

A BUS FULL OF PEOPLE 6




VICTIM It ain't nothin' to wreck a bus.

RAGE 2
GNOSIS 0
HEALTH 10

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AIR OF AUTHORITY 5




GIFT

The Gift user can end any 1 combat of her choice. Discard this Gift after its effect takes place.

GNOSIS 4
Requires: 7th Generation

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AIRT GATEWAY 5



GIFT

The Bane can automatically step sideways into the Umbra, regardless of the Gauntlet. The Bane automatically assumes its Battle form. Discard this Gift after its effect takes place.

GNOSIS 2
Requires: Bane

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AIRT MASTERY 5



GIFT

Select 1 target in the Umbra. That target becomes hopelessly lost and is removed from play until the next Regeneration Phase. Discard this Gift after its effect takes place.

GNOSIS 4
Requires: Bane

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ALLIES BELOW 5



GIFT

The Gift user can create a temporary pack out of enemies in the Hunting Grounds. Up to 10 Renown worth of enemies can be brought into the pack. You may draw 1 additional combat card per enemy recruited. This lasts for 1 combat only. Allies Below may be used for attack or defense. Discard this Gift after its effect takes place.

GNOSIS 4
Requires: Black Spiral Dancer

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ALLONZO MONTOYA 9



Abomination **Homid**

RAGE 5
GNOSIS 6
HEALTH 7
(REGENERATES)

Beast-of-War — Allonzo is a werewolf who has been turned into a vampire. Thoroughly insane, he now serves the Wyrms. Allonzo can use Shadow Lord, Metis and Black Spiral Dancer Gifts. He cannot be alpha 2 turns in a row.

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ALLONZO MONTOYA 9



Abomination **Crinos**

RAGE 10
GNOSIS 6
HEALTH 10
(REGENERATES)

Beast-of-War — Allonzo is a werewolf who has been turned into a vampire. Thoroughly insane, he now serves the Wyrms. Allonzo can use Shadow Lord, Metis and Black Spiral Dancer Gifts. He cannot be alpha 2 turns in a row.

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AMELIA 6



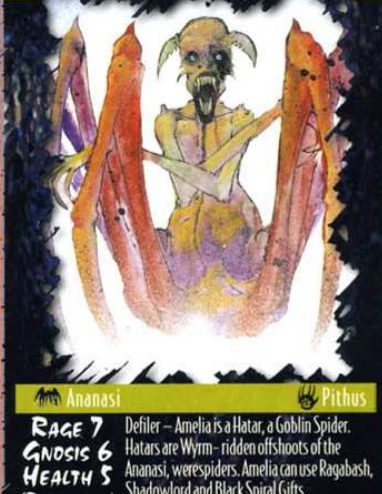
Ananasi **Homid**

RAGE 3
GNOSIS 6
HEALTH 4
(REGENERATES)

Defiler — Amelia is a Hatar, a Goblin Spider. Hatars are Wyrms-ridden offshoots of the Ananasi, werespiders. Amelia can use Ragabash, Shadowlord and Black Spiral Gifts.

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AMELIA 6



Ananasi **Pithus**

RAGE 7
GNOSIS 6
HEALTH 5
(REGENERATES)

Defiler — Amelia is a Hatar, a Goblin Spider. Hatars are Wyrms-ridden offshoots of the Ananasi, werespiders. Amelia can use Ragabash, Shadowlord and Black Spiral Gifts.

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ANGUS, THE WHITE HOWLER 12



VICTIM
RAGE 9
GNOSIS 8
HEALTH 10

Angus can use Galliard, Homid and Wendigo Gifts. If Angus survives in the Hunting Grounds for 3 turns he becomes an ally of the Gaia pack with the lowest total Renown. Only 1 Angus can be played per game.

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ASS WHUPPIN' LYNCH MOB 5



Play when your alpha declares an attack on a victim in the Hunting Grounds. Choose any or all members of your pack to join the attack. Draw 1 additional combat card for each additional pack member who joins the attack.

COMBAT EVENT

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AVENGING WRAITH 6



VICTIM
RAGE 5
GNOSIS 8
HEALTH 5

This dark spirit exists only in the Umbra. The Avenging Wraith removes the highest Gnosis Bane Fetish from play at the end of each Combat Phase. The Avenging Wraith can use Fianna Gifts.

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BALEFIRE 3



GIFT

When in the Umbra, Combat Actions played by the Gift user are aggravated. Discard this Gift after the end of the current Combat Phase.

GNOSIS 3
 Requires: Bane

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BANE MOONBRIDGE 5



GIFT

The Gift user can attack any character belonging to a pack with a caern. This does not grant the character an extra attack and must be done as the Bane's alpha action. The defending character cannot refuse this challenge. This Gift is permanent until canceled.

GNOSIS 5
 Requires: Bane

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BANE SWORD 4



EQUIPMENT

If the equipped character's Gnosis exceeds her opponent's, all damage done by the Bane Sword is aggravated.

GNOSIS 4
 Requires Gnosis 4 to Equip
 Bane Fetish, Weapon

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BATTLE QUEST 3



Play at the end of any turn in which a single character is involved in (and survives) at least 3 different combats. The Battle Quest is worth 3 victory points.

QUEST

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BEAST-OF-WAR 10



PACK TOTEM **BLACK SPIRAL DANCERS**

All pack members gain 3 Rage and lose 1 Gnosis. This does not affect a character's transformation into Crinos or Battle form. A pack may not have more than 1 Pack Totem at any time.

EVENT

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BEAT COP 3



VICTIM
RAGE 3
GNOSIS 0
HEALTH 2

Police. The Beat Cop is armed with a .38 Pistol. If disarmed, his Rage becomes 1.

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BEAT UNMERCIFUL



RAGE 4 DAMAGE 3

If your opponent's Combat Action is Rage 1, it does not take effect.

COMBAT ACTION

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BITCH SLAP



RAGE 1 DAMAGE 2

A character wounded by a Bitch Slap gains 1 Rage until the end of combat.

COMBAT ACTION

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BLOOD DAGGER

EQUIPMENT

A character equipped with the Blood Dagger acts at -1 Rage.



GNOSIS 3

Requires Gnosis 3 to Equip
Bane Fetish, Weapon

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BLOSSOM



Pentex Fomori, Odyssey Homid

RAGE 1
GNOSIS 6
HEALTH 2

Defiler. Before Alphas are chosen, Blossom can remove herself and character from play until the end of turn. Neither can take actions other than regenerate during this time. Blossom cannot affect the same target more than twice.

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BOB GOLDSTEIN, ACE REPORTER



VICTIM

RAGE 2
GNOSIS 1
HEALTH 3

If Bob is attacked but not killed within the first 3 rounds of combat, the attacking character is immediately removed from play following the combat. Only 1 Bob Goldstein can be played per game.

