during moots, where her Renown is considered to be 2 higher. The character's Renown for victory points is unchanged by this Gift.

GNOSIS 3
Silver Fangs

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BALOR'S GAZE 

GIFT

The eyes of the user glow a horrifyingly baleful red. For the current combat, any opponents with less Rage than the user are crippled with wracking pains and can take no actions.

GNOSIS 5
Fianna

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BANANA SPLIT 

RAGE 3 **GNOSIS 1** **HEALTH 3**

Bone Gnawers **Ahroun** **Metis**

Once per game after a round's combat cards have been played, Banana Split can cancel both his card and one opponent's card by interrupting with a bad joke. "Two Garou walk into a bar..."

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BANE ARROW 

EQUIPMENT

WEAPON
After all combat cards have resolved in a combat round, the owner of the Bane Arrow may discard Bane Arrow do 3 damage to an Enemy it is combat with. Use the Bane Arrow card to mark this damage. If the Enemy is killed during this round, it is worth no victory points and is discarded.

GNOSIS 3
Fetish

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BATTLE SONG 

GIFT

The Galliard's pack can play combat cards at +2 Rage for the current turn.

GNOSIS 4
Galliard

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BEASTMIND 

GIFT

The target of this Gift is reduced to the mind of an animal for one turn. The victim cannot use any equipment during this time.

GNOSIS 3
Red Talons

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BODY BLOW SR



RAGE 3 DAMAGE 3

This well-placed blow will give all but the mightiest warriors pause for thought.

COMBAT ACTION

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BODY WRACK SD



GIFT

The victim of this Gift is enfeebled by wracking pains shooting through her entire body. The character may not take any actions during the next combat round and takes 1 damage from the intense pain.

GNOSIS 7
Black Furies

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BONES OF SHAKIR HIND X



EQUIPMENT

The owner can command any 1 enemy in the Hunting Grounds to fight in her place. However, the owner gains no Renown for any kills made. Any Garou can attack the owner as if she were in the Hunting Grounds. Only 1 Bones of Shakir Hind can be played per game.

GNOSIS 6
Fetish
Requires Gnosis 6 to equip

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BOTTLECAP OF SHAKEY MAC X



EQUIPMENT

Once per turn, the owner can select 1 spirit in play and use it as an ally for the remainder of the turn. Only 1 Bottlecap of Shakey Mac can be played per game.

GNOSIS 6
Fetish
Requires Gnosis 6 to equip

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BROKEN LIMB SR



RAGE 6 DAMAGE 3

If damaged by this attack, the victim plays all of her combat cards at -2 Rage for the duration of the combat.

COMBAT ACTION

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BRON MAC FIONN 10



Fianna Galliard Homid

RAGE 2 Once per game, Bron can stop any moot in progress. The moot card is immediately discarded.

GNOSIS 9

HEALTH 4

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BRON MAC FIONN 10



Fianna Galliard Crinos

RAGE 8 Once per game, Bron can stop any moot in progress. The moot card is immediately discarded.

GNOSIS 9

HEALTH 10

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BUGGERHEAD 6



Bone Gnawers Ragabash Lupus

RAGE 2 While in play, Buggerhead allows you to discard and redraw any 1 sept card at the end of your normal Redraw Phase.

GNOSIS 6

HEALTH 3

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BUGGERHEAD 6



Bone Gnawers Ragabash Crinos

RAGE 5 While in play, Buggerhead allows you to discard and redraw any 1 sept card at the end of your normal Redraw Phase.

GNOSIS 6

HEALTH 5

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BUM RUSH SR



Play at the beginning of any combat round before combat action cards are exchanged. Each member of the character's pack comes forward to join the combat for the upcoming round only. At the end of the combat round, the pack withdraws from combat, leaving only the original character.

COMBAT EVENT

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BURROW Y



GIFT

The user can burrow into the ground to escape combat. The metis cannot be attacked or called out until she comes out. Metis cannot take any actions during this time. The metis comes out at the beginning of your next Regeneration Phase.

GNOSIS 4

Metis

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CAERN BUILDING Y



RENOUN 6

This Rite takes the form of a moot, because only through cooperation can a caern be built. Select a player to own the caern. This player gains 4 victory points if the moot passes. For the remainder of the game, any creatures in the Hunting Grounds will be at +2 Rage when fighting members of the controlling player's pack.

MOOT

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CALLING A CHAMPION Y



RENOUN 3

You may select a Garou, who must act as alpha for the upcoming combat turn. Only Ahroun can vote during this moot.

MOOT

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CAMOUFLAGE Y



GIFT

The Wendigo can avoid combat with any Homid-form characters.

GNOSIS 1

Wendigo

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CAREFUL STRIKE SR



RAGE 3 DAMAGE 1

This attack cannot be dodged.

COMBAT ACTION

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CARLA GRIMSSON 7



Get of Fenris Philodox Homid

RAGE 3 If a moot called by Carla's pack does not pass, she shifts to Crinos and must be alpha for that turn's Combat Phase.

GNOSIS 8

HEALTH 3

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CARLA GRIMSSON 7



Get of Fenris Philodox Crinos

RAGE 6 If a moot called by Carla's pack does not pass, she shifts to Crinos and must be alpha for that turn's Combat Phase.

GNOSIS 8

HEALTH 8

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CARLESON RUAH 4



Shadow Lords Ragabash Homid

RAGE 1 Carleson can interrupt another alpha's action to allow his pack's alpha to act first, as long as Carleson's alpha attacks a Wyrm creature.

GNOSIS 4

HEALTH 1

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CARLESON RUAH 4



Shadow Lords Ragabash Crinos


RAGE 4 Carleson can interrupt another alpha's action to allow his pack's alpha to act first, as long as Carleson's alpha attacks a Wurm creature.

GNOSIS 4

HEALTH 4

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CATFEET 5



GIFT

The character can only use Catfeet on himself. For the duration of the current combat, he is agile enough to dodge all strikes except those which specifically ignore dodges. The character can only play combat cards of Rage 1 while this Gift is in effect.

GNOSIS 4

Lupus, Ragabash

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CERNONOUS 6



Children of Gaia Theurge Metis


RAGE 5 Cernonous is considered -1 Renown for

GNOSIS 7 moot voting due to his metis

HEALTH 7 disfigurement.

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CHARGING BULL 7



Wendigo Ragabash Homid


RAGE 3 No character of higher Renown than

GNOSIS 6 Charging Bull can refuse his challenges.

HEALTH 4

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CHARGING BULL 7



Wendigo Ragabash Crinos

RAGE 8 No character of higher Renown than

GNOSIS 6 Charging Bull can refuse his challenges.

HEALTH 7

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CHIMERA 7



PACK TOTEM STARGAZERS

Increases your sept hand size by 1. A pack may not have more than 1 Pack Totem at any time.

EVENT

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CIRCULAR ATTACK 8



GIFT

Any attacks directed at the user can either be redirected at any other character involved in the same combat (though an attacker cannot be made to damage herself) or simply dodged. This card can be played to interrupt and counter 1 round of attacks.

GNOSIS 8

Stargazers

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CLOSE THE BAWN 5



RENOWN 5 HOMID

A successful vote banishes all spirit allies. Discard any spirit allies in play. Only Homids can vote on this moot.

MOOT

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COCKROACH 7



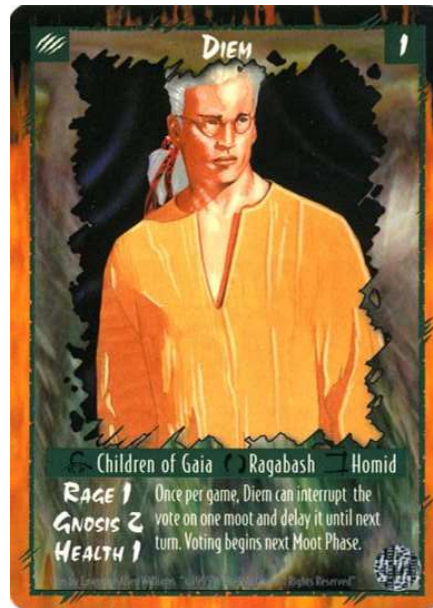
PACK TOTEM GLASS WALKERS

Twice per game you may look at the top 5 cards of any player's sept or combat deck. You may then choose to reshuffle that deck. A pack may not have more than 1 Pack Totem at any time.

