

"GIANT DOGS BESIEGE CITY!"



Newspaper hype makes people suspicious about the Garou. All Gaiia Garou (no other shapechangers are affected) must revert to breed form unless doing so would kill them.

EVENT

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ABANDONED SHED



The Abandoned Shed may be used to store Equipment. Items may be placed here during the Equip/ Ally Phase. This Equipment may be given to characters at the beginning of the Combat Phase before alphas are chosen. If this Territory is destroyed, all of the Equipment within is immediately discarded.

TERRITORY

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AEGIS



GIFT

The Gift user is surrounded by a tangible air of invulnerability. She gains +2 Renown during moots and +2 Health. This Gift lasts until canceled.

GNOSIS 6

Requires: Silver Fangs, Galliard

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AENEID FOMORI 6



ENEMY

The Aeneid Fomori may use Iliad and Odyssey Gifts. He will not pack defend with other Fomori in the Hunting Grounds.

RAGE 3
GNOSIS 6
HEALTH 6

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AKASHIC BROTHER 8



ALLY

Requires: Stargazers

Kailindo. This mage is a master of mind magick; his Combat Actions are always resolved before his opponent's. He may use Stargazer, Philodox and Galliard Gifts.

RAGE 5
GNOSIS 10
HEALTH 3

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ALLYA SUN-FOLLOWER 5



Silent Striders ● **Ahroun** ☾ **Lupus**

RAGE 3
GNOSIS 3
HEALTH 4

Allya's calling takes many forms! She must attempt to undergo any Quests that are drawn into her pack's sept hand if she can fulfill the requirements.

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ALLYA SUN-FOLLOWER 5



Silent Striders ● **Ahroun** ☾ **Crinos**

RAGE 6
GNOSIS 3
HEALTH 5

Allya's calling takes many forms. She must attempt to undergo any Quests that are drawn into her pack's sept hand if she can fulfill the requirements.

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ANCESTRAL BURIAL MOUNDS



TERRITORY

Requires: Wendigo

The mounds are a source of Rage for the Wendigo, who looks to them when they feel the chill of the mounds. Once per turn, a pack controlling the Burial Mounds may gauge any single card effect that would force them not to take an action. Only 1 Ancestral Burial Mounds may be in play at any time.

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ANUBIS STONE



EQUIPMENT

The owner of the Anubis Stone may draw up to her Renown worth of additional packmates into pack attacks. Vampires act at -2 Rage against the bearer of the Anubis Stone and her pack. Only 1 Anubis Stone may be played per game.

GNOSIS 6

Fetish

Requires: Silent Strider.

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ATTUNEMENT 6

GIFT

The Bone Gnawer "sniffs out" the area. Until this Gift is canceled, Attunement duplicates any single Territory in play (treat the Gift as a Territory), even if the Territory is unique. Declare which Territory the Bone Gnawer duplicates when this Gift is played; if that Territory leaves play, Attunement is discarded.

GNOSIS 4

Requires: Bone Gnawers

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AURORA JAGGLING 6



ALLY Requires: Wendigo


An opponent in combat with this spirit is dazzled by the display of lights and cannot bluff. The Aurora Jaggling may use Wendigo Gifts.

RAGE 3
GNOSIS 7
HEALTH 3

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AUSTERE TEMPLE 6



TERRITORY

Requires: Silent Sinders

A pack controlling the Austere Temple is nourished by the temple's discipline and righteousness. Members of the pack gain +1 Health. Only Austere Temple may be in play at any time.

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BALANCE OF GAIA 6



RENOWN 6 PHILODOX

The Philodox calling this vote selects one kill in any Gaia pack's victory pile. If Balance of Gaia passes, that kill is removed from the victory pile and discarded, and the affected pack must attack only Wym creatures for the upcoming Combat Phase. If no Wym creatures exist, he may attack as normal. Only Philodox may vote on Balance of Gaia.

MOOT

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BALKAN FIEF 6



TERRITORY


Requires: Shadow Lords

The Balkan Fief provides rest and respite. A pack controlling the Balkan Fief may regenerate an additional damage card during the Regeneration Phase. Only Balkan Fief may be in play at any time.