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BREATH OF THE DEFILED



GIFT

All characters of Renown 1 and 2 are removed from play. Discard this Gift after its effect takes place.

GNOSIS 5

Requires: Defiler

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BULLY'S QUEST



Play during the Regeneration Phase. If the character can kill 1 victim of Renown 3 or less without that opponent wounding the character, that kill is worth +2 victory points.

QUEST

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BUSINESS MERGER



RENOWN 5

Select 2 Wyrn Packs. On a successful vote these 2 packs have a temporary alliance. These packs will never willingly attack one another while this truce is in effect. This Merger can be voted out during any Moot Phase.

BOARD MEETING

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CAERN OF RYTHIKU



GAUNTLET 3

Requires: Eater-of-Souls
Your pack may now attack enemies (in addition to victims) in the Hunting Grounds for victory points.

CAERN

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CAERN OF THE BLOOD GOD



GAUNTLET 5

Requires: Beast-of-War
You may discard any kill from your victory pile to allow one of your characters in combat to frenzy. You do not draw a frenzy hand equal to the size of your character's Rage. Instead your frenzy hand equals the Renown of the discarded kill.

CAERN

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CAERN OF THE UNWASHED CHILD



GAUNTLET 4

Requires: Defiler
Opponents facing your pack lose either 2 Gnosis or 2 Rage for the duration of the combat (caern holder chooses which). This caern can never reduce an opponent's Rage or Gnosis below 1.

CAERN

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CANNIBAL SLUG 5



ALLY Requires: Black Spiral Dancer

RAGE 2
GNOSIS 2
HEALTH 7

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CELLULAR PHONE ✕

EQUIPMENT

A character equipped with a Cellular Phone can pack attack or defend with any other pack member also equipped with a Cellular Phone. This pack action can begin once 2 rounds of combat have passed. Draw 2 additional cards once the pack action has begun.



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CHAINSAW ✕


EQUIPMENT

Weapon
Allows the character to play up to Rage 10 Combat Actions. The Chainsaw is discarded immediately after its user plays a Combat Action of Rage 6 or higher.



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CHIROX THE UNFEELING 5



Bane **Homid**

RAGE 3 Defiler
GNOSIS 4 Immediately following the Regeneration Phase any 1 pack mate can transfer her lowest damage card to Chirox.
HEALTH 3

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CHIROX THE UNFEELING 5



Bane **Battle**


RAGE 3 Defiler
GNOSIS 4 Immediately following the Regeneration Phase any 1 pack mate can transfer her lowest damage card to Chirox.
HEALTH 8

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CHURJUROE'S TUSK ✕

EQUIPMENT

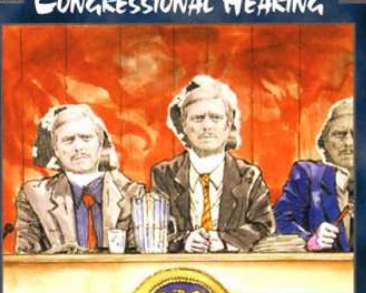
When a full moon is in play, the character can activate this fetish during the Regeneration Phase, allowing you to search through your deck and bring a Nexus Crawler directly into play as an ally. The Nexus Crawler will remain in play for the duration of the full moon or for 3 turns, whichever ends first. When the Nexus Crawler leaves play it takes the summoning character with it.



GNOSIS 3
Armod, Bane, Fetish

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CONGRESSIONAL HEARING 10



Members of the 7th Generation cannot use their special abilities for 1 full turn.

EVENT

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CONSUMPTION OF GAIA 



GIFT


The Gift user can cancel any Gift of 6 or less Gnosis. Discard this Gift after its effect takes place.

GNOSIS 4

Requires: Eater-of-Souls

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CORINNA 4



Black Spiral Dancer **Galliard** **Homid**

RAGE 1 **Beast-of-War**

GNOSIS 3 **HEALTH 2**

A member of Pentex first team #21, Corinna can pack attack or defend with any other members of this team in her pack.

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CORINNA 4



Black Spiral Dancer **Galliard** **Crinos**

RAGE 5 **Beast-of-War**

GNOSIS 3 **HEALTH 4**

A member of Pentex first team #21, Corinna can pack attack or defend with any other members of this team in her pack.

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CORPORATE ACQUISITION 



REOWN 6

On a successful vote, control of 1 Wurm caern is transferred to another Wurm pack. Select both the caern and the pack before any votes are placed.

BOARD MEETING

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CORPORATE CREDIT CARD 

EQUIPMENT

This character can equip at the beginning of the Combat Phase right after alphas are chosen, instead of during the Equip/Ally Phase.



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CORPORATE SECURITY 3



ALLY

RAGE 4 **GNOSIS 1** **HEALTH 4**

Requires: Pentex or 7th Generation
Corporate Security will not initiate combat against an opponent in Crinos form. They can, however, defend themselves if attacked by one, and may continue a combat during which their opponent changes into Crinos form.

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CORPORATE TAKE-OVER 



Each Pentex character in play must discard 1 piece of equipment.

EVENT

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CORRUPTING PRESENCE 



GIFT

The Gift user can raise the Gauntlet of any 1 caern in play by 3. This Gift is permanent until canceled.

GNOSIS 5

Requires: Defiler

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COUNT VLADIMIR RUSTOVICH 10



Immortal Vampire **Homid**

RAGE 5 **GNOSIS 7** **HEALTH 6** **(REGENERATES)**

Eater-of-Souls - Vladimir can automatically regenerate the lowest damage card at the end of any combat in which he killed at least 1 opponent. Vladimir can use Black Spiral Dancer, 7th Generation, Homid and Shadow Lord Gifts.

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COUNT VLADIMIR BISTOVICH 10

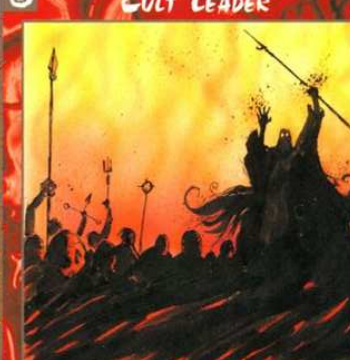


RAGE 4 **GNOSIS 7** **HEALTH 10**
(REGENERATES)

Eater-of-Souls - Vladimir can automatically regenerate the lowest damage card at the end of any combat in which he killed at least 1 opponent. Vladimir can use Black Spiral Dancer, 7th Generation, Homid and Shadow Lord Gifts.

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CULT LEADER 5



VICTIM **RAGE 3** **GNOSIS 7** **HEALTH 4**

Any Cultists in play will automatically combine with the Cult Leader for a Pack Defense. The Cult Leader cannot be killed until all Cultists are dead. The Cult Leader can use any Theurge Gifts.