EVENT

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EVAN HEALS-THE-PAST 3

Wendigo Philodox Homid

RAGE 1 Evan has only recently joined the Garou, but has quickly distinguished himself as an arbitrator and peacemaker.
GNOSIS 4
HEALTH 2

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EVAN HEALS-THE-PAST 3

Wendigo Philodox Crinos

RAGE 3 Evan has only recently joined the Garou, but has quickly distinguished himself as an arbitrator and peacemaker.
GNOSIS 4
HEALTH 3

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EVASION 5

RAGE 2

Avoids (dodges) all attacks during the current combat round.

COMBAT ACTION

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EXORCISM 5

GIFT

The Theurge may remove from play any spirit whose summoning Gnosis is less than the Theurge's own Gnosis score.

GNOSIS 3
Theurge

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EYE OF THE COBRA 5

GIFT

May not be used during combat. This character makes any one character a part of his pack, even if she could not normally join a pack of that allegiance. Remove the target from her original pack. The Gift user and target automatically pack attack and defend with each other. Discard this Gift when the Gift user dies or at the end of the phase (whichever is sooner) and return the target to her original pack.

GNOSIS 6
Children of Gaia, Galliard, Bastet

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EYES GOUGED 5

RAGE 4 DAMAGE 2

A victim damaged by this attack is temporarily blinded. The victim must attack with a random draw from his combat hand during the next combat round.

COMBAT ACTION

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EYES-OF-FROST 2

Wendigo Theurge Homid

RAGE 1 Eyes-of-Frost can banish a Pack Totem card, but then cannot use Gifts for the rest of the game.
GNOSIS 3
HEALTH 2

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EYES-OF-FROST 2

Wendigo Theurge Crinos

RAGE 1 Eyes-of-Frost can banish a Pack Totem card, but then cannot use Gifts for the rest of the game.
GNOSIS 3
HEALTH 3

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FAERIE KIN 3

ALLY Requires: Gnosis 3; Fianna
Summons a faerie spirit. A pack can only have one faerie ally at a time. The faerie can use Gifts from any breed or auspice.

RAGE 1
GNOSIS 6
HEALTH 3

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FALCON 1



PACK TOTEM SILVER FANGS
Each pack member gains 1 Renown during moots. A pack may not have more than 1 Pack Totem at any time.

EVENT

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FANG DAGGER X

EQUIPMENT
The Fang Dagger allows its user to play 2 damage cards per round of combat.



GNOSIS 5
Fetish, Weapon
Requires Gnosis 5 to equip

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FANG JUMPER 1



Get of Fenris Ragabash Homid

RAGE 1 If Fang Jumper's pack alpha is Get of Fenris,
GNOSIS 2 Fang Jumper may join the alpha in pack
HEALTH 1 defense at any time.

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FANG JUMPER 1



Get of Fenris Ragabash Crinos

RAGE 1 If Fang Jumper's pack alpha is Get of Fenris,
GNOSIS 2 Fang Jumper may join the alpha in pack
HEALTH 2 defense at any time.

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FANG NECKLACE OF FENRIS X

EQUIPMENT
The Garou can freely change forms. The owner gains 2 Rage. Only 1 Fang Necklace of Fenris can be played per game.



GNOSIS 4
Fetish
Requires Gnosis 4 to equip

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FAST STRIKE



RAGE 5 DAMAGE 2

This card deals damage before your opponent's combat card takes effect. The special effect of Fast Strike is ignored if the character cannot meet the Rage requirements of this card.

COMBAT ACTION

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FEATHER OF THE PHOENIX X

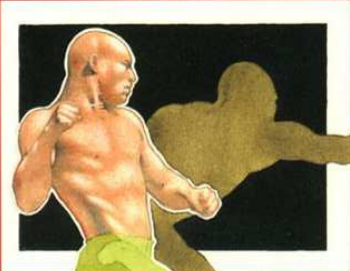
EQUIPMENT
Spirits cannot attack the owner of this fetish.



GNOSIS 4
Fetish
Requires Gnosis 4 to equip

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FEINT S



RAGE 4 DAMAGE 0

You can immediately play any combat card in response to your opponent's card. If your feint is a bluff and your opponent's card is not, you may not play another card.

COMBAT ACTION

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FENRIS 1



PACK TOTEM GET OF FENRIS
All pack members gain 1 Rage when in Crinos form. A pack may not have more than 1 Pack Totem at any time.

EVENT

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FENRIS' BITE

GIFT

The Garou must be in Crinos or Lupus form. The user's next nonweapon attack will be a powerful bite which will maim her opponent. In addition to normal damage, the victim's Rage is decreased by 5 (but never less than 1) until the damage from that attack is healed.

GRANDSIS 6

Get of Fenris

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FLAK JACKET

EQUIPMENT

The Flak Jacket stops any one attack of up to 4 damage. The owner chooses when the Flak Jacket is used. Discard the Flak Jacket if it is used or if the owner changes to Grinos form. A character cannot have more than 1 Flak Jacket at a time.

Equipment

Only usable in Homid form

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FLESH WOUND



RAGE 1 DAMAGE 1

Sometimes a Flesh Wound is all it takes to finish off an opponent.

COMBAT ACTION



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<p>FLLOWER OF APHRODITE</p> <p>EQUIPMENT</p> <p>No one may challenge or attack the owner of this fetish. The Flower of Aphrodite is discarded the moment its owner attacks anything.</p>	
<p>GNOSIS 5</p> <p>Fetish Requires Gnosis 5 to equip</p>	

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A detailed illustration of a Fomori's mouth, showing a red, fleshy interior with sharp, yellow teeth and a small, white, skeletal figure inside. The mouth is surrounded by dark, rocky terrain.

FOMORI 4

ENEMY All fomori in Hunting Grounds automatically combine for pack defense.

RAGE 3
GNOSIS 0
HEALTH 3

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FORCEFUL WIND



RAGE 4 DAMAGE 2

Requires Kailindo.
 Combat immediately ends after both sides have dealt damage.

COMBAT ACTION


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FULL MOON TNT



Play at the beginning of any turn or to cancel and supersede any Gibbous Moon just played. Any Garou can freely enter Crinos form, and all Ahroun gain 1 Gnosis while Full Moon is in effect. Discard this card when a new Lunar Phase is played.

EVENT

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FUR GNARL SR



RAGE 4 DAMAGE 2

If the victim is in Crinos form, this damage is aggravated.

COMBAT ACTION

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FURMLING 5



ENEMY An elemental spirit of balefire infests the area. All damage from a Furmling is aggravated.

**RAGE 4
GNOSIS 3
HEALTH 4**

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GAFFLING PEST 5



ALLY Requires: Theurge or Philodox. The Gaffling is a minor spirit which is easily summoned and controlled. The Gaffling can use Gifts of any breed.

**RAGE 2
GNOSIS 3
HEALTH 3**

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GAIA'S VENGEANCE Y



GIFT

Combat Restricted. Play Gaia's Vengeance at the end of a round of combat, after combat actions have been resolved. Gaia's Vengeance does 8 damage to an Enemy that the Gift user is facing in combat. Use this Gift to mark the damage.

GNOSIS 9

Red Talons, Feline, Lupus, Philodox

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GANGREL ALLY 7



ALLY Requires: Bone Gnawers or Glass Walkers. The Gangrel is a vampire who, for whatever reason, has developed a friendship with 1 particular Garou. The Gangrel can only act every other turn. The Gangrel cannot act during the turn he is brought into play.

**RAGE 6
GNOSIS 2
HEALTH 6
(REGENERATES)**

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GARBAGE FOOD POISONING TNT



All Bone Gnawers lose 1 Health for the rest of the game. No more than 3 Garbage Food Poisoning events may be in effect at any time. Bone Gnawers killed when this card is played are worth no victory points.