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BAWN 6



TERRITORY

Requires: any pack with a Caern

The Bawn is the area around a Caern that serves as a line of defense. A pack within the Bawn may not have their Caern taken from them or destroyed as long as the Bawn remains in play.

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BAWN GUARDIAN 4



VICTIM

RAGE 5
GNOSIS 4
HEALTH 5

This spirit is the guardian of a Caern's outer boundaries. If there are no Caerns in play, Bawn Guardian is immediately discarded.

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BEAR 4



PERSONAL TOTEM

Requires: Gaia Garou

Bear is wise during peacetime and savage during war. The character who devotes himself to Bear may use Theurge Gifts, but loses 5 Renown during Moots. Characters with Personal Totems may no longer benefit from a Pack Totem.

EVENT

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BESTOWING THE BOON 6



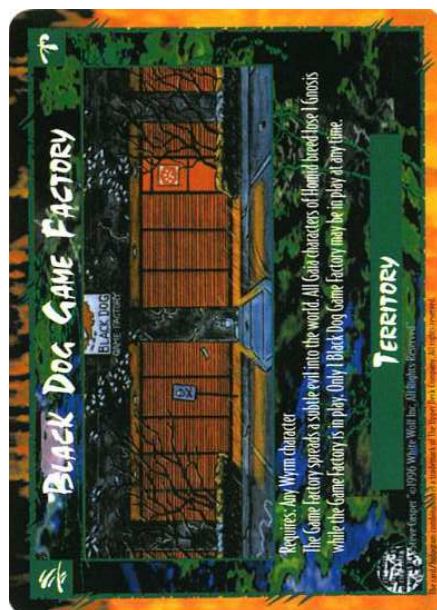
RENOWN 5

Select one Gaia character. If Bestowing the Boon passes, that character may take any single piece of Equipment from any Gaia character in play. The character receiving the Boon must still be able to meet the Equipment's requirements before he may use it. If the original owner kills the Boon recipient in combat, she may take back her Equipment.

MOOT

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CALL OF THE WYRM 10



GIFT

The Gift user emits an unholy shout that attracts minions of the Wyrms. Wyrms pack alphas must declare their attacks against the character using this Gift for the duration of the Combat Phase. If multiple Calls of the Wyrms are used during the same turn, Wyrms alphas may choose which user they attack. Discard this Gift after its effects take place.

GNOSIS 4

Requires: Silver Fang, Get of Fenris, Galliard

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CAMP FARRIS 7



TERRITORY

Requires: Get of Fenris

A pack that controls Camp Farris may automatically pack attack or defend with up to 15 Region worth of Characters (including the alpha). Draw no additional cards if pack attacking or defending in this manner. Only 1 Camp Farris may be in play at any time.

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CESARE SODALIS 3



Silent Striders **Ragabash** **Homid**

RAGE 1 Cesare has been a friend to many mages during the course of his travels. He is not affected by any Gifts used by mages.

GNOSIS 3

HEALTH 1

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CESARE SODALIS 3



Silent Striders **Ragabash** **Crinos**

RAGE 2 Cesare has been a friend to many mages during the course of his travels. He is not affected by any Gifts used by mages.

GNOSIS 3

HEALTH 2

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CHANTRY 7



TERRITORY

At the beginning of the turn, during the Redraw Phase, the pack controlling the Chantry selects Image in play. Mages in the Umbra may be selected as well. That mage is removed from play for the duration of the turn and returns during the next Redraw Phase. Only 1 Chantry may be in play at any time.

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CHASER-AFTER 6



Fianna **Philodox** **Lupus**

RAGE 2 Chaser-After is well respected by other Garou in his role of judge. He is considered -1 Renown for Moot voting.

GNOSIS 7

HEALTH 2

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CHASER-AFTER 6



Fianna **Philodox** **Crinos**


RAGE 5 Chaser-After is well respected by other Garou in his role of judge. He is considered -1 Renown for Moot voting.

GNOSIS 7

HEALTH 4

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CHECKING THE CLASSIFIEDS 10



You may search through your sept deck and immediately bring any Territory into your hand.