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CULTIST 2



VICTIM **RAGE 1** **GNOSIS 5** **HEALTH 3**

Cultists can use Theurge Gifts.

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CURB STOMP



RAGE 4 **DAMAGE 3**

A character wounded by a Curb Stomp cannot vote in moots until this wound is healed.

COMBAT ACTION

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DEFILER



PACK TOTEM **7TH GENERATION**

You may discard the Defiler to take any 1 caern in play and make it your own. Ignore the target caern's requirements (it has been defiled). A pack may not have more than 1 Pack Totem at any time.

EVENT

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DIS-ARM



RAGE 6 **DAMAGE 3**

A character wounded from this attack must discard 1 piece of equipment (controlling player's choice).


COMBAT ACTION

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DR. MORDECAI'S HOME CHEMISTRY SET

EQUIPMENT

The equipped character gains either 1 Rage, 1 Gnosis or 1 Health for the duration of each turn. This bonus can be chosen or reassigned during each Equip/Ally Phase.




GNOSIS 2

Requires Gnosis 2 to Equip
Bane Fetish

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DR. SPENCER 2



Pentex **Fomori, Odyssey** **Homid**

RAGE 1 **GNOSIS 3** **HEALTH 2**

Eater-of-Souls
When directly involved in combat, Dr. Spencer allows you to see your opponent's card selection before choosing your Combat Action.

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EAR LOBER



RAGE 2 **DAMAGE 1**

This attack cannot be blocked.

COMBAT ACTION

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EATER-OF-SOULS 4



PACK TOTEM **PENTEX**

Your pack can now equip with fetish equipment. They must still meet the Gnosis requirements.

EVENT

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ENTICER 4



ALLY Requires: Pentex or Bane
Opponents who have less Gnosis than the Enticer cannot play a Combat Action during the first round of combat. The Enticer cannot bluff with Combat Actions which exceed Rage 6.

RAGE 1
GNOSIS 6
HEALTH 3

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ENVIRONMENTAL ACTION 4



Removes 1 Mass Pollution or Garbage Food Poisoning card in play.

EVENT

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EVERY DAY IS HALLOWEEN 5



GIFT

The Gift user can force any 1 victim in the Hunting Grounds to attack a character or ally of his choice. Combat proceeds at the Gift user's discretion. The Gift user gains no Renown for any kills made by the victim. Discard this Gift after its effect takes place.

GNOSIS 5
Requires: Beast-of-War

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EXPERIMENTAL FOMORI 5

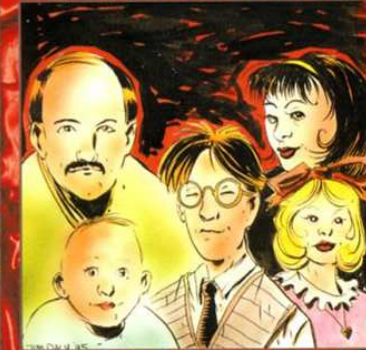


ALLY Requires: Pentex
The Experimental Fomori can use Iliad Gifts of Gnosis 3 or less.

RAGE 5
GNOSIS 1
HEALTH 5

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FAMILY OF FIVE 4



VICTIM The Family of Five can play up to 3 Combat Actions per round of combat.

RAGE 1
GNOSIS 1
HEALTH 3

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FAMILY PET 2



VICTIM The Family Pet will automatically pack defend with the Family of Five or the Playground Full of Kids, if either of them are attacked.

RAGE 2
GNOSIS 1
HEALTH 2

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FANGTHANE BLOODJAW 2



Black Spiral Dancer **Ahroun** **Homid**

RAGE 1 Beast-of-War
GNOSIS 2 When Fangthane is the attacker, decide randomly whether or not he withdraws at the end of each round.
HEALTH 2

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FANGTHANE BLOODJAW 2



Black Spiral Dancer **Ahroun** **Crinos**

RAGE 4 Beast-of-War
GNOSIS 2 When Fangthane is the attacker, decide randomly whether or not he withdraws at the end of each round.
HEALTH 4

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FBI AGENT 6



VICTIM
RAGE 4
GNOSIS 1
HEALTH 4

While this Agent is in play, Black Spiral Dancers cannot be alpha.

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FBI INVESTIGATION 111



All Black Spiral Dancers miss their next turn. They can take no actions other than to regenerate and to defend themselves.

EVENT

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FETAL POSITION 51



RAGE 2

This action blocks 1 attack of damage 6 or less.

COMBAT ACTION

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FOMORI DOCK WORKER 4



ALLY
RAGE 2
GNOSIS 1
HEALTH 3

Requires: Pentex
 For every fomori in the Hunting Grounds add 1 Rage to this ally.

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FOOLED YOU! 111




Play when an enemy or victim in the Hunting Grounds is attacked. Your character immediately steps in and fights in place of the enemy or victim.

ACTION

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FOOL'S QUEST 111



Play when 1 of your characters of Renown 3 or less survives at least 3 rounds of combat with an opponent of Renown 8 or more. The Fool's Quest is worth 2 victory points.

QUEST

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FRIENDS IN HIGH PLACES 111



You call in a favor from some powerful friends. You may end any one combat that does not involve a frenzy. A pack may not play more than one Friends in High Places per turn.

ACTION

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 Rage is copyright White Wolf Game Studios.

GANG BEATING 51



Play when a single character of yours is fighting 2 or more opponents. The single character draws 1 additional combat card per opponent he's facing and can play up to 3 Combat Actions per round of combat. Gang Beating cannot be played for a character who is part of any type of pack action.

COMBAT EVENT

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GAROU KINFOLK 4



VICTIM
RAGE 4
GNOSIS 2
HEALTH 4

When put into play, select 1 Garou in play who is related to this Kinfolk. If this Kinfolk is killed, that Garou may immediately attack the killer. A new combat will begin as normal.

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GATES OF MALFEAS 7



Any character unfortunate enough to be in the Umbra should not take any actions this turn. If a character chooses to take an action they will be destroyed at the end of the turn.

EVENT

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GLADE CHILD 7



VICTIM **RAGE 5** **GNOSIS 7** **HEALTH 6**

The Glade Child is a tree spirit. At the end of the Combat Phase the Glade Child removes ALL Mass Pollution cards from play. A Glade Spirit can use any Lupus, Metis, Bane or Children of Gaia Gifts.

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G'LOUGH, "DANCE OF CORRUPTION" 7



PERSONAL TOTEM **DEFILER**

G'lough grants its children the Gift of maddened wisdom. Characters with this personal totem gain 2 Gnosis and can look at the top card of their sept or combat deck before choosing to discard and redraw (during normal redraw times). A character can only have 1 personal totem at a time. Characters with personal totems may no longer benefit from a pack totem.