EVENT

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GATHERING FOR THE DEPARTED T



RITE

This Rite is enacted to honor the recently deceased. It must be called immediately after the death of any Garou from your pack. The departed Garou's heroics are sung and howled in praise. You gain 1 victory point.

REOWN 2

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GEAS Y



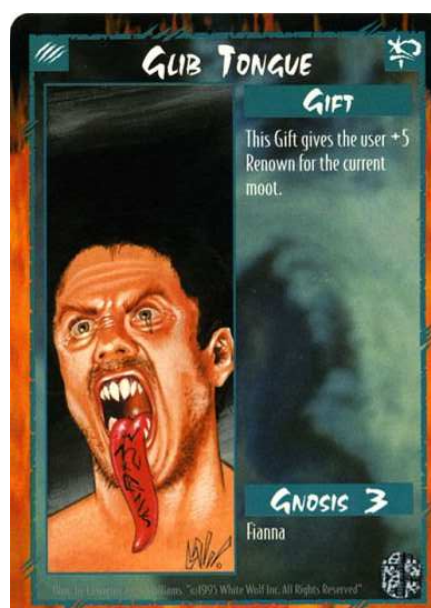
GIFT

The Garou can make any other Garou immediately enter combat with anything in the Hunting Grounds. The combat must last at least 3 rounds before the Geas victim can withdraw. Geas will end any combat in which the target is currently engaged.

GNOSIS 5

Philodox, Fianna

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GOLGOL FANGS-FIRST 10



Get of Fenris Ahroun Crinos

RAGE 10 Golgol draws 1 extra combat card for any attack or defense he assists.
GNOSIS 7
HEALTH 10

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GOLL MAC MOURNA 5



Fianna Galliard Homid

RAGE 2 No spirits can declare an attack on Goll.
GNOSIS 4
HEALTH 2

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GOLL MAC MOURNA 5



Fianna Galliard Crinos

RAGE 6 No spirits can declare an attack on Goll.
GNOSIS 4
HEALTH 5

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GRAND KLAIVE ✕

EQUIPMENT

All damage done by the Grand Klaive is aggravated. When in Crinos form, the owner acts at +1 Rage. The owner of a Grand Klaive acts at -1 Gnosis.



GNOSIS 4
 Fetish
 Requires Gnosis 4 to equip

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GRANDFATHER THUNDER ⚡



PACK TOTEM SHADOW LORDS

All opponents play cards at -1 Rage when fighting any member of your pack. A pack may not have more than 1 Pack Totem at any time.

EVENT

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GRAZING WOUND ✕



RAGE 1 DAMAGE 1

This light swipe barely connects.

COMBAT ACTION

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GREATER BANISHMENT ✕

GIFT

Cancels any Gift. Remove the target Gift from play.



GNOSIS 10
 Theurge

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GREK TWICE-TONGUE 6



Silent Striders Philodox Metis

RAGE 3 Despite his metis breed, Grek is considered
GNOSIS 6 +1 Renown for moot voting.
HEALTH 7

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GREYFIST 6



Silver Fangs Philodox Homid

RAGE 2 Proud and strong, Greyfist is less affected by Harano than most. If a Harano Gloom card is played on Greyfist, he may discard it at the beginning of his next turn.
GNOSIS 7
HEALTH 2

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IMPERGIUM

RENOWN 5 LUPUS

If this vote is successful, discard all human Kinfolk allies in play. Only Lupus can vote on this moot.

MOOT

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INBRED DISORDER

Choose 1 Silver Fang. The character suffers from a slight mental abnormality. She acts at -2 Gnosis for the rest of the game. A character may not be affected by more than 1 Inbred Disorder.

EVENT

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INCARNA SIGIL

EQUIPMENT

The owner of this fetish can freely interact with anything in the Umbra. This includes using Gifts, attacking, or swapping equipment.

GNOSIS 6

Fetish
Requires Gnosis 6 to equip

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INSIGHTFUL EYES

GIFT

The character may only use this on himself. Until this Gift is cancelled, his attacks cannot be dodged.

GNOSIS 5
Philodox, Stargazers

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IVAN KORDA

Shadow Lords **Philodox** **Homid**

RAGE 1 Ivan is a master of blackmail. For any moot that Ivan's pack calls, Ivan can cause one other character in play to have -2 Renown for voting.

GNOSIS 3

HEALTH 1

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IVAN KORDA

Shadow Lords **Philodox** **Crinos**

RAGE 2 Ivan is a master of blackmail. For any moot that Ivan's pack calls, Ivan can cause one other character in play to have -2 Renown for voting.

GNOSIS 3

HEALTH 3

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JACK DEBILTONGUE

RED PAST LIES ON ANY DARKWATER

Abilities: Can pack attack the highest-Renown target in play. Up to 10 Renown of pack can join him. Draw 1 additional card for every member of the pack. This attack can be done during Jack's alpha action.

Weakness: None.

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JACKAL'S CURSE

RENOWN 4 RAGABASH

The Ragabash calling this vote selects any 1 kill from a pack's victory pile. On a successful vote, that kill is discarded and no longer worth any victory points. Only Ragabash may vote on this issue. A pack may only have 1 Jackal's Curse played against it per game.

MOOT

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JACKY GECKO

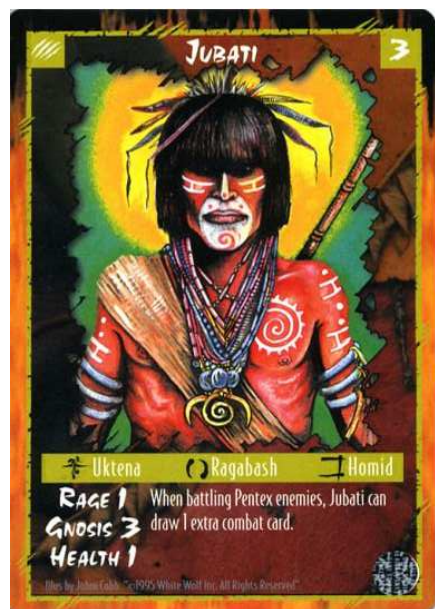
Uktena **Galliard** **Homid**

RAGE 1 Jacky can start the game equipped with either the .38 Special or the 9mm Semi-Auto pistol equipment cards.


GNOSIS 2

HEALTH 1

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Kelly Still Waters G



PLAY PAST LIFE ON ANY CHILDREN OF GAIA.

Abilities: Kelly can end any combat after the second round. This can be done once per turn.

Weakness: Plays combat cards at -2 Rage. Kelly cannot frenzy.

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KINFOLK - ENVIRONMENTAL ACTIVIST 0



ALLY Requires: any Garou
The Environmental Activist can remove 1 member of your pack from the Hunting Grounds per turn.

RAGE 0
GNOSIS 0
HEALTH 1

Illustration by Omega '94

KINFOLK - SMALL-TOWN COP 1



ALLY Requires: Homid
Once per turn, just before alphas are selected, the Cop can select any 1 character in Homid form to put in jail on false charges. That character is removed from play until the beginning of the next Regeneration Phase. The Cop is considered to be armed with a .38 pistol. No equipment card is needed.

RAGE 3
GNOSIS 0
HEALTH 2

Illustration by [unintelligible]

KINFOLK - SOLDIER OF FORTUNE 4



ALLY Requires: any Garou
The Soldier of Fortune is considered to be armed with a shotgun. No equipment card is needed. If the Soldier of Fortune is disarmed, his Rage becomes 3.

RAGE 7
GNOSIS 0
HEALTH 2

Illustration by [unintelligible]

KINFOLK - TV REPORTER 1



ALLY Requires: Homid
Your pack gains 2 votes during all moots while the TV Reporter is in play, due to his ability to sway public opinion around events.

RAGE 0
GNOSIS 0
HEALTH 1

Illustration by [unintelligible]

KINFOLK - VETERINARIAN 0



ALLY Requires: Lupus
During your Regeneration Phase, the Veterinarian can cure 1 additional damage card (including an aggravated wound) from 1 character.