EVENT

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CHRONICLE OF THE BLACK LABYRINTH X

EQUIPMENT

This legendary tome of Wyrms lore inspires fealty or wrath in those who possess it. If a Wyrms character controls the Chronicle, Victims it kills are worth -1 victory points. If a Gaia character controls the Chronicle, they may draw an additional combat card when in combat with an Enemy. Only 1 Chronicle of the Black Labyrinth may be played per game.

GNOSIS 1

Fetish, Bane Fetish



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CIRAN FAR-TRAVELER 10



Stargazers Philodox Homid

RAGE 4 Kailindo. Ciran is a member of the Zephyr camp of the Stargazers and has mastered Kailindo. He will never use a Kailindo Combat Action during a frenzy.

GNOSIS 6

HEALTH 5

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CIRAN FAR-TRAVELER 10



Stargazers Philodox Crinos

RAGE 10 Kailindo. Ciran is a member of the Zephyr camp of the Stargazers and has mastered Kailindo. He will never use a Kailindo Combat Action during a frenzy.

GNOSIS 6

HEALTH 10

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CLEFT IN TWAIN 5



RAGE 15 **DAMAGE 12**

The character cleaving his opponent in twain must have a weapon. This Combat Action may not be bluffed.

COMBAT ACTION

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CONCERTINA WIRE 1

EQUIPMENT

A character equipped with Concertina Wire may discard it when any alpha declares an attack against any of his pack's Territories. That Territory may not be attacked and the alpha must select another alpha action.



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CONNECTIONS 1



It's not who you are, it's who you know. For the remainder of the turn, the pack using its Connections does not have to meet any prerequisites to recruit Allies during the Equip/ Ally Phase.

EVENT

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CONRAD WALKS-THE-LINE 5



Shadow Lords Ahroun Homid

RAGE 2 Conrad may be in either Gaia or Wurm packs. If he is in a Wurm pack, he may only use Shadow Lord and Beast-of-War Gifts.

GNOSIS 3

HEALTH 2

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CONRAD WALKS-THE-LINE 5



Shadow Lords Ahroun Crinos

RAGE 5 Conrad may be in either Gaia or Wurm packs. If he is in a Wurm pack, he may only use Shadow Lord and Beast-of-War Gifts.

GNOSIS 3

HEALTH 5

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CORCORAN MAC ANDREWS 3



Fianna Theurge Homid

RAGE 1 Corcoran's Gnosis is considered 5 for the purpose of using Gifts.

GNOSIS 3

HEALTH 1

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CORCORAN MAC ANDREWS 3



Fianna Theurge Crinos

RAGE 1 Corcoran's Gnosis is considered 5 for the purpose of using Gifts.

GNOSIS 3

HEALTH 2

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CORRUPT KINFOLK 3



ENEMY Driven mad by jealousy, this Kinfolk has succumbed to the influence of the Wyrms. At the end of the Combat Phase the Corrupt Kinfolk will attack the Gaia Garou with the highest Renown.

RAGE 3
GNOSIS 0
HEALTH 3

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CROOKPAW 5



Red Talons **Ragabash** **# Metis**

RAGE 7 Crookpaw is often called "more lupus than lupus." He may not be alpha if there are no other Red Talons in his pack unless he is the only character left.

GNOSIS 3
HEALTH 6

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CYNIC'S QUEST



Play this card whenever you are the attacker in a combat and you withdraw after suffering damage and doing none yourself. You gain 1 victory point.

QUEST

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DANICA RIMBAUD 6



Silver **Fangs** **Galliard** **Homid**

RAGE 3 Danica is the Steward of her protectorate's Lodge of the Sun. She may call any Moot votes; even those that have requirements she does not possess.

GNOSIS 7
HEALTH 4

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DANICA RIMBAUD 6



Silver **Fangs** **Galliard** **Crinos**

RAGE 6 Danica is the Steward of her protectorate's Lodge of the Sun. She may call any Moot votes; even those that have requirements she does not possess.

GNOSIS 7
HEALTH 5

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DARK MOON'S FEMUR



EQUIPMENT

The leg bone of a powerful Uktena. Theurge, Dark Moon's Femur allows its user to ignore card effects that would force her to lose an action, including playing Action cards. Only 1 Dark Moon's Femur may be played per game.