EVENT

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GOOSHY GOOZE™ 7

EQUIPMENT

Opponents facing a character equipped with Gooshy Gooze lose 1 Rage and 1 Gnosis for the duration of the current combat. An opponent can never be reduced below 1 Rage or Gnosis as a result of Gooshy Gooze. A character cannot be equipped with more than 1 Gooshy Gooze at a time.



GNOSIS 2
Requires Gnosis 2 to Equip
Bane Fetish

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GREENPEACE ASSAULT TEAM 9



VICTIM **RAGE 7** **GNOSIS 2** **HEALTH 10**

The Greenpeace Assault Team will destroy 1 Wurm ghorm at the end of each Combat Phase.

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GRUDGE MATCH 7



Play this quest during the Regeneration Phase of the game. You immediately select 1 opponent of equal or greater Renown. If your character can kill that opponent within 2 turns, you gain 2 additional victory points for the kill. If the opponent kills you, they gain 1 additional victory point for the kill.

QUEST

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HAMSTRING 3



RAGE 3 **DAMAGE 1**

Your opponent cannot withdraw or escape during the next round of combat.

COMBAT ACTION

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HAPPY TOURISTS 3



VICTIM **RAGE 1** **GNOSIS 0** **HEALTH 5**

Happy Tourists are always so unsuspecting....

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HEART BREAKER 3



RAGE 12 **DAMAGE 9**

When all else fails... punch right through some chump's sternum and give his heart a wrenching. This card cannot be bluff.

COMBAT ACTION

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HIGH SCHOOL ATHLETE 3



VICTIM This victim gains 1 Rage for every additional High School Athlete in the Hunting Grounds.

RAGE 2
GNOSIS 0
HEALTH 3

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HONEST SENATOR 4



VICTIM Human. This Kinfolk uses his political power to tie up minions of the Wyrms in endless investigations. Members of the 7th Generation can take no actions other than to regenerate, defend themselves if attacked, and recruit Allies while the Senator is in play.

RAGE 2
GNOSIS 0
HEALTH 3

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HORNS OF THE IMPALER 5




GIFT The user gains 2 additional Rage. This does not affect their original Rage for the purposes of turning into their Crinos or Battle form. A character cannot use more than 1 Horns of the Impaler at a time. This Gift is permanent until canceled.

GNOSIS 3
Requires: Black Spiral Dancer, Iliad Fomori

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HUNTS-AT-NIGHT 7



Black Spiral Dancer **Ragabash** **Lupus**

RAGE 3 Defiler
GNOSIS 7 Opponents cannot pack attack Hunts-At-Night, nor can they pack defend if Hunts-At-Night attacks them. Hunts cannot participate in any pack actions.
HEALTH 4

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HUNTS-AT-NIGHT 7



Black Spiral Dancer **Ragabash** **Crinos**

RAGE 6 Defiler
GNOSIS 7 Opponents cannot pack attack Hunts-At-Night, nor can they pack defend if Hunts-At-Night attacks them. Hunts cannot participate in any pack actions.
HEALTH 6

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INCARNA AVATAR 15




VICTIM The Incarna exists only in the Umbra. The Incarna can use any Gifts of any Gnosis and is unaffected by other Gifts.

RAGE 13
GNOSIS 10
HEALTH 15

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INFECTIOUS TOUCH 5



GIFT The target of this Gift loses 1 Rage and 1 Gnosis. An individual target cannot be affected by more than 2 Infections. This Gift is permanent until canceled.

GNOSIS 3
Requires: Iliad Fomori, Defiler

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JACK-O-LANTERN 3



ALLY Requires: 7th Generation or Bane. The Jack-O-Lantern cannot initiate combat. Whenever 1 of your non-alpha characters is attacked, you may exchange it for the Jack-O-Lantern before combat begins. Combat now continues with the Jack-O-Lantern.

RAGE 1
GNOSIS 4
HEALTH 3

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JANE THURBER 4



7th Generation **Medical Caste** **Homid**

RAGE 2 Defiler
GNOSIS 5 Jane can use Theurge and Children of Gaia Gifts.
HEALTH 3

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JOHNATHAN ROARK 3

Black Spiral Dancer Ragabash Homid

RAGE 2 Defiler
GNOSIS 3 Johnathan can use Metis Gifts.
HEALTH 2

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JOHNATHAN ROARK 3

Black Spiral Dancer Ragabash Crinos

RAGE 2 Defiler
GNOSIS 3 Johnathan can use Metis Gifts.
HEALTH 4

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JOHNSON P. DONNOVAN 2

7th Generation Business Caste Homid

RAGE 1 Beast-of-War – Once per turn, (except during combat)
GNOSIS 3 Johnson allows you to search through your sept deck and equip him with any 1 piece of non-fetish equipment. Reshuffle your sept deck when finished.
HEALTH 3

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KILLS-THE-WEAK 5

Black Spiral Dancer Ahroun Metis

RAGE 5 Defiler
GNOSIS 4 Kills-the-Weak will not attack an opponent of higher Recrown, but can defend himself if attacked.
HEALTH 7

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KIRIJAMA, "THE HIDDEN FOE" 100

PERSONAL TOTEM EATER-OF-SOULS
 Kirijama is a totem of cunning. He grants his children the Gift of stealth. This character's challenges cannot be refused. A character can only have 1 personal totem at a time. Characters with personal totems may no longer benefit from a pack totem.

EVENT

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KISS OF THE WYRM 6

GIFT
 Removes any 1 damage card (up to damage 7) from the target. Discard this Gift after its effect takes place.

GNOSIS 6
 Requires: 7th Generation

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KITALID THE DECEIVER 2

Bane Homid

RAGE 1 Defiler – Characters and allies whose Gnosis is greater than 2 but less than 8 can't attack Kitalid. They can, however, defend themselves if Kitalid attacks them.
GNOSIS 3
HEALTH 1

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KITALID THE DECEIVER 2

Bane Battle

RAGE 2 Defiler
GNOSIS 3 Once in his Battle form, Kitalid can be attacked.
HEALTH 2

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LANDER'S NYLON STOCKING 7

EQUIPMENT
 The character's frenzies cannot be canceled. Only 1 Lander's Stocking can be played per game.

GNOSIS 5
 Requires Gnosis 5 to Equip
 Bane Fetish

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LATONIA THE TEMPTRESS 8

Bane **Homid**

RAGE 2 **GNOSIS 8** **HEALTH 4**

Eater-of-Souls – Latonia can force her opponents to discard their combat hand and redraw. This can be done once per combat, right before the actual combat begins.

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LATONIA THE TEMPTRESS 8

Bane **Battle**

RAGE 8 **GNOSIS 6** **HEALTH 8**

Eater-of-Souls – Latonia can force her opponents to discard their combat hand and redraw. This can be done once per combat, right before the actual combat begins.

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LION'S PELT 7

EQUIPMENT

The character can decline ANY attack or challenge – even those which cannot normally be declined. If a character is equipped with the Lion's Pelt for more than 2 consecutive turns, discard the Pelt and move the character into the Hunting Grounds as an enemy.

GNOSIS 4

Requires Gnosis 4 to Equip
Bane Fetish

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LITTLE PETEY 3

Pentex **Fomori, Iliad** **Homid**

RAGE 1 **GNOSIS 3** **HEALTH 2**

Defiler
Little Petey cannot use any Gifts.

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LITTLE PETEY 3

Pentex **Fomori, Iliad** **Battle**

RAGE 3 **GNOSIS 3** **HEALTH 4**

Defiler
Little Petey cannot use any Gifts.

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LONGTOOTH SOULKILLER 8

Black Spiral Dancer **Galliard** **Metis**

RAGE 8 **GNOSIS 7** **HEALTH 8**

Defiler
Longtooth can use 7th Generation Gifts as well as his normal ones.

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LORD OF THE REALM 7

GIFT

The user can remove any and all characters from the Umbra (at the Gift user's discretion), forcing them into the physical world. Discard this Gift after its effect takes place.

GNOSIS 7

Requires: Bane

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LORENZ WINKLER 6

7th Generation **Medical Caste** **Homid**

RAGE 2 **GNOSIS 7** **HEALTH 3**

Defiler
Lorenz can remove any 1 damage card from any 1 member of his pack (including himself) during each Regeneration Phase.

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LOST CUB 4

VICTIM

If the Lost Cub survives for 2 turns in the Hunting Grounds, he becomes an ally of a Gaia pack. If there is more than 1 Gaia pack in play the Lost Cub will join the pack with the lowest remaining Renown. Decide randomly in case of a tie. The Lost Cub is considered to be in Lupus form.

RAGE 2 **GNOSIS 3** **HEALTH 4**

(REGENERATES)

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LOTUS 2



Black Spiral Dancer **Philodox** **Metis**

RAGE 4 **ENTER-OF-SOULS**
GNOSIS 1 Lotus is slightly injured; she cannot frenzy.
HEALTH 3

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MAD SCIENTIST 8



ALLY Requires: 7th Generation
 You may discard the Mad Scientist to bring any 1 enemy of 8 or less Renown from the Hunting Grounds into your pack as an ally. The Mad Scientist can use Odyssey Gifts.

RAGE 0
GNOSIS 6
HEALTH 2

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MAGE OF THE CELESTIAL CHORUS 8



VICTIM The Mage can use ANY Gifts. Being in the business of saving lives, the Mage will remove the lowest Renown victim from play at the end of any turn in which the Mage is in play. The Mage will never remove herself from play.

RAGE 7
GNOSIS 10
HEALTH 7

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MAGE'S TALISMAN ✕

EQUIPMENT


The Mage's Talisman allows its user to use any Gifts, whether of Gaia or the Wyrms (the character must still meet the Gnosis requirements of the Gift in question).



GNOSIS 7
 Requires Gnosis 7 to Equip
 Bane Fetish, Fetish

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MAIL MAN 2




VICTIM Lupus characters play Combat Actions against the Mail Man at -1 Rage.

RAGE 2
GNOSIS 0
HEALTH 2

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MALFEAS



While defending, Wyrms characters must receive 1 additional damage card above and be fighting the killing blow before they will actually die. Your pack can only have 1 Wurm in play.

BEAST

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MAN IN BLACK 7



ALLY Requires: Pentex
 The Man in Black can use Theurge and Black Spiral Dancer Gifts. He may use Kailindo Combat Actions.

RAGE 5
GNOSIS 6
HEALTH 6

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MARTYR'S QUEST ✕



Play when 1 of your characters dies while killing an opponent of greater Renown. You gain 1 victory point.

QUEST

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MASS POLLUTION ⚡



All Wurm characters gain 1 Gnosis. Non-Wurm characters (those weak servants of Gaia) lose 1 Gnosis.

EVENT

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MAXMILLIAN 4

7th Generation Warrior Caste — Homid

RAGE 2 Beast-of-War
GNOSIS 2 Max may begin the game armed with either a 9mm Semi-Auto Pistol or a Flak Jacket.
HEALTH 5

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MEAT PUPPET 3

ALLY Requires: Bane
 A Meat Puppet can pack attack or defend (at the controlling player's option) with any other Meat Puppets in the game. The player controlling the Meat Puppet initially involved in the combat will get the victory points for any kills made.
RAGE 2
GNOSIS 3
HEALTH 1

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MILES KENT 3

7th Generation Government Caste — Homid

RAGE 1 Eater-of-Souls
GNOSIS 3 Miles' alpha can decline any attacks if she has killed a victim in the Hunting Grounds during the current turn.
HEALTH 3

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MOCKMAW

PLAY FAST LIFE ON ANY BLACK SPIRAL DANGER
 Abilities: Mockmaw allows you to add 1 to your maximum sept hand size for every kill he makes.
 Weakness: If the character channeling Mockmaw is ever killed, you must discard your entire sept hand. Your sept hand will also revert to a maximum hand size of 5.
RAGE 5
GNOSIS 3
HEALTH 5

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MOCKMAW'S BATTLE AXE

EQUIPMENT
 The character draws 1 additional combat card when defending in combat. Only 1 Mockmaw's Battle Axe can be played per game.
GNOSIS 4
 Requires: Gnosis 4 to Equip
 Bane Fetish, Weapon

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MORGAN 7

Rokea — Homid

RAGE 5 Beast-of-War — Corrupted by greed and powerlust, this wereshark now serves the Wyrm. When in combat, Morgan may enter a frenzy during any round in which he and his opponent both took 3 or more points of damage.
GNOSIS 3
HEALTH 5 (REGENERATES)

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MORGAN 7

Rokea — Rinos

RAGE 8 Beast-of-War — Corrupted by greed and powerlust, this wereshark now serves the Wyrm. When in combat, Morgan may enter a frenzy during any round in which he and his opponent both took 3 or more points of damage.
GNOSIS 3
HEALTH 9 (REGENERATES)

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MOVIE STAR 6

VICTIM Heavily guarded, the Movie Star's bodyguards allow up to 3 Combat Actions to be played on her behalf.
RAGE 3
GNOSIS 1
HEALTH 3

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MR. IGUANA 6

Pentex — Fomori, Iliad — Homid

RAGE 3 Eater-of-Souls
GNOSIS 4 Mr. Iguana handles many of Pentex's "special" projects.
HEALTH 3 (REGENERATES)

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MR. IGUANA 6




Pentex **Fomori, Iliad** **Battle**

RAGE 7 Eater-of-Souls
GNOSIS 4 Mr. Iguana handles many of Pentex's
HEALTH 7 "special" projects.
 (REGENERATES)

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NEIGHBORHOOD WATCH GROUP 3



VICTIM No victims other than the Watch Group can be attacked until the Watch Group (or Groups) is destroyed.

RAGE 3
GNOSIS 1
HEALTH 6

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NEWSPAPER VENDOR 3



VICTIM They seem so unassuming, but can be quite vicious if threatened.

RAGE 4
GNOSIS 1
HEALTH 2

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OIL OF CORRUPTION X

EQUIPMENT

A character with Oil of Corruption can equip with any piece of fetish equipment, providing she can still meet the Gnosis requirements of the fetish.



GNOSIS 1
 Requires Gnosis 1 to Equip, Bane Fetish

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OLD ONE-EYE 4



Black Spiral Dancer **Theurge** **Lupus**

RAGE 2 Eater-of-Souls — If Old One-Eye is killed, you may transfer any of his equipment to a pack member of your choice, who must still meet any special requirements in order to use it.

GNOSIS 5
HEALTH 3

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OLD ONE-EYE 4



Black Spiral Dancer **Theurge** **Crinos**

RAGE 3 Eater-of-Souls — If Old One-Eye is killed, you may transfer any of his equipment to a pack member of your choice, who must still meet any special requirements in order to use it.

GNOSIS 5
HEALTH 4

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PENTEX EXECUTIVE AND LIMOUSINE 8



ALLY Requires: Pentex
 The Pentex Executive has 3 votes which can be placed in a board meeting or in a moot. The Pentex Executive can destroy 1 caern per game.

RAGE 3
GNOSIS 2
HEALTH 7

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PIPE BOMB X

EQUIPMENT

Weapon
 The Pipe Bomb does 1 point of aggravated damage to any 1 opponent you are in combat with right before the first round of combat. A character may not use more than 1 Pipe Bomb per combat. Once used, the Pipe Bomb becomes a damage card.



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PLAYGROUND FULL OF KIDS 4



VICTIM Combat with the Playground will never (ever) last more than 3 rounds. These kids, they scare easy.

RAGE 1
GNOSIS 1
HEALTH 8

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PRIEST 5



VICTIM Human. The Priest removes the lowest Gnosis Bane or Bane character from play during the Regeneration Phase. Banes cannot act against the Priest in any way. The Priest can use Children of Gaia Gifts. The Mage of the Celestial Chorus will automatically pack defend with the Priest.

RAGE 2
GNOSIS 6
HEALTH 3

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PSYCHOTIC HALLUCINATIONS 5



GIFT

The user can cause 1 target she is in combat with to wildly hallucinate. The victim's next Combat Action is a bluff regardless of their Rage. Discard this Gift after its effect takes place.

GNOSIS 5

Requires: Odyssey Fomori, 7th Generation (Medical Caste only)

PSYCHOTIC STALKER 6



ALLY Requires: Black Spiral Dancer

When alpha, the Psychotic Stalker will only attack non-alpha opponents. His challenges cannot be refused. The Stalker cannot participate in pack actions.

RAGE 4
GNOSIS 1
HEALTH 5

PUNITIVE DAMAGES 5




RENDOWN 2

Select 1 piece of equipment held by a Wurm character or ally. On a successful vote, that piece of equipment is immediately transferred to the character calling the board meeting.

BOARD MEETING

RAGNOR THE TERROR 3



Bane **Homid**

RAGE 2 Eater-of-Souls
GNOSIS 2 Ragnor is a member of Pentex First Team #21.
HEALTH 2 He can pack attack or defend with any other member of Team #21 in his pack.

RAGNOR THE TERROR 3



Bane **Battle**

RAGE 3 Eater-of-Souls
GNOSIS 3 Ragnor is a member of Pentex First Team #21.
HEALTH 3 He can pack attack or defend with any other member of Team #21 in his pack.

RECKLESS STUNT 5



Play right before your character begins combat. Decide the following randomly, equal chance for each: A - You draw 2 additional combat cards for the duration of this combat. B - You must randomly discard 2 combat cards from your hand.

ACTION

RECKLESS SWING 5



RAGE 2 **DAMAGE 3**

If this attack is dodged your character cannot play a combat action during the next round of combat.

COMBAT ACTION

RED ALERT 5



Any Wurm character entering combat can assume their Battle form (Crinos form) during the Red Alert. Discard the Red Alert after 2 turns. Characters in Battle form may remain in that form.

EVENT

RED HOT BABY POWDER ✂

EQUIPMENT

Discard to send any target you're in combat with into frenzy.

GNOSIS 2
Requires Gnosis 2 to Equip
Bane Fetish

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RED-HEADED STEPCHILD 2



ALLY Requires: 7th Generation
When your pack alpha takes a wound that would kill him, you may switch him with your Red-headed Stepchild - killing the child instead. A pack may not have more than 1 Red-headed Stepchild at a time.

RAGE 1
GNOSIS 1
HEALTH 1

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REINVESTING PROFITS PX



RENOWN 4

Select 1 card from a Wyrn pack's victory pile. If the board meeting passes, the selected card is discarded. However, that pack gets to draw an additional number of sept cards equal to the discarded number of victory points. These additional sept cards are drawn during the next Redraw Phase.

BOARD MEETING

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RENEGADE WEREWOLF HUNTER 8



VICTIM All damage from the Werewolf Hunter is aggravated. At the end of each Combat Phase, the Werewolf Hunter attacks the Black Spiral Dancer with the highest Renown for 3 rounds.

RAGE 7
GNOSIS 1
HEALTH 4

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RENT ASUNDER ✂



RAGE 13 **DAMAGE 10**

You tear some fool in half. Only usable in Crinos form. This card cannot be bluffed.

COMBAT ACTION

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RITE OF SUMMONING ✂




RITE

You may force 1 alpha to declare his attack against the character invoking this Rite.

RENOWN 5

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RITE OF THE BLACK SPIRAL ✂



RITE

Play on any Gaia pack Garou this character has just killed. The target does not die, but instead descends into the maddening Black Spiral. The killing damage card is discarded, and the defeated character becomes an ally of the Rite user's pack. The character evoking the Rite gains no victory points for the kill he almost made.

RENOWN 7

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RITE OF THE PENTARCH ✂



RITE

Play when you kill a victim in the Hunting Grounds. Instead of gaining victory points, you can add that victim's Renown to any pack member's Gnosis. The Gnosis increase will last for 1 turn only, then the victim is discarded.

RENOWN 5

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ROAR OF THE WYRM ✂



GIFT

1 opponent facing the Gift user in combat cannot play a Combat Action in the upcoming round. Discard this Gift after its effect takes place.

GNOSIS 4
Requires: Bane, Iliad
Fomori

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RONIN GAROU 5



VICTIM The Ronin can use Homid and Philodox Gifts.

RAGE 6
GNOSIS 4
HEALTH 5
(REGENERATES)

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SAVAGE FURY



GIFT
You and your opponent both enter frenzy. Discard this Gift after its effect takes place.

GNOSIS 2
Requires: Beast-of-War

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SEPTUM CRUSHED 9



RAGE 5 **DAMAGE 4**

"Got your nose!"

COMBAT ACTION

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SERPENT'S QUEST



Play when an opponent attacks a member of your pack but withdraws after the first round of combat. You gain 2 victory points.

QUEST

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SHORAGG 3



Bane **Horse**

RAGE 4 **GNOSIS 1** **HEALTH 3**

Beast-of-War
When in his horse form, Shoragg can automatically bring 1 other pack member along for a pack attack.

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SHORAGG 3



Bane **Battle**

RAGE 5 **GNOSIS 3** **HEALTH 4**

Beast-of-War
When in his horse form, Shoragg can automatically bring 1 other pack member along for a pack attack.

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SIDHE KNIGHT 9



VICTIM At the end of each Combat Phase, this fey spirit attacks the highest Renown Wyrm character for 3 rounds. The Knight can use any Ragabash Gifts or Ragabash Actions.

RAGE 7
GNOSIS 7
HEALTH 7

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SKIN OF THE HELLBOUND




EQUIPMENT
A character equipped with the Skin of the Hellbound is not affected by any Combat Actions of Rage 6 or higher.

GNOSIS 4
Requires: Gnosis 4 to Equip
Bane Fetish, Armor

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SNICKERS 8



7th Generation Snatcher Caste **Homid**

RAGE 6 **GNOSIS 8** **HEALTH 6**

Eater-of-Souls - Snickers can use Ragabash, Silent Strider and Wendigo Gifts. When Alpha, Snickers can interrupt the normal alpha attack cycle to take his alpha action at any time.

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SPIRITUAL REVELATION TH



All Bane characters in play are automatically moved into the Umbra.

EVENT

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SPLINTER THE WEAKENED MIND W



GIFT

Play on a character who has just declared an attack. That character is now attacking an eligible target of your choice. The Gift user's Gnosis must exceed his target's. A character cannot be made to attack an opponent he could not legitimately attack. Discard this Gift after its effect takes place.

GNOSIS 4

Requires: Odyssey Fomori, 7th Generation

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STENCH OF DEATH B



GIFT

Only spirits, Banes and Metis can attack the user of this Gift. This Gift is permanent until canceled.

GNOSIS 2

Requires: Iliad Fomori, Defiler

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STREET BUM 3



VICTIM

RAGE 2
GNOSIS 0
HEALTH 3

While in play, the Street Bum counteracts 1 Mass Pollution card in play.

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SUBJUGATION OF GAIA W



GIFT

The Gift user can select any 1 Pack Totem, Lunar Phase or piece of fetish equipment and remove it from play. Discard this Gift after its effect takes place.

GNOSIS 7

Requires: Eater-of-Souls

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SUBMACHINE GUN X



EQUIPMENT

Weapon

The character can play up to 2 Combat Actions of Rage 2 or lower each round of combat.

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SUFFERING BASTARD W



GIFT

The target of this Gift must skip their next Regeneration Phase. Discard this Gift after its effect takes place.

GNOSIS 5

Requires: 7th Generation

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SURVIVAL NUT 5



VICTIM

RAGE 5
GNOSIS 1
HEALTH 4

The Survival Nut attacks the highest renown Peatex character for 4 rounds at the end of each Combat Phase.

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SURVIVAL OF THE FITTEST EX



RENOUN 3

Select 1 Wyrn character who has taken at least 1/2 his Health in damage. On a successful vote, combat immediately begins between that character and the character calling this board meeting. Combat lasts for 4 rounds.

BOARD MEETING

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SWAT OFFICER 6

VICTIM Police. The SWAT officer is armed with a 9mm Semi-Auto Pistol. If disarmed, he becomes Rage 2. Attacks from the SWAT officer cannot be blocked.

RAGE 5
GNOSIS 0
HEALTH 4

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SYBIL 5

Pentex **Fomori, Iliad** **Homid**

RAGE 3 Beast-of-War
GNOSIS 2 Sybil can pack attack or defend with any other member of First Team #21 in her pack.
HEALTH 3

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SYBIL 5

Pentex **Fomori, Iliad** **Battle**

RAGE 6 Beast-of-War – Sybil can pack attack or defend with any other member of First Team #21 in her pack. Sybil can continue to use 'Homid Only' equipment in her Battle form.
GNOSIS 2
HEALTH 7

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T. F. MACNEIL 8

Pentex **Executive** **Homid**

RAGE 3 Beast-of-War – The Leader of First Team #21. He can pack attack or defend with any and all other team #21 members in his pack. You may draw 2 additional combat cards per additional team #21 member in combat. T.F. can equip with any fetish or base fetish equipment, regardless of its Gnosis cost.
GNOSIS 2
HEALTH 5

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TASTE OF PAIN ✖

GIFT

Select 1 damage card that another character has received. That damage card now becomes aggravated and cannot be regenerated. Discard this Gift after its effect takes place.

GNOSIS 3
 Requires: 7th generation

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TEAR GAS CANNISTER ✖

EQUIPMENT

Weapon
 Play Tear Gas in between rounds of combat (as a Combat Event). All characters, allies, enemies and victims in combat with 2 or less Health remaining in their current form act at Rage 1 for the next 2 rounds of combat.

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TECHNICIAN #7 2

Pentex **Fomori, Iliad** **Homid**

RAGE 1 Beast-of-War
GNOSIS 1 Technician #7 can play 2 Combat Actions when in his Battle form.
HEALTH 3

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TECHNICIAN #7 2

Pentex **Fomori, Iliad** **Battle**

RAGE 2 Beast-of-War
GNOSIS 1 Technician #7 can play 2 Combat Actions when in his Battle form.
HEALTH 3

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TELEMARKETING CAMPAIGN ✖

All other packs skip their next redraw phase. The player using Telemarketing Campaign has his Sept hand size reduced by three next turn. The same player may not play Telemarketing Campaign two turns in a row.

EVENT

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THE BAT



BAT: ONSLAUGHT
UNKNOWN MENTAL KNOWN
TO FURY ON DOMESTIC
TO FURY KNOWN TO
BLOOD AND SCARS

PERSONAL TOTEM BEAST-OF-WAR

The Bat is a totem of strength. Characters following the Bat gain 1 Rage and 1 Health. They can never fight for more than 3 rounds of combat and will escape from any combat after the third round. A character can only have 1 personal totem at a time. Characters with personal totems may no longer benefit from a pack totem.

EVENT

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THE GENERAL



7th Generation Military Caste **Homid**

RAGE 6
GNOSIS 8
HEALTH 5

Defiler — The General can pull any and all police out of the Hunting Grounds to assist him in a pack attack or defense. Although the controlling player draws no extra cards, she may choose which members of the 'pack' receive her opponent's damage cards.

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THERE YOU ARE!!!



Play when an attacker declares that they will not continue combat. Combat ends, cards are redrawn as normal. A new combat now begins between your character and the former attacker, who is now defending.

ACTION

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TOGA OF DIONYSIUS



EQUIPMENT

A character equipped with the Toga cannot be affected by Gifts and loses 2 Rage (never reduced to less than 1). Any Gifts currently affecting a character who equips with a Toga of Dionysius are discarded.

GNOSIS 5
Requires Gnosis 5 to Equip
Bane Fetish

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TOGA PARTY



Play this card for your pack any time before alphas are chosen. Your alpha has no attack this turn. Each member of your pack is at +2 Rage if attacked.

EVENT

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TOTEM FORM



GIFT

The character assumes the form of a powerful Wyrms Totem, and gains 2 Rage, 2 Gnosis and 2 Health. The character can use any Wyrms Gifts of any Gnosis. Discard this Gift during the next Redraw Phase.

GNOSIS 8
Requires: Black Spiral
Dancer

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TOUCH OF THE EEL



GIFT

The user of this Gift becomes a conduit of electricity. The next opponent to successfully wound him in combat will take 1 damage. A character can only use 1 Touch of the Eel at a time. When hit, transfer this card as a damage card. Touch of the Eel will not wound an opponent using a firearm.

GNOSIS 5
Requires: Black Spiral
Dancers

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TRINITY HIVE CAERN



GAUNTLET 3

Requires: Black Spiral Dancer
Any Black Spiral Dancer in your pack may do aggravated damage. However, these Black Spiral Dancers can only regenerate in the Umbra. Only 1 Trinity Hive Caern can be played at any time.

CAERN

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TSANNIK



Bane **Homid**

RAGE 5
GNOSIS 8
HEALTH 5

Defiler — Tsannik cannot easily be killed in the physical world. Once in his Battle form, the controlling player can choose to move him into the Umbra at the end of any combat round. This action cannot be stopped.

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TSANNIK 10

Bane **Battle**

RAGE 5 Defiler — Tsannik cannot easily be killed in the physical world. Once in his Battle form, the controlling player can choose to move him into the Umbra at the end of any combat round. This action cannot be stopped.

GNOSIS 8

HEALTH 10

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TYPHOON THE UNPURE 3

Bane **Homid**

RAGE 2 Defiler

GNOSIS 3 Typhoon gains 1 Rage for every Child of Gaia in play. When fighting one of the Children of Gaia, Typhoon can automatically frenzy.

HEALTH 2

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TYPHOON THE UNPURE 3

Bane **Battle**

RAGE 2 Defiler

GNOSIS 3 Typhoon gains 1 Rage for every Child of Gaia in play. When fighting one of the Children of Gaia, Typhoon can automatically frenzy.

HEALTH 4

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UNCLE FREDDY 3

7th Generation **Snatcher Caste** **Homid**

RAGE 3 Eater-of-Souls

GNOSIS 2 Victims Uncle Freddy single-handedly kills are worth 1 additional victory point.

HEALTH 3

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UNLUCKY LUNE 6

VICTIM

RAGE 3 A Lune is a fragment of the great Incarna Luna. A Lune can use any Auspice Gifts. If a Full Moon is in play, the Lune's Rage becomes 6.

GNOSIS 6

HEALTH 4

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URBAN RENEWAL III

Alphas cannot attack the Hunting Grounds this turn. Urban Renewal cannot be played to prevent an attack which has already been declared.

EVENT

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VAMPIRE BLOOD X

EQUIPMENT

Discard to remove (heal) the lowest damage card from the equipped character. This can be done at any time.

GNOSIS 2

Requires Gnosis 2 to Equip

Bane Fetish

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VIGILANTE 5

VICTIM

RAGE 3 At the end of the Combat Phase the Vigilante will automatically attack whoever killed the lowest Renown victim for 2 rounds. Decide randomly in the event of a tie.

GNOSIS 1

HEALTH 5

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VOICE OF REASON X

GIFT

The Gift user gains 2 additional votes in all board meetings. This Gift is permanent until canceled. A character can not be affected by more than one Voice of Reason at a time.

GNOSIS 5

Requires: 7th Generation

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VORAGG THE UNBOUND 4



Bane **Homid**

RAGE 4 Eater-of-Souls
GNOSIS 2 Voragg can use any Get of Fenris Gifts.
HEALTH 3

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VORAGG THE UNBOUND 4



Bane **Battle**

RAGE 2 Eater-of-Souls
GNOSIS 5 Voragg can use any Get of Fenris Gifts.
HEALTH 5

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WAILER 4



Pentex **Fomori, Iliad** **Homid**

RAGE 1 Defiler – When in combat against Wailer, opponents with less Gnosis than Wailer cannot play a Combat Action on the round following the Wailer's transformation into his Battle form.
GNOSIS 3
HEALTH 2

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WAILER 4



Pentex **Fomori, Iliad** **Battle**

RAGE 3 Defiler – When in combat against Wailer, opponents with less Gnosis than Wailer cannot play a Combat Action on the round following the Wailer's transformation into his Battle form.
GNOSIS 5
HEALTH 4

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WANDERING GAFFLING 3



VICTIM This Spirit can use Lupus and Philodox Gifts.
RAGE 2
GNOSIS 4
HEALTH 2

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WAR KNIFE OF BENNING SIMON ✕

EQUIPMENT

The War Knife allows its user to do aggravated damage with Combat Actions of Rage 4, or less. Alternately, the character can use the War Knife to lock up any 1 piece of her opponent's equipment. If locked, both the War Knife and the target equipment cannot be used for the duration of the combat.



GNOSIS 4
 Requires Gnosis 4 to Equip
 Bane Fetish, Weapon

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WHIP OF THE WICKED ✕

EQUIPMENT

Opponents facing the equipped character in combat must play any and all block- and dodge-related Combat Actions before any other actions can be played.



GNOSIS 5
 Requires Gnosis 5 to Equip
 Bane Fetish, Weapon

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WYRM HIDE ✕

GIFT

The user's skin is coated with a thick black hide. The user gains 2 Health. A character cannot be affected by more than 2 Wyrms Hides at a time. This Gift is permanent until canceled.



GNOSIS 3
 Requires: Black Spiral Dancer

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ZHYZHAK 4



Black Spiral Dancer **Argon** **Homid**

RAGE 4 Beast-of-War – Zhyzhak will never refuse a challenge. Zhyzhak is the Warlord of the Trinity Hive Coen. If it belongs to her pack Zhyzhak gains 1 Rage and 2 Health. Zhyzhak can never benefit from Past Lives or Personal Totems.
GNOSIS 7
HEALTH 4

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