RAGE 0
GNOSIS 0
HEALTH 1

Illustration by [unintelligible]

KLAITAL STARGAZER



PLAY PAST LIFE ON ANY STARGAZER

Abilities: Can use ANY Gala Gifts of ANY Gnosis. Once per turn, he can cancel any one Action card played by a Garou.

Weakness: While imbued with Klaital Stargazer, the Garou cannot participate in any pack actions.

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KLAIVE X

EQUIPMENT

All damage done by the Klaive is aggravated. The owner of a Klaive acts at -1 Gnosis.

GNOSIS 3

Fetish, Weapon
Requires Gnosis 3 to equip



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KNEECAPPER S

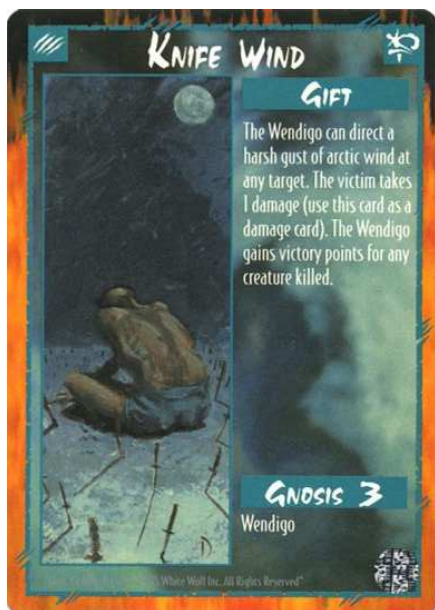


RAGE 3 DAMAGE 2

Your opponent acts at -1 Rage for the next round of combat.

COMBAT ACTION

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LORD ALBRECHT 7




Silver Fangs ● Ahroun **Crinos**

RAGE 8
GNOSIS 6
HEALTH 8

Any Wyrn creatures of Renown value 4 or greater that are killed by Albrecht or in pack combat involving Albrecht are worth +1 Renown for victory points.

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LOST CALLING All



The Wendigo have lost their focus. Wendigo cannot frenzy for the remainder of the game.

EVENT

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LUCKY BLOW SR



RAGE 2 DAMAGE 3

Your opponent takes a turn for the worse.

COMBAT ACTION

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LUNAR ECLIPSE All



Remove any Lunar Phase from play. No Lunar Phase may be played while Lunar Eclipse is in play. Remove all auspice Gifts in play. No auspice Gifts may be played while Lunar Eclipse is in play. Discard Lunar Eclipse after the next Redraw Phase.

EVENT

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LUNA'S ARMOR SR



GIFT

The target of this Gift gains 2 Health. This Gift lasts until canceled.

GNOSIS 4

Children of Gaia, Shadow Lords, Silver Fangs

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LUNA'S LINKS SR



EQUIPMENT

This delicate necklace, forged from an unknown metal, allows the Garou to use Gifts from any auspice.

GNOSIS 2

Fetish
Requires Gnosis 2 to equip

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MAMU 10




Red Talons ● Ahroun **Lupus**

RAGE 4
GNOSIS 4
HEALTH 6

When Mamu is killed, he immediately frenzies, but draws only 3 additional combat cards for the death frenzy. Combat continues as Mamu tries to take his killers with him to the grave.

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MAMU 10



Red Talons ● Ahroun **Crinos**

RAGE 10
GNOSIS 4
HEALTH 10

When Mamu is killed, he immediately frenzies, but draws only 3 additional combat cards for the death frenzy. Combat continues as Mamu tries to take his killers with him to the grave.

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MANGLE SR



RAGE 8 DAMAGE 6

Requires: Crinos form
Combat Restricted. Cannot be bluffed. The creature wounded by Mangle may take no actions for the next two rounds of this combat. The wounded creature may take no actions other than play Combat Actions until the end of the phase.

COMBAT ACTION

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MARI CABRAH 6



Black Furies Theurge Homid

RAGE 1 Mari has +1 Rage when she is on the attacking side of a combat.

GNOSIS 6

HEALTH 3

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MARI CABRAH 6



Black Furies Theurge Crinos

RAGE 6 Mari has +1 Rage when she is on the attacking side of a combat.

GNOSIS 6

HEALTH 6

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MASSIVE WOUND 5



RAGE 7 DAMAGE 5

Usually only one combatant walks away from a Massive Wound—the one who dealt it.

COMBAT ACTION

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MASTER OF THE PACK



GIFT

Restricted. Play as this creature attacks an Enemy. The Garou are called to fulfill their sacred duty as Gaia's Warriors. The Gift user recruits one Garou in play for each point of Renown that he has. They form a temporary pack with the Gift user and join in the attack, even if they could not normally be in a pack together. Draw 2 combat cards. This Gift lasts until the end of the combat.

GNOSIS 7

Silver Fangs, Simba

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Matriarch Mourning



The Black Furies have lost 1 of their elders. All Black Furies can take no actions for the next 2 turns. Only 1 Matriarch Mourning can be played per game.

EVENT

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MERCIFUL BLOW



GIFT

The user cuffs any 1 opponent she is in combat with. This is played as an attack. It does no damage, but removes the victim from the current combat. This Gift will fail if the victim has a higher Rage than the user.

GNOSIS 5

Stargazers

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MESSANGER'S FORTITUDE



GIFT


The Silent Strider may outrun any one opponent or pack before combat begins. The Strider loses 1 Renown until he engages in combat with at least 1 of the attackers he escaped from.

GNOSIS 3

Silent Striders

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MIGHT OF THOR



GIFT

The Garou gains +2 Rage in Crinos form. No character can be affected by more than 1 Might of Thor at any one time.

GNOSIS 5

Get of Fenris

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MINDSPEAK



GIFT

The user can communicate telepathically with 1 other member of her pack. The user and her fellow pack member can join in pack tactics (attack or defense) for the current turn. Draw 1 additional combat card if these Garou enter combat.

GNOSIS 3

Galliard

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MOKOLÉ HIDE ✂

EQUIPMENT

The owner of this fetish gains +2 Health. A character cannot have more than 1 Mokolé Hide at a time.

GNOSIS 2

Fetish
Requires Gnosis 2 to equip



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MOON BRIDGE ESCAPE ✂

GIFT

The Gift user may give any one willing character or pack passage over a Moon Bridge. Characters are immediately removed from play until your next Redraw Phase.

GNOSIS 5

Ragabash, Silent Striders



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MOON SIGN ✂

EQUIPMENT

A character equipped with this fetish can force any 1 Garou to revert to her breed form. The Moon Sign is played in place of a combat card during a combat round. Discard the Moon Sign after use.

GNOSIS 2

Fetish
Requires Gnosis 2 to equip



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MORGAN THE UNWORTHY 3



Fianna **Philodox** **Metis**

RAGE 4 Born mad as a hatter, Morgan has embraced the half moon of his birth sign. Every time Morgan uses a Gift or Rite, decide randomly whether it works or is discarded (equal chance for each).

GNOSIS 6

HEALTH 3

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MORIHEI HIGH-MOUNTAIN 8



Stargazers **Galliard** **Homid**

RAGE 3 Kailindo

GNOSIS 9

HEALTH 3

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MORIHEI HIGH-MOUNTAIN 8



Stargazers **Galliard** **Crinos**

RAGE 7 Kailindo

GNOSIS 9

HEALTH 8

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MOTHER LARISSA 8



Bone Gnawers **Theurge** **Homid**

RAGE 2 Larissa is a resourceful old biddy. You may draw 2 extra combat cards whenever she is the target of an attack. Discard or redraw to your normal combat hand size after combat.

GNOSIS 9

HEALTH 3

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MOTHER LARISSA 8



Bone Gnawers **Theurge** **Crinos**

RAGE 5 Larissa is a resourceful old biddy. You may draw 2 extra combat cards whenever she is the target of an attack. Discard or redraw to your normal combat hand size after combat.

GNOSIS 9

HEALTH 6

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MOTHER'S TOUCH ✂

GIFT

Heals the lowest damage card from the target of this Gift, up to a damage 4 card.

GNOSIS 4

Theurge, Children of Gaia



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NATASHA MOON CHASER 5



Silent Striders Ragabash Homid

RAGE 1 Once per game, a player can speak the name
GNOSIS 7 Baba Yaga and Natasha will forfeit a declared
HEALTH 2 attack in paranoid pursuit of the Hag.

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NATASHA MOON CHASER 5



Silent Striders Ragabash Crinos

RAGE 5 Once per game, a player can speak the name
GNOSIS 7 Baba Yaga and Natasha will forfeit a declared
HEALTH 5 attack in paranoid pursuit of the Hag.

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NATURAE BOON X



EQUIPMENT

Naturae Boon reduces the Gnosis cost of any Gifts the owner uses by 2.

GNOSIS 2
Fetish

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NEPHTHYS MU'AT 7



Silent Striders Galliard Crinos

RAGE 6 Nephthys knows Garou society. She
GNOSIS 8 allows you to inspect either side of any
HEALTH 6 Garou character card in play.

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NERVE CLUSTER SR



RAGE 3 DAMAGE 1

Requires Kailindo
 A vital nerve is struck. For the rest of this combat, your opponent is considered to have a Rage of 1 for the purpose of playing combat cards.

COMBAT ACTION

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NEW MOON III



Play at the beginning of any turn or to cancel and supersede any Crescent Moon just played. No one may frenzy and all Ragabash gain 1 Gnosis while New Moon is in effect. Discard this card when a new Lunar Phase is played.

EVENT

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NO ESCAPE SR

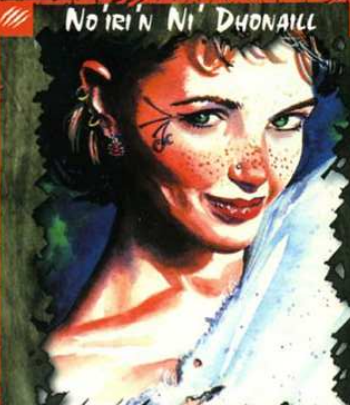


Play when attacker announces that he will not continue combat. Your defending Garou has trapped him, and combat will continue until you choose to end it.

COMBAT EVENT

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NO'IRI'N NI' DHONAILL 4



Fianna Ahroun Homid

RAGE 2 No'iri'n can use Lupus Gifts as well as Homid.
GNOSIS 3
HEALTH 2

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NO'IRI'N NI' DHONAILL 4



Fianna Ahroun Crinos

RAGE 5 No'iri'n can use Lupus Gifts as well as Homid.
GNOSIS 3
HEALTH 4

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ODOR OF SKUNK 

GIFT

No creature (except spirits and Wyrn creatures) will initiate an attack on the Gift user until the Gift is cancelled.

GNOSIS 3
Metis, Bone Gnawers

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OFF-BALANCE ATTACK 



RAGE 1 DAMAGE 2

The character playing this card plays damage cards at -1 Rage for the next round of combat.

COMBAT ACTION 

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OISIN MAC GAELACH 





PLAY PAST LIFE ON ANY FAERIE.

Abilities: Any faerie kin in play become Oisín's allies for the remainder of the game. Oisín can recruit any number of faerie kin. Faerie kin gain +3 Rage while Oisín is in play. Can use ANY Galliard Gift of ANY Gnosis.

Weakness: After 5 turns of being in play, Oisín and his host Garou are discarded along with any faeries in play.

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OLD RED EAGLE 



PLAY PAST LIFE ON ANY UKTENA.

Abilities: Each pack member can regenerate an extra damage card during the Regeneration Phase. +4 Gnosis.

Weakness: -3 Health (never less than 1).

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OLD STORM-CHASER 



Red Talons **Thurge** **Lupus**

RAGE 3 When in play, Old Storm-Chaser increases your sept hand size by 1.

GNOSIS 9

HEALTH 2

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OLD STORM-CHASER 



Red Talons **Thurge** **Crinos**

RAGE 5 When in play, Old Storm-Chaser increases your sept hand size by 1.

GNOSIS 9

HEALTH 7

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OLD WOLF OF THE WOODS 



PLAY PAST LIFE ON ANY RED TALON.

Abilities: Can use ANY Lupus Gift of ANY Gnosis. Play combat cards at +3 Rage when fighting Homids or Kinfolk.

Weakness: Cannot use any equipment.

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ORGAN PUNCTURE 



RAGE 3 DAMAGE 2

A character damaged by the Organ Puncture cannot initiate combat until this wound is healed. He can, however, defend if attacked.

COMBAT ACTION 

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OVEREXTENDED ATTACK 



RAGE 2 DAMAGE 4

Your character may not play a combat card next round. If your character is the attacker, she may not withdraw before the next round.

COMBAT ACTION 

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OWL



PACK TOTEM SILENT STRIDERS
 You may look at 1 opponent's hand (combat or sept) once every other turn. A pack may not have more than 1 Pack Totem at any time.

EVENT

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PACK DEFENSE



Play before one of your defending characters begins combat. You may pull members from your pack into the combat, up to 15 Renown worth of characters (including the original character). You may draw 1 additional combat card per additional pack member.

COMBAT EVENT

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PASSER



Silent Striders **Theurge** **Metis**
RAGE 1 **GNOSIS 3** **HEALTH 2**
 Passer has just begun serving his tribe as a scout against the Wurm. He is worth zero Renown for victory points.

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PEACE OF NATURE



All Children of Gaia play combat cards at -1 Rage for the rest of the game. If any Children of Gaia character goes into frenzy, that player may select any 1 Peace of Nature card in play to be discarded.

EVENT

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PEARL RIVER



Children of Gaia **Theurge** **Homid**
RAGE 2 / Pearl is considered +2 Renown for moot voting.
GNOSIS 10
HEALTH 2

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PEARL RIVER



Children of Gaia **Theurge** **Crinos**
RAGE 6 / Pearl is considered +2 Renown for moot voting.
GNOSIS 10
HEALTH 7

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PEGASUS



PACK TOTEM BLACK FURIES
 Each pack member gains 1 Gnosis. A pack may not have more than 1 Pack Totem at any time.

EVENT

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PENTEX FORESTRY TEAM



ENEMY The Pentex Forestry Team will automatically destroy 1 caern in play each Regeneration Phase. If there is more than 1 caern in play, decide randomly which caern is destroyed. The Forestry Team can play 2 combat cards per round.

RAGE 2
GNOSIS 0
HEALTH 3

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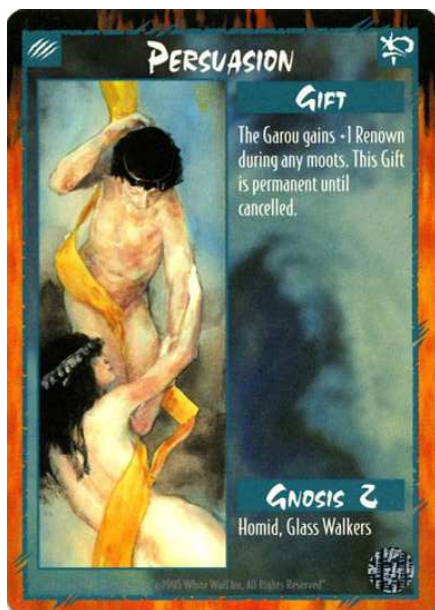
PENTEX REFINERY



ENEMY A Pentex Refinery has set up shop in the area, infesting the region with Wurm taint. Until razed, the refinery prevents any shapechanger (Garou or otherwise) from regenerating, although Gifts like Mother's Touch still function as normal.

RAGE 4
GNOSIS 6
HEALTH 15

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ROLL OVER





GIFT

The target of this Gift cannot attack you or your pack until one of your pack members initiates an attack upon the target.

GNOSIS 8

Philodox, Silver Fangs



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ROSHEEN ONE-ARM 2



Silver Fangs Ragabash Homid

RAGE 2 Rosheen wields his lost Crinos arm like a club.
GNOSIS 2 The fetish arm-club is considered equipment.
HEALTH 2 If the arm is stolen, Rosheen loses 1 Rage.

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ROSHEEN ONE-ARM 2



Silver Fangs Ragabash Crinos

RAGE 3 Rosheen wields his lost Crinos arm like a club.
GNOSIS 2 The fetish arm-club is considered equipment.
HEALTH 3 If the arm is stolen, Rosheen loses 1 Rage.

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RUN LIKE HELL 5



RAGE 1

When played on one of your pack, she immediately flees, exiting combat. Character cannot participate in moot voting until she has engaged in combat with the foe (or foes) she ran from. This effect takes place after your opponent's combat card is resolved.

COMBAT ACTION

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RUNNING CREEK 3



Uktena Ahroun Homid

RAGE 2 Any aggravated damage Running Creek takes can be regenerated.
GNOSIS 1
HEALTH 2

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RUNNING CREEK 3



Uktena Ahroun Crinos

RAGE 3 Any aggravated damage Running Creek takes can be regenerated.
GNOSIS 1
HEALTH 3

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SAMUEL HAIGHT 9



ENEMY Samuel Haight, the Skindancer, is in the area. Only 1 Samuel Haight can be played per game. Samuel can use Gifts from any breed or auspice.

RAGE 8
GNOSIS 8
HEALTH 9 (REGENERATES)

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SANDS OF SLEEP 4

EQUIPMENT

The owner can play this card on any opponent in combat, immediately removing the character from combat. A target affected by the Sands of Sleep cannot take any actions for 2 full turns. If attacked, the target immediately wakes up. Discard the Sands of Sleep upon use.

GNOSIS 3

Fetish
 Requires Gnosis 3 to equip

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SATIRE SONG 7



RITE

The Galliard invoking this Rite must have a higher Renown than his chosen victim. The Galliard performs a song of shame, reducing the target's Renown by 1. Only 1 Satire Song can be placed on a character.

RENOUN 3

Galliard

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SAVING FACE 10



Play on a Garou who called a moot that did not pass. That Garou must act as pack alpha during the upcoming Combat Phase.

EVENT

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SCAR THROAT LEECH-KILLER 4



Get of Fenris Galliard Lupus

RAGE 2 Scar Throat is committed to exterminating vampires. Any vampires he kills are worth 2 victory points.

GNOSIS 4

HEALTH 2

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SCAR THROAT LEECH-KILLER 4



Get of Fenris Galliard Crinos

RAGE 4 Scar Throat is committed to exterminating vampires. Any vampires he kills are worth 2 victory points.

GNOSIS 4

HEALTH 4

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SCOURGING THE WYRM



Select 1 character and 1 enemy in the Hunting Grounds. If that character can single-handedly slay the enemy within one turn, that enemy is worth +1 victory points.

QUEST

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SCOUTING MISSION



Choose 1 pack containing a Silent Strider. The player controlling the pack must choose 1 Silent Strider to send into the Hunting Grounds until the next Regeneration Phase. If the character returns alive, his pack gains 3 victory points. Only 1 Scouting Mission can be played per game.

EVENT

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SCRATCHES-AT-FLEAS 5



Bone Gnawers Ahroun Lupus

RAGE 2 Part dingo, Scratches-at-Fleas is at home in the city or the Outback.

GNOSIS 3

HEALTH 3

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SCRATCHES-AT-FLEAS 5



Bone Gnawers Ahroun Crinos


RAGE 7 Part dingo, Scratches-at-Fleas is at home in the city or the Outback.

GNOSIS 3

HEALTH 5

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SCREAM OF GAIA



GIFT

The Garou screams at his enemies, knocking them back with the force of the shout. No damage is done, but all opponents in combat with the user who have less Gnosis than the user cannot play combat cards during the next round of combat.

GNOSIS 5

Get of Fenris, Red Talons

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SERENITY



GIFT

This Gift will cancel a frenzy.

GNOSIS 3

Children of Gaia, Philodox

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SHAKAR 4



Bagheera Homid

RAGE 1 Shakar is of the Bagheera (panther) tribe of the Bastet (werecats). He can use Theurge and Philodox Gifts.

GNOSIS 5

HEALTH 1

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SHAKAR 4



Bagheera **Crinos**

RAGE 3 **GNOSIS 5** **HEALTH 5**

Shakar is of the Bagheera (panther) tribe of the Bastet (werenats). He can use Theurge and Philodox Gifts.

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SHAPESHIFT



This card can be played at any time by a character in your pack. The character playing this card immediately changes from breed form to Crinos form or from Crinos form to breed form.

ACTION

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SHIELDMATE 5



Play when one of your characters is attacked. One packmate joins your character in combat as a shieldmate. You choose whether your opponent's damage cards are played on the defender or his shieldmate.

COMBAT EVENT

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SHOGEKA HUNTER MOON



PLAY PAST LIFE ON ANY WENDIGO.

Abilities: Her frenzies cannot be cancelled. During moods, all Wendigo and Uktena in play will vote as she does. +3 Health

Weakness: Will never vote in favor of tribal alliances. You must select Shogeka as your alpha.

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SHOTGUN

EQUIPMENT

Only usable by characters in Homid form. Allows the character to use up to Rage 7 combat cards.



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SHROUD

GIFT


The Uktena summons an all-encompassing darkness which enshrouds any 1 target. This immediately ends any current combat involving the target. No other attacks can be initiated against the target until after the next Regeneration Phase.

GNOSIS 2

Uktena

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SHU HORUS



PLAY PAST LIFE ON ANY SILENT STRIDER.

Abilities: Can automatically step into the Umbra. Once per game, Shu Horus can bring his entire pack into the Umbra for 1 full turn. +1 Health.

Weakness: Vampires attack Shu Horus at +3 Rage. Vampires attacking Shu Horus automatically frenzy.

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SILHOUETTE 5



ENEMY

RAGE 5 **GNOSIS 2** **HEALTH 8**

Silhouette is a deadly assassin for Pentex. Attacks from Silhouette cannot be blocked, dodged or evaded. Silhouette attacks the character with the highest Renown for 2 combat rounds at the end of each Combat Phase. Only 1 Silhouette can be played per game.

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SILVER AMMO

EQUIPMENT

Play with any damage card from a firearm attack. Damage is aggravated. The character does not have to equip with Silver Ammo in order to use this card.



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SILVER CLAWS ✦

GIFT

The user of this Gift gains claws of pure silver. The character's next attack that connects does aggravated damage. Place Silver Claws with the Combat Action for the purpose of recording damage. Silver Claws may not be used in conjunction with weapon attacks or Bite Combat Actions.

GNOSIS 3
Ahroun, Silver Fangs

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SILVER RECORD ✦



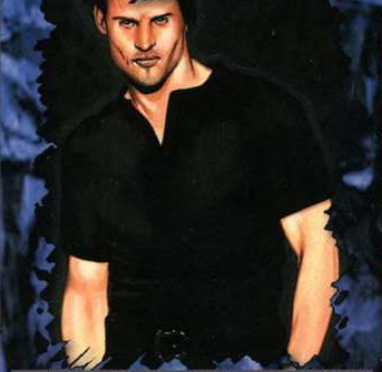
RENOWN 2

Select 1 pack in play. A successful vote includes 1 of this pack's exploits in the legendary Silver Record. If the vote passes, this card is worth 2 victory points to the chosen pack. A pack may not benefit from more than 1 Silver Record per turn.

MOOT ✦

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SIMON GENTLE 6



☒ Glass Walkers ☒ Philodox ☐ Homid

RAGE 2 Simon's suave and charming personality
GNOSIS 8 hides deep insecurities.
HEALTH 2

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SIMON GENTLE 6



☒ Glass Walkers ☒ Philodox ☒ Crinos

RAGE 4 Simon's suave and charming personality
GNOSIS 8 hides deep insecurities.
HEALTH 6

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SINGS-FOR-THE-BEAST 3



☒ Silver ☒ Fangs ☒ Galliard ☒ Metis

RAGE 2 Fleeing her past in Russia, Sings-for-the-
GNOSIS 4 Beast is unfamiliar with Garou of the West.
HEALTH 4

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SISTER JUDITH PAWS-OF-LIGHT 7



☒ Black Furies ☒ Theurge ☒ Metis

RAGE 3 While Sister Judith is part of your pack, you may
GNOSIS 8 choose one member of your pack to regenerate
HEALTH 6 his highest damage card injury (instead of his lowest) during the Regeneration Phase.

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SKINDANCER ✦



RENOWN 6

Choose 1 Garou. Successful vote means that the Garou is revealed as being a Skindancer (thus of the Wyrm and considered an enemy card) and is removed from his pack and placed in the Hunting Grounds. If the vote fails, the character calling the vote loses her voting ability for the remainder of the game.

MOOT ✦

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SNEAK ATTACK ✦



The character can circumvent the normal combat protocol and engage any character, ally or enemy in play. If played during the Combat Phase of a turn, Sneak Attack can interrupt the normal alpha attack cycle, but cannot interrupt a combat that has already begun.

ACTION ✦

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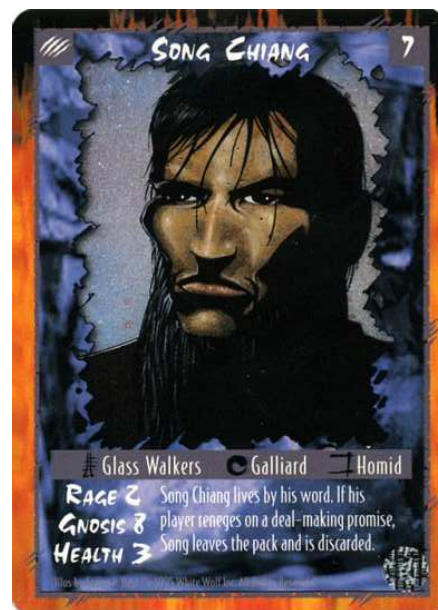
SOFYA SOFTKILLER 4



☒ Silver ☒ Fangs ☒ Ahroun ☐ Homid

RAGE 1 Purebred and proud, Sofya is known
GNOSIS 2 for her arrogance.
HEALTH 2

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SPINE CRUSHED SR



RAGE 9 DAMAGE 7

Only usable in Crinos form.

COMBAT ACTION

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SPIRIT DRAIN SD



GIFT

The Theurge drains all energy from any 1 spirit in play. The Theurge regains full Health and the spirit is discarded. The Theurge's Gnosis must exceed the spirit's Gnosis.

GNOSIS 8

Theurge

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SPIRIT OF THE FRAY SF



GIFT

For the duration of the battle, the user of this Gift strikes first, playing and resolving his Combat Action before all others in the combat. Though the user's Combat Actions strike first, his opponents are not necessarily considered to be bluffing. Discard this Gift after its effect takes place.

GNOSIS 3

Ahroun

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SPOTLIGHT 4



Red Talons ● Ahroun ● Lupus

RAGE 3 Spotlight's hatred of humans has turned him into a ruthless killing machine.

GNOSIS 2

HEALTH 3

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SPOTLIGHT 4



Red Talons ● Ahroun ● Crinos

RAGE 6 Spotlight's hatred of humans has turned him into a ruthless killing machine.

GNOSIS 2

HEALTH 4

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STAG ST



PACK TOTEM FIANNA

No faerie spirits can attack any member of the pack. You may draw 2 additional cards whenever you attack any enemy in the Hunting Grounds. A pack may not have more than 1 Pack Totem at any time.

EVENT

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STANDS-LIKE-MOUNTAIN 3



Red Talons ● Philodox ● Lupus

RAGE 1 Stands-Like-Mountain tolerates humans more than her Red Talon tribemates do.

GNOSIS 3

HEALTH 2

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STANDS-LIKE-MOUNTAIN 3



Red Talons ● Philodox ● Crinos

RAGE 4 Stands-Like-Mountain tolerates humans more than her Red Talon tribemates do.

GNOSIS 3

HEALTH 4

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STAREDOWN SD



GIFT

The Garou using this Gift can intimidate any opponent he is facing, immediately ending combat.

GNOSIS 4

Homid, Philodox, Silver Fangs

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STICKY PAWS

GIFT

The Gift user can steal any 1 piece of equipment from another character. The user must still meet the requirements of the stolen item before it can be used. If the original owner defeats the new owner, she can recover her property.

GNOSIS 3
Ragabash

STINGING WOUND

RAGE 1 DAMAGE 2

If your opponent is damaged by this attack, he may play combat cards during the next round at +1 Rage.

COMBAT ACTION

STONE OF SCORN

RITE

Play this card immediately on any character who declines a challenge. That character loses all voting rights until she engages in battle.

REOWN 4

SURPRISE ALLY

Play before the first round of a combat (including right after a challenge has been accepted) or between rounds of a combat. You may draw in one additional pack member for a pack attack. Draw 1 additional combat card. Surprise Ally can only be used during combats in which your character is the attacker.

COMBAT EVENT

SURPRISE ATTACK

RAGE 2 DAMAGE 1

If this card damages an opponent during the first round of combat, the victim will inflict no damage this round.

COMBAT ACTION

SURVIVOR

GIFT

The Bone Gnawer using this Gift receives the aid of the Bear Totem to withstand the call of death. The character must suffer 1 additional damage card beyond those normally required to kill her before she will actually die.

GNOSIS 5
Bone Gnawers

SUSAN ANTHONY

Black Furies Philodox Homid

RAGE 2 While Susan is in your pack, you may start the game with one Kinfolk Ally in play.

GNOSIS 5

HEALTH 2

SUSAN ANTHONY

Black Furies Philodox Crinos

RAGE 5 While Susan is in your pack, you may start the game with one Kinfolk Ally in play.

GNOSIS 5

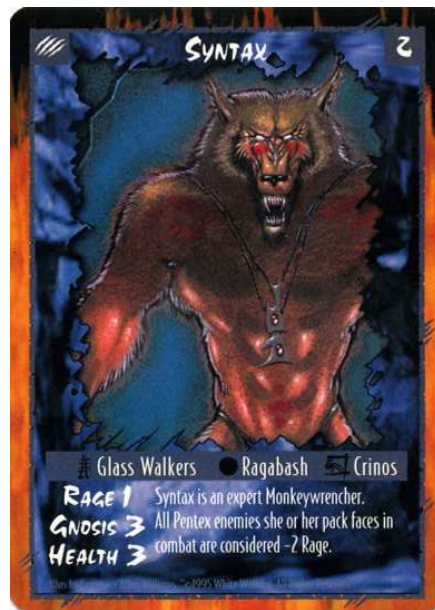
HEALTH 4

SWIPE

RAGE 2 DAMAGE 2

A tough, scraping blow that rarely fails to draw blood.

COMBAT ACTION



TEETH-OF-TITANIUM 6



Glass Walkers • Ahroun Crinos

RAGE 7 As much machine as animal, Teeth-of-Titanium rarely shows emotion and cannot frenzy.
GNOSIS 4
HEALTH 8

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TELLING BLOW 5



RAGE 3 DAMAGE 1

If the damage from this card immediately kills your opponent, place Telling Blow in your victory pile for an additional 3 victory points.

COMBAT ACTION

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THE PIPER 6



ENEMY When the Piper is in play, all Garou act at -1 Rage and -1 Gnosis. Any Garou who has less than 1 Rage or Gnosis cannot act until the Piper is removed from play.

RAGE 3
GNOSIS 6
HEALTH 4

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THE STOLEN WOLF



RENDOWN 6

Select a Garou. Only members of that Garou's auspice may vote. If passed, the victim reverts to his breed form. He cannot change form until he frenzies. If the vote fails, the victim frenzies and immediately attacks the character who called the vote. Each player draws combat cards and combat proceeds as normal.

MOOT

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THOMAS KACHINA 4



Wendigo • Ahroun Homid

RAGE 1 Thomas can automatically pack attack or defend with his twin sister Allison. If Allison is in another player's pack, Allison joins at that player's option.
GNOSIS 1
HEALTH 2

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THOMAS KACHINA 4



Wendigo • Ahroun Crinos

RAGE 3 Thomas can automatically pack attack or defend with his twin sister Allison. If Allison is in another player's pack, Allison joins at that player's option.
GNOSIS 1
HEALTH 4

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THUNDER TIGER 5



Stargazers • Ahroun Lupus

RAGE 3 Kailindo
GNOSIS 3
HEALTH 3

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THUNDER TIGER 5



Stargazers • Ahroun Crinos

RAGE 5 Kailindo
GNOSIS 3
HEALTH 6

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TIM ROWANTREE 3



Children of Gaia • Ahroun Homid

RAGE 1 If Tim's pack gets a caern, Tim gains +2 Rage and +1 Health.
GNOSIS 2
HEALTH 3

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TIM ROWANTREE 3



Children of Gaia ● Ahroun □ Crinos

RAGE 3 If Tim's pack gets a caern, Tim gains
GNOSIS 2 +2 Rage and +1 Health.
HEALTH 4

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TRACKLESS WASTE 0



GIFT
 The Garou can interrupt any declared attack to cause the target of this Gift to become hopelessly lost. Combat is aborted and attacker(s) cannot declare any other attacks for the rest of the turn.

GNOSIS 5
 Red Talons

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TRIBAL ALLIANCE 1



RENOWN 4
 Name 2 tribes. A successful vote indicates that these 2 tribes have a temporary alliance. This alliance lasts until it is voted out during a Moot Phase. During the alliance, these two tribes will not attack one another.

MOOT

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TRIBAL WAR 2



RENOWN 6
 Choose 2 tribes. Characters from this tribe must attack each other before any other opponents in the game can be attacked. If representatives of both tribes are in a player's pack, then 1 must be discarded (no victory points are gained).

MOOT

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TRUE FEAR 0



GIFT
 The Garou can seize her opponent with gripping fear. For the next round of combat, the affected Garou cannot play any combat cards.

GNOSIS 4
 Ahroun, Red Talons, Shadow Lords

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TRUE SILVERHEELS 7



Children of Gaia ● Ahroun □ Homid

RAGE 2 True may begin the game armed with a Klaive equipment card.
GNOSIS 5
HEALTH 4

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TRUE SILVERHEELS 7



Children of Gaia ● Ahroun □ Crinos

RAGE 6 True may begin the game armed with a Klaive equipment card.
GNOSIS 5
HEALTH 8

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UKTENA 1



PACK TOTEM UKTENA
 No spirit may attack pack members. A pack may not have more than 1 Pack Totem at any time.

EVENT

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UKTENA WYRMFOE 0



ENEMY
 A Bane enters the Hunting Grounds. No Uktena can attack anything except the Bane until the Bane is killed.

RAGE 6
GNOSIS 5
HEALTH 6

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UMBRAL ESCAPE

GNOSIS 3

Fast Striking. This creature steps sideways into the Umbra against a Gauntlet of 3, which may be fluxed as if it were the Gauntlet on a caern. It returns from the Umbra at the start of the next turn. Creatures that can not normally step sideways may use Umbralescape.

COMBAT ACTION

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UMBRAL QUEST

Play this card on a character in your pack at the beginning of the Moot Phase. The character will immediately enter the Umbra and the Hunting Grounds for 2 turns. If she returns without having taken any damage, this card is worth 3 victory points. Characters in the Umbra may not vote in moots.

QUEST

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UNICORN

PACK TOTEM CHILDREN OF GAIA

One pack member may regenerate 1 additional damage card during your Regeneration Phase. A pack may not have more than 1 Pack Totem at any time.

EVENT

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VICTORY PARTY

RITE

Play this Rite immediately after a pack defeats an enemy in the Hunting Grounds of Renown 8 or more. This card is worth +2 victory points.

RENOWN 4

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VIRUS-TO-WYRM

4

Glass Walkers Ahroun Homid

RAGE 2 Virus is +2 Rage when combating Wurm opponents, but is still considered Rage 2 for changing to Crinos form.

GNOSIS 4

HEALTH 2

Work by White Wolf

VIRUS-TO-WYRM

4

Glass Walkers Ahroun Crinos

RAGE 5 Virus is +2 Rage when combating Wurm opponents, but is still considered Rage 2 for changing to Crinos form.

GNOSIS 4

HEALTH 3

Work by White Wolf

VITAL BLOW

RAGE 6 DAMAGE 4

You strike your opponent in the, er, um, sensitive area. For the next round of combat, your opponent is considered to have a Rage of 1 for the purpose of playing combat cards.

COMBAT ACTION

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VOLCHEKE IBARRURI

3

Black Furies Ahroun Lupus

RAGE 2 No Wendigo will voluntarily initiate or join an attack against Volcheke.

GNOSIS 2

HEALTH 2

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VOLCHEKE IBARRURI

3

Black Furies Ahroun Crinos

RAGE 4 No Wendigo will voluntarily initiate or join an attack against Volcheke.

GNOSIS 2

HEALTH 3

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WALKS-WITH-MIGHT 9



Silent Striders ● Ahroun Lupus

RAGE 5 Walks-with-Might may escape from any combat after the fourth round.
GNOSIS 7
HEALTH 5

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WALKS-WITH-MIGHT 9



Silent Striders ● Ahroun Crinos

RAGE 8 Walks-with-Might may escape from any combat after the fourth round.
GNOSIS 7
HEALTH 10

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WAR PAINT OF WAHYA OHNI ✦

EQUIPMENT

When applied, the Garou heals twice as quickly. Remove 1 additional damage card from the owner of this fetish during the Regeneration Phase.



GNOSIS 3

Fetish
Requires Gnosis 3 to equip

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WENDIGO TII



PACK TOTEM **WENDIGO**

Increase your combat hand by 1. A pack may not have more than 1 Pack Totem at any time.

EVENT

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WHELP BODY ✧



GIFT

Reduces your target's Rage by 3 for the rest of the game. The target's Rage can never be lower than 1 as a result of this Gift.

GNOSIS 7
Ragabash

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WIND-ACROSS-THE-HILLS 1



Fianna ● Ragabash Homid

RAGE 1 Wind-Across-the-Hills is considered
GNOSIS 2 Renown zero for purposes of joining pack
HEALTH 1 attacks or defenses.

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WIND-ACROSS-THE-HILLS 1



Fianna ● Ragabash Crinos

RAGE 1 Wind-Across-the-Hills is considered
GNOSIS 2 Renown zero for purposes of joining pack
HEALTH 2 attacks or defenses.

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WINTER WOLF ✧



RENOUN 6

A successful vote removes any Garou of Renoun 6 or higher from play. This Garou is placed in its owner's victory points and is worth its Renoun in victory points.

MOOT

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WISDOM OF THE SEER ✧



GIFT

The player may look at another player's sept hand once per turn until this Gift is cancelled.

GNOSIS 8
Stargazers

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WOLF KINFOLK 2



ALLY Requires: Lupus
The wolf Kinfolk is ferocious and loyal.

RAGE 2
GNOSIS 2
HEALTH 2

WOLF-SPIRIT 2



ALLY Requires: Gnosis 4; Philodox, Lupus or Red Talons.
The Garou can call to duty the spirit of a wolf. The wolf may take no action during the turn it is summoned.

RAGE 2
GNOSIS 3
HEALTH 2

WYRM SKIN 1

EQUIPMENT
Enemies in the Hunting Grounds act at -2 Rage when in combat with the owner of this fetish.



GNOSIS 3
Fetish, Armor
Requires Gnosis 3 to equip

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WYRM TAIN 11



Evidence surfaces implicating the Glass Walker tribe in dealings with the Wyrms. All Glass Walkers act at -1 Renown during moots.

EVENT

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WYRM TAIN 11



PLAY PAST LIFE ON ANY SILVER FANGS

Abilities: +8 Renown for any moot votes. +1 Health
Weakness: None.

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ZACHARY ELLISON 6



Shadow Lords **Philodox** **Homid**

RAGE 2 Zachary cannot be in any pack unless a
GNOSIS 7 Shadow Lord is the highest-Renown
HEALTH 2 character in the pack. Discard Zachary if
he is forced into a such a pack.

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ZACHARY ELLISON 6



Shadow Lords **Philodox** **Crinos**

RAGE 6 Zachary cannot be in any pack unless a
GNOSIS 7 Shadow Lord is the highest-Renown
HEALTH 6 character in the pack. Discard Zachary if
he is forced into a such a pack.

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