GNOSIS 5

Fetish
Requires Uktena

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DEAD ZONE



TERRITORY

A Dead Zone is an area devoid of the normally ubiquitous spirits. A pack confronting the Dead Zone is not affected by any Gifts, and they may not use Gifts or Fetish equipment. Only a Dead Zone may be in play at any time.

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DEATH RATTLE 5




Play Death Rattle when a frenzied opponent has sustained damage that would kill her. If that opponent suffers 1 more wound, she collapses in a heap, as her body no longer holds itself together. This will end the frenzy.

COMBAT EVENT

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DETECTIVE JOURGENSEN 6



VICTIM Police. Detective Jourgensen has started to investigate the paranormal. He possesses dauntless faith and is not affected by Gifts.

RAGE 5
GNOSIS 1
HEALTH 4

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DISCREDITED LINEAGE 3



RENOWN 8

Select a Garou channeling a Past Life. On a successful vote, that Garou must discard the Past Life. Only characters of the same tribe as the accused Garou may vote.

MOOT

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DOC CHANEY'S POWER GOGGLES 4

EQUIPMENT

A character equipped with Doc Chaney's Power Goggles can see the Gauntlet part just before someone steps through it. When equipped with the Goggles, a character may attack another character who returns to the physical world from the Umbra as an alpha action during the Combat Phase.

GNOSIS 1

Bane Fetish



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DON CAMPISI 4



ALLY Requires: Glass Walker, 7th Generation

RAGE 3 The capo di tutti capi, Don Campisi's will is unquestioned. Once per game, Don Campisi may destroy any Caern or Territory as an action. Only 1 Don Campisi may be in play at any time.

GNOSIS 3

HEALTH 5

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DREAMS-OF-WONDER 3



Wendigo **Theurge** **Lupus**

RAGE 1 Dreams-of-Wonder follows the destiny that the spirits reveal to her. She may pack attack or defend with any spirit Allies in her pack, but draws no extra combat cards when doing so.

GNOSIS 4

HEALTH 2

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DREAMS-OF-WONDER 3



Wendigo **Theurge** **Crinos**

RAGE 2 Dreams-of-Wonder follows the destiny that the spirits reveal to her. She may pack attack or defend with any spirit Allies in her pack, but draws no extra combat cards when doing so.

GNOSIS 4

HEALTH 3

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DREAMWEAVER KITSUNE 6



ALLY Requires: Shadow Lord

RAGE 4 A master of illusion, the Kitsune (werewolf) may replace his pack alpha at the beginning of any combat before Combat Actions are played. The Dreamweaver Kitsune may use Ragabash Gifts.

GNOSIS 5

HEALTH 5 (GENERATES)

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DRUNKEN VANDALS 4



ENEMY

RAGE 3 Vandals roar through the area, breaking and burning things. At the end of every Combat Phase that they are in play, they will destroy 1 randomly determined Territory.

GNOSIS 0

HEALTH 3

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EVAN HEALS-THE-PAST 6



Wendigo **Philodox** **Homid**

RAGE 3 Evan has learned much during his travails with his pack. He may recruit Allies with Theurge prerequisites.

GNOSIS 6

HEALTH 3

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EVAN HEALS-THE-PAST 6



Wendigo **Philodox** **Crinos**

RAGE 4 Evan has learned much during his travails with his pack. He may recruit Allies with Theurge prerequisites.

GNOSIS 6

HEALTH 5

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FATAL FLAW 

GIFT

The Gift user assesses the weakness of his target by looking into her soul. For the current combat, the user of Fatal Flaw acts at -1 Rage. Discard this Gift after its effects take place.

GNOSIS 2

Requires: Shadow Lord, Ragabash, Lupus

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FIREBOMB 

EQUIPMENT

The bearer of the Firebomb may, as her alpha action, plant the bomb on any Territory in play. Any member of the pack who controls the Territory may defuse the bomb, but will suffer 3 damage doing so. If the Firebomb has not been defused by the end of the Combat Phase, it will destroy the Territory and itself.

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FIREBRAND 

REQUEST

Play this card during the Moot Phase before any Moots or Board Meetings are voted upon. If you can talk any member of another pack into voting as you do, regardless of the whether the vote passes or fails, this card is worth 1 victory point.

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FIST OF THE COMET 

GAUNTLET 1

Requires: any Gaia Catrou in the Umbra, or one who has been in the Umbra.

The Fist of the Comet is dedicated to making the Umbra safe for travelers. Members of the pack controlling this Gaia earn -1 victory points for Enemies they kill in the Umbra. Only 1 Fist of the Comet may be in play at any time.

CAERN

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FLAMETHROWER 

EQUIPMENT

WEAPON

A character with a Flamethrower means business. While equipped with the Flamethrower, the user may play Combat Actions of Rage 5 or lower, and they are Aggravated. If the user takes more than 4 damage in a single round of combat, the Flamethrower explodes, causing 1 Aggravated Damage to the bearer (use the Flamethrower as the Damage card).

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FLYING TIGER 

RAGE 5 DAMAGE 5

Kailindo. Flying Tiger may never be used during the same round in which the character plays a defensive card or a Feint, nor may it be bluffed.

COMBAT ACTION

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FORECLOSURE 

Someone must have forgotten to mail the rent check.... Select one Territory in play. The pack that controls the Territory must discard 1 of their pieces of Equipment or discard their Territory.

EVENT

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FOX FRENZY 

Play this card between rounds of combat or before the first round of combat. A character in a Fox Frenzy tucks tail and heads for the hills, removing that character from combat. Fox Frenzy may be canceled like a frenzy, and may not be used by frenzied characters. Characters who cannot frenzy, Allies, Enemies and Victims may not use Fox Frenzy.

COMBAT EVENT

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FRACTURED NEPHANDUS 

ALLY

Requires: Black Spiral Dancer

The Nephandus is an evil and extremely corrupt mage. He is able to use any aspect Gifts. While the Fractured Nephandus is in play, no other mages may use their special abilities or Gifts, including Enemy and Victim mages.

RAGE 4
GNOSIS 10
HEALTH 4

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FRANKWEILER SWORD

EQUIPMENT

The Frankweiler Sword protects its wielder from the tyranny of arrogant nobility. If his Renown is less than his opponent's, the bearer of the weapon gains a number of Rage equal to the difference between his and his opponent's Renown for the duration of the combat.

GNOSIS 4

Fetish, Weapon
Requires Bone Gnawer

Illustration of a man in a dark, hooded cloak holding a sword aloft against a dark, stormy sky.

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FREIDE COUNTS-THE-SCALPS

Get of Fenris **Galliard** **Metis**

RAGE 3 Freide has inherited the madness of Gaia's sister Luna. Once per game, she may double any 1 of her statistics (Rage, Gnosis or Health) for 1 full turn as she looks to the moon for insight.

GNOSIS 3

HEALTH 3

Illustration of a werewolf in a dynamic, leaping pose against a purple and white sky.

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GAIA'S FAVORED MESSENGER

GIFT

Play this Gift any time the user is not involved in a combat. The user of this Gift invokes the patronage of Gaia. Under Her care, the Gift user is immediately healed of all damage he currently suffers, including Aggravated Damage. The character using this Gift may not be alpha during the next Combat Phase. Discard this Gift after its effects take place.

GNOSIS 8

Requires: Silent Striders

Illustration of a wolf's head in profile, looking upwards against a blue sky with clouds.

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GAIA'S GRACE

GIFT

The Gift user communes with Gaia, swearing fealty to Her cause. Until this Gift is canceled, the user is considered +2 Gnosis for the purposes of equipping Fetishes.

GNOSIS 4

Requires: Uktena, Theurge, Lupus

Illustration of a person's head and shoulders, surrounded by a bright, golden, sun-like glow.

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GET MEDIEVAL

RAGE 4

Play this card when you kill an opponent who has slain a member of your pack. The opponent lingers on as you go to work with a pair of pliers and a blowtorch. The victim is removed from play at the end of the combat. This card is worth 2 Victory points.

COMBAT EVENT

Illustration of a werewolf with a menacing grin, holding a blowtorch and a pair of pliers.

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GHOST LANCE

GIFT

The Gift user forges a bolt from Wind-spirits and War-spirits and casts it toward an opