

ALLIES' GATEWAY 5

RITE

Select any caern in play. If the owner of the caern consents, your pack and his pack can benefit from both caerns' advantages until the next Redraw Phase.

RENOWN 4
Requires Caern

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AMANDA WITHERS-IN-SUN 5



Silver Fangs **Theurge** **# Metis**

RAGE 4 Amanda can only regenerate when she is in the Umbra.
GNOSIS 7
HEALTH 6

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BANISHMENT BY THE COUNCIL 5



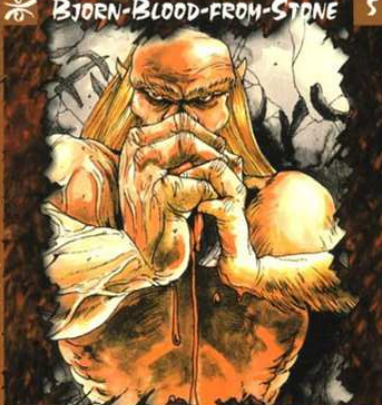
RENOWN 8

Select an enemy in the Hunting Grounds. On a successful vote that enemy is immediately discarded and worth no victory points. Return the enemy to its owner's discard pile.

MOOT

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BJORN-BLOOD-FROM-STONE 5

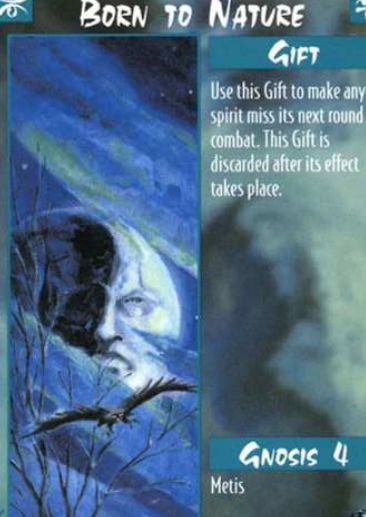


Get of Fenris **Ahroun** **# Metis**

RAGE 5 When Bjorn is alpha, spirits bound to other packs cannot refuse his challenges.
GNOSIS 4 Bjorn cannot bind a spirit.
HEALTH 5

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BORN TO NATURE 5



GIFT

Use this Gift to make any spirit miss its next round of combat. This Gift is discarded after its effect takes place.

GNOSIS 4
Metis

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BUNYIP SPIRIT 5



ENEMY Embittered by their betrayal at the hands of the Garou, these restless spirits now hunt their foes.

RAGE 4
GNOSIS 3
HEALTH 4

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CAERN OF AWAKENING 5



GAUNTLET 4

Requires: Bone Gnawers
Immediately after any Redraw Phase you may choose to discard all of your sept cards and redraw five more. Only one Caern of Awakening can be in play at any time.

CAERN

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CAERN OF BYGONE VISIONS 5



GAUNTLET 3

Requires: Black Furies
Every other turn during your Moot Phase, you may sort through your sept deck and equip one of your characters with a fetish equipment card. The equipped character must still meet the Gnosis requirements of the fetish. Reshuffle your sept deck each time this special ability is used. Only one Caern of Bygone Visions can be in play at any time.

CAERN

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CAERN OF ICHIYO MODORIBASHI 5



GAUNTLET 1

Requires: Shadow Lords
Once in play this caern cannot be removed from the controlling pack or destroyed in any way. Only one Caern of Ichijo Modoribashi can be in play at any time.

CAERN

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CAERN OF THE BLOODFIST



GAUNTLET 3

Requires: Get of Fenris
Members of a pack controlling this caern are at +2 Health when in the Umbra. Only one Caern of the Bloodfist can be in play at any time.

CAERN

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CAERN OF THE CRESCENT MOON



GAUNTLET 2

Requires: Silver Fangs
You may choose one pack member and double her Renown during any Moot Phase. A character whose Renown is doubled this way may not act as alpha during the following Combat Phase. Only one Caern of the Crescent Moon can be in play at any time.

CAERN

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CAERN OF THE PAINTED SANDS



GAUNTLET 4

Requires: Wendigo
You may play any Pack Totem card even if your pack does not meet the specified requirements. Your pack may have more than one Totem. Only one Caern of the Painted Sands can be in play at any time.

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CAERN OF THE SNOW LEOPARD



GAUNTLET 2

Requires: Stargazers
When one of your characters is killed in the Umbra, you may choose to discard this caern and return the character to full health in the physical world. Only one Caern of the Snow Leopard can be in play at any time.

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CAERN OF THE TRI-SPIRAL



GAUNTLET 1

Requires: Ianna
All members of the pack that controls this caern gain 2 Gnosis for the purposes of using Gifts. Only one Caern of the Tri-Spiral can be in play at any time.

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CAERN OF THE WAKING DREAM



GAUNTLET 2

Requires: Iktena
Members of your pack gain the full victory points for any spirits they bind. Only one Caern of the Waking Dream can be in play at any time.

CAERN

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CAERN OF THE WEeping DAUGHTER



GAUNTLET 4

Requires: Red Talons
When members of the pack controlling this caern are attacked, the attackers cannot frenzy and must play their combat actions at -1 Rage. Only one Caern of the Weeping Daughter can be in play at any time.

CAERN

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CAERN OF THE WESTERN EYE



GAUNTLET 3

Requires: Children of Gaia
Any Kinfolk allies of the pack controlling this caern can now vote in moots. Each ally has additional votes equal to his Renown. Only one Caern of the Western Eye can be in play at any time.

CAERN

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CASSANDRA SHADOW-WATCHER 7



Black Furies **Theurge** **Homid**

RAGE 3 Cassandra plays combat actions at +2
GNOSIS 7 Rage when fighting Get of Fenris.
HEALTH 4

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CASSANDRA SHADOW-WATCHER 7

Black Furies **Theurge** **Crinos**

RAGE 7 Cassandra plays combat actions at +2
GNOSIS 7 Rage when fighting Get of Fenris.
HEALTH 7

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CHILDLING 6

ALLY Requires: Fianna or Renown 1 Garou.
 The Childling is a child faerie. Any time a combat action is played against a Childling, decide randomly whether it takes effect or is discarded (equal chance of each).

RAGE 3
GNOSIS 5
HEALTH 3

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CLOSE GAUNTLET

For the duration of the turn, all characters, allies and enemies in play cannot step sideways. Those in the Umbra must remain there until the next turn.

EVENT

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DEEP JOURNEY

GIFT

When in the Umbra, a character can use this Gift, which allows the player to search through her sept deck and bring any one caern, totem, spirit ally or fetish directly into play. Reshuffle your sept deck after using this Gift. This Gift is discarded after its effect takes place.

GNOSIS 5
 Lupus

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DR. STEPHEN "MINDBENDER" GARRISON 6

Glass Walkers **Theurge** **Homid**

RAGE 3 Stephen is not affected by Gauntlet
GNOSIS 7 Fluxes.
HEALTH 3

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DR. STEPHEN "MINDBENDER" GARRISON 6

Glass Walkers **Theurge** **Crinos**

RAGE 5 Stephen is not affected by Gauntlet
GNOSIS 7 Fluxes.
HEALTH 6

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DRAOTOSI 7

ENEMY These spirit creatures cannot be attacked from the physical world. They live in the Umbra and are surrounded by toxic pits. Because of this, anyone attacking them can only play Rage 1 and 2 combat actions during the first round of combat.

RAGE 7
GNOSIS 5
HEALTH 5

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DREAMSPEAKER MAGE 8

ALLY Requires: Uktena, Theurge, or Mokole Restricted. Once per turn the Dreamspeaker can step sideways and/or can cancel any single Gift. If in combat, she may not step sideways until one round of combat has passed. The Mage can use Auspice Gifts.

RAGE 4
GNOSIS 10
HEALTH 3

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ENGLING 3

ENEMY If bound, this spirit can be discarded to raise the Gnosis of one character in the pack by 3 until the next Redraw Phase. If discarded, the player loses any victory points gained for the Engling.

RAGE 1
GNOSIS 3
HEALTH 3

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FAERIE ARMOR ✂

EQUIPMENT

This mystical armor protects its wearer from Rage 2 and 3 damage cards. Faerie Armor can be worn by any breed or form. A character can only have one Faerie Armor at a time.



GNOSIS 5
Armor, Fetish

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FAST SHIFT ✂



Your character can immediately enter the Umbra (ignore Gauntlet) during any phase of the game. However, this character must act as alpha during the next Combat Phase. If more than one pack member uses a Fast Shift in a turn, decide randomly which will be alpha.

ACTION

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FIRECLAW 7



Red Talons **Theurge** **Lupus**

RACE 3 Any Rage 1 & 2 combat actions played by
GNOSIS 7 Fireclaw do aggravated damage.
HEALTH 3

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FIRECLAW 7



Red Talons **Theurge** **Crinos**

RAGE 4 Any Rage 1 & 2 combat actions played by
GNOSIS 7 Fireclaw do aggravated damage.
HEALTH 5

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GATEWAY OF THE HYENA ✂

GIFT

The Garou can use this Gift to make any one Moon Bridge automatically close. This Gift is discarded after its effect takes place.



GNOSIS 6
Ragabash

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GAUNTLET FLUX ✂



Play on any one caern. This caern's Gauntlet is at +1.

EVENT

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GAUNTLET FLUX ✂



Play on any one caern. This caern's Gauntlet is at +2.

EVENT

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GAUNTLET FLUX ✂



Play on any one caern. This caern's Gauntlet is at -1.

EVENT

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GAUNTLET FLUX 7



Play on any one caern. This caern's Gauntlet is at -2.

EVENT

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GLASS ELEMENTAL 7



ENEMY A spirit recently conceived from humankind's skyscraper cities, Glass Elementals are every bit as potent as their traditional brethren.

RAGE 6
GNOSIS 4
HEALTH 7

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GUARDIAN SPIDER 4



ENEMY These spirits are creatures of the Weaver. They are fiercely protective of their space in the Umbra.

RAGE 2
GNOSIS 3
HEALTH 4

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HEART OF MIDNIGHT X

EQUIPMENT

The owner of this fetish cannot be affected by any Gifts. He can, however, still use Gifts himself. All enemies (creatures in the Hunting Grounds) are at +1 Rage when fighting the owner of this fetish.



GNOSIS 6
Fetish

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HYPERION 7



PACK TOTEM

Requires: any Garou who has completed an Umbral Quest. Members of your pack can regenerate aggravated damage. Flame Spirits will not attack members of your pack. A pack may not have more than one Pack Totem in play at any time.

EVENT

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JACKAL'S QUEST X



A character undergoing this quest must convince a character from another pack to give him a piece of equipment. Play this card immediately after the equipment has been traded. This card is worth 2 victory points.

QUEST

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JANNOK 3

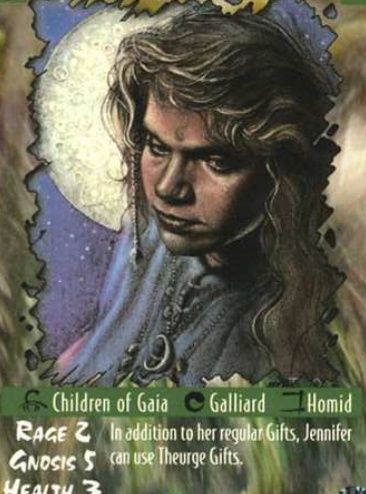


ENEMY These Wurm spirits are ferocious hunters and often travel in groups. For every additional Jannok in the Hunting Grounds, raise this enemy's Rage by 1.

RAGE 1
GNOSIS 3
HEALTH 2

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JENNIFER MOON-WIZENED 6



Children of Gaia ☒ Galliard ☐ Homid

RAGE 2 In addition to her regular Gifts, Jennifer can use Theurge Gifts.

GNOSIS 5
HEALTH 3

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JENNIFER MOON-WIZENED 6



Children of Gaia ☒ Galliard ☒ Crinos

RAGE 5 In addition to her regular Gifts, Jennifer can use Theurge Gifts.

GNOSIS 5
HEALTH 7

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KA SPIRIT 0



ALLY Requires: Silent Strider
The Ka Spirit (the soul of a Mummy) is truly immortal and can never be destroyed. If the Ka Spirit is killed, place it back into its owner's sept deck and shuffle. The Ka Spirit is not affected by Gifts which specifically affect spirits.

RAGE 2
GNOSIS 1
HEALTH 2

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KINFOLK SHAMAN 4



ALLY Requires: any Garou
The Shaman can use any Theurge or Lupus Gifts. Spirits will not attack the Shaman, but they will defend themselves against him if attacked.

RAGE 1
GNOSIS 6
HEALTH 2

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LAUGHS-AT-DEATH 5



NUWISHA **RAGABASH** **HOMID**

RAGE 2 When alpha, and in the Umbra, Laughs-at-Death must be challenged by those who wish to attack her. She has the option of declining. Laughs can use any Ragabash or Uktena Gifts. Laughs cannot frenzy.

GNOSIS 5
HEALTH 3

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LAUGHS-AT-DEATH 5



NUWISHA **RAGABASH** **MANABOZHO**

RAGE 4 When alpha, and in the Umbra, Laughs-at-Death must be challenged by those who wish to attack her. She has the option of declining. Laughs can use any Ragabash or Uktena Gifts. Laughs cannot frenzy.

GNOSIS 5
HEALTH 6

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MOON BRIDGE ASSAULT



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MEMORY RIBBON



EQUIPMENT

A character wearing a Memory Ribbon cannot frenzy. Opponents facing him in combat also cannot frenzy.

GNOSIS 5
Fetish

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MOON BRIDGE ASSAULT



GIFT

The character can "sneak attack" any other character or ally in play, providing they and their target both have caerns. This sneak attack can also cross the Gauntlet, allowing a physical character to attack an Umbral one. This attack can be played at any time and is not considered an alpha action. This Gift is discarded after its effect takes place.

GNOSIS 5
Galliard, Silent Striders

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MOON BRIDGE ATTACK



A character with a caern can use a Moon Bridge to immediately attack any character or ally in play whose pack also owns a caern.

ACTION

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MOROZHKI 9



ENEMY These frost spirits are often Wym-tainted. If the Morozhki is attacked in the physical world, combat cards played on its behalf are aggravated.

RAGE 7
GNOSIS 5
HEALTH 7

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NADIA WYRMFOE 5



Shadow Lords Galliard Homid

RAGE 1 Nadia cannot bind a Bane spirit.
GNOSIS 5
HEALTH 2

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NADIA WYRMFOE 5



Shadow Lords Galliard Crinos

RAGE 6 Nadia cannot bind a Bane spirit.
GNOSIS 5
HEALTH 6

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NAOMI 7



Uktena Theurge Homid

RAGE 2 At the controlling player's option, Naomi can begin any game in the Umbra. Naomi cannot be in a pack with any other Uktena.
GNOSIS 8
HEALTH 3

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NAOMI 7



Uktena Theurge Crinos

RAGE 7 At the controlling player's option, Naomi can begin any game in the Umbra. Naomi cannot be in a pack with any other Uktena.
GNOSIS 8
HEALTH 6

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NEXUS CRAWLER 17



ENEMY Nexus Crawlers bend reality and are one of the Garou's greatest foes in the Umbra.
RAGE 8 When fighting a Nexus Crawler, characters play their combat cards randomly. Although it is a Wyrn spirit, the Nexus Crawler cannot be bound.
GNOSIS 8
HEALTH 13

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NIGHTMARE COIN



EQUIPMENT

Once equipped, a character can discard this item as a combat event to immediately end any one combat in which she is involved.

GNOSIS 4
 Fetish

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NIGHTMASTER 10



ENEMY Any characters who fight the Nightmaster and retreat or escape will lose their highest Gnosis fetish (if any). Place all lost fetishes under the Nightmaster. A character who kills the Nightmaster will get all of the fetishes for the duration of the game. The Nightmaster exists only in the Umbra and can use any Theurge or Shadow Lord Gifts.
RAGE 8
GNOSIS 10
HEALTH 8 (REGENERATES)

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NOCTURNA 6



ENEMY This Bane spirit attacks humans as they sleep, corrupting their dreams. At the end of each Combat Phase, the Nocturna will corrupt one Kinfolk ally in play (decide randomly if there is more than one Kinfolk ally). The Kinfolk is then moved to the Hunting Grounds and becomes an enemy.
RAGE 3
GNOSIS 5
HEALTH 6

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OPENING OF THE MOON BRIDGES



RENOUN 5

On a successful vote, Moon Bridges are opened between all caerns in play. Now alphas can directly attack any non-alpha character or ally in play (providing the alpha and their target both belong to a pack that has a caern). The target of this attack no longer has the option of declining. Alternately, this moot can be called to close Moon Bridges already opened.

MOOT

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OPENING THE SILVER WINDOW ✂

GIFT

The Garou can create a lasting opening between the physical world and the Umbra. This opening allows characters to step sideways against a Gauntlet of 5. The portal lasts until the Gift is removed. Only characters who can step sideways can use the Silver Window.

GNOSIS 6
Theurge, Uktena

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PACK REPRIMAND ✂



RENOWN 7

Choose a pack with a caern. On a successful vote that pack is punished for poorly managing their caern. That caern is discarded.

MOOT

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PURGASH ✂



REQUIREMENTS: You must have completed the Umbral Quest.

EVENT

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PARTING THE VELVET CURTAIN ✂

GIFT

The Garou can choose one non-Garou and bring him into the Umbra when stepping sideways. This may include individuals who cannot normally access the Umbra (like Kinfolk). The "hitchhiker" must leave the Umbra when the Gift user does. This Gift is discarded after its effect takes place.

GNOSIS 4
Theurge

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PATTERN SPIDER 1 ✂



ENEMY For every Pattern Spider in play raise the Gauntlet of all caerns by 1. Pattern Spiders are spirits that exist only in the Umbra.

RAGE 1
GNOSIS 3
HEALTH 2

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PETROV TZAROVITCH 7 ✂



Corax **Homid**

RAGE 2 When in the Umbra, Petrov can escape from any combat he is in after the third round. Petrov can use Ragabash, Theurge and Silent Strider Gifts.

GNOSIS 6
HEALTH 5

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PETROV TZAROVITCH 7 ✂



Corax **Crinos**

RAGE 5 When in the Umbra, Petrov can escape from any combat he is in after the third round. Petrov can use Ragabash, Theurge and Silent Strider Gifts.

GNOSIS 6
HEALTH 8

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PHANTASMI 5 ✂



ENEMY These spirits are the remnants of dead fomori. The Phantasmi cannot be bound.

RAGE 4
GNOSIS 5
HEALTH 7

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PHOEBE ✂



PACK TOTEM


Requires: any Garou who has completed an Umbral Quest. You can search through your deck and place any Lunar Phase into play at any time (reshuffle your deck every time this is done). No new Lunar Phase can be played unless you permit it. A pack may not have more than one Pack Totem in play at any time.

EVENT

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POWER OF THE WAYS ✧

GIFT



When in the Umbra the Philodox increases her Rage, Gnosis and Health by 1. Discard this Gift when she returns to the physical world. A character cannot use more than one Power of the Ways at a time.

GNOSIS 4
Philodox

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PURITY OF SPIRIT ✧

GIFT



The Ahroun protects himself from aggravated damage for one complete turn when in the Umbra. The Ahroun still takes any wounds; they simply are not aggravated injuries. This Gift is discarded after its effect takes place.

GNOSIS 5
Ahroun

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QUEST OF SPIRIT ✧

QUEST



A character must single-handedly bind a spirit whose Renown is at least twice her own. If successful, the spirit is worth its full Renown in victory points.

QUEST

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QUEST OF VALOR ✧

QUEST



A character undergoing this quest cannot refuse any challenges for three turns. If the character survives, this card is worth 1 victory point per player in the game.

QUEST

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REDIRECTED ATTACK ✧

GNOSIS 7 DAMAGE*



*If your Gnosis is greater than your opponent's, he is affected by his own combat action. This combat action is only playable in the Umbra.

COMBAT ACTION

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REJECT ✧

ENEMY



These Wyld spirits are always unpredictable. At the beginning of every Combat Phase, when the Reject is in play, randomly select one bound spirit in play and return it to the Hunting Grounds.

RAGE 5
GNOSIS 6
HEALTH 8

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RITE OF BINDING ✧

RITE




Play this Rite on any spirit ally your character has just defeated. The spirit ally is not dead, but instead has been bound and is now an ally of your pack. This spirit ally is worth half of its Renown in victory points.

RENOWN 2

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RITE OF CLAIMING ✧

RITE



When a character enacts this Rite you may choose any caern in play and claim it as your own. The owner of that caern selects one of his Garou to defend his claim. The characters immediately fight for ownership of the caern. If your character can kill the defending character, your pack will take control of the caern (as well as victory points for the slain character). Return the caern card to its owner after the game is over.

RENOWN 5

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RITE OF REALM BINDING ✧

RITE



This Rite binds its chosen target in the world in which she happens to be. The victim is trapped either in the physical world or in the Umbra and cannot breach the Gauntlet without the assistance of a Rite or action card.

RENOWN 6

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RITE OF RETURN T

RITE

This Rite allows your character to immediately return to the physical world in her breed form, regardless of the Gauntlet or closed realm.

RENOWN 3

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RUNS-WITHOUT-PACK S

Fianna **Ragabash** **Lupus**

RAGE 2 Runs-without-Pack cannot participate in
GNOSIS 6 any pack actions.
HEALTH 3

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RUNS-WITHOUT-PACK S

Fianna **Ragabash** **Crinos**

RAGE 5 Runs-without-Pack cannot participate in
GNOSIS 6 any pack actions.
HEALTH 7

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SAP SPIRIT S

GNOSIS 6 **DAMAGE 3**

Sap Spirit cannot be Blocked.
This combat action is only playable in the Umbra.

COMBAT ACTION

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SCENT OF DISTINCTION S

GIFT

The Galliard can check any one character in play's Crinos statistics. This can be done to another player's werewolf before they have transformed. This Gift is discarded after its effect takes place.

GNOSIS 2
Galliard

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SEEKS-THE-TRUTH 6

Stargazers **Philodox** **Lupus**

RAGE 2 When alpha, Seeks-the-Truth allows you
GNOSIS 7 to draw two new sept cards as his alpha
HEALTH 2 action.

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SEEKS-THE-TRUTH 6

Stargazers **Philodox** **Crinos**

RAGE 4 When alpha, Seeks-the-Truth allows you
GNOSIS 7 to draw two new sept cards as his alpha
HEALTH 7 action.

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SEES-THROUGH-STARS 7

Silent Striders **Philodox** **Homid**

RAGE 3 Sees-through-Stars can use the Gauntlet
GNOSIS 7 of any caern in play to step sideways.
HEALTH 4

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SEES-THROUGH-STARS 7

Silent Striders **Philodox** **Crinos**

RAGE 5 Sees-through-Stars can use the Gauntlet
GNOSIS 7 of any caern in play to step sideways.
HEALTH 8

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SERPENTINE 5



ENEMY The Garou often bind these animal spirits into service. Serpentine can use any Galliard Gifts.

RAGE 3
GNOSIS 4
HEALTH 5

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SHAKEY MAC 8



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

RAGE 2 Spirits play combat actions at -2 Rage
GNOSIS 10 when fighting Shakey Mac.
HEALTH 2

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SHAKEY MAC 8



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

RAGE 6 Spirits play combat actions at -2 Rage
GNOSIS 10 when fighting Shakey Mac.
HEALTH 7

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STEP SIDWAYS III



Play during the Combat Phase, before alphas are chosen. Your character steps sideways into the Umbra against an initial Gauntlet of 3 (which is affected by any game modifiers).

ACTION

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STORMCROW 2



ALLY Requires: any Garou in the Umbra
Stormcrows are spirits that can automatically combine for pack attack or defense. Draw one additional combat card for every Stormcrow after the first that is drawn into combat. Stormcrows will not pack combine when fighting a Shadow Lord.

RAGE 2
GNOSIS 2
HEALTH 1

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STUCK SIDWAYS III

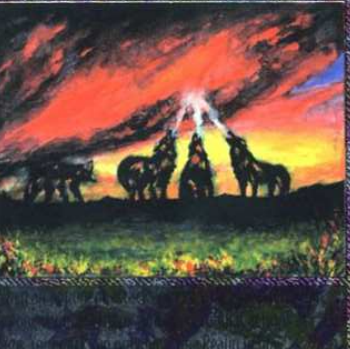


Select one character stepping sideways. That character is trapped until the next Redraw Phase and can be attacked by any alpha in play. The character can take no actions during this time, but can play combat actions (except Umbra! Escape) if attacked.

EVENT

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SUMMER COUNTRY



GAUNTLET 5

CAERN

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THE BUTTERFLY



GAUNTLET 5

CAERN

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THE COUNCIL FOR UNIVERSAL TRADE



GAUNTLET 5

Requires: Glass Walkers
The Gauntlet of this caern can never be "fluxed" higher than 6 or lower than 4. This caern is unaffected by Pattern Spiders. Only one Council for Universal Trade can be in play at any time.

CAERN

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THE WHEEL OF PTAH

GAUNTLET 1

Requires: Silent Striders
The controller of this caern can always choose which Moon Bridges affect her caern and which do not. At her discretion, other packs can use her caern to open Moon Bridges or step sideways into the Umbra. Only one Wheel of Ptah can be in play at any time.

CAERN

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UMBRAL FLURRY

GNOSIS 4 DAMAGE 2

All things possess a living energy. A true warrior learns to harness his – and his opponent's. In the Umbra, spirit is energy.
This combat action is only playable in the Umbra.

COMBAT ACTION

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UMBRAL WAVE

All characters in the Umbra revert to their breed forms. Discard all Gauntlet Fluxes in play.

EVENT

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WAHYA-OHNI 6

Wendigo ● Ahroun ● Lupus

RAGE 3 When in the Umbra, Wahya-Ohni can regenerate one additional damage card during his Regeneration Phase.
GNOSIS 4
HEALTH 4

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WAHYA-OHNI 6

Wendigo ● Ahroun ● Crinos

RAGE 6 When in the Umbra, Wahya-Ohni can regenerate one additional damage card during his Regeneration Phase.
GNOSIS 4
HEALTH 7

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WORLD OF HUMAN

GIFT

The Garou can use this Gift to raise the Gauntlet of any caern by 1. A caern cannot have its Gauntlet raised by more than 4 in this fashion. This card remains in effect until the Gift is removed.

GNOSIS 6
Homid

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WYLDLING 6

ENEMY Wyldlings are unpredictable and dangerous spirits. A Wyldling exists only in the Umbra.
RAGE 5
GNOSIS 4
HEALTH 5

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WYLDSTONE

EQUIPMENT

This fetish adds 1 to a Garou's Gnosis for the purpose of using Gifts. Alternately, the character can discard this stone at any time and immediately change into Crinos form.

GNOSIS 3
Fetish

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WYLDSTORM

Each player selects his highest Renown character, discarding any Gifts or equipment it may have. These characters are then shuffled together and randomly distributed to all players. For the remainder of the game, each character is part of a new pack. Characters are returned to their owners at the end of the game. A player may not play more than one Wyldstorm per game.

EVENT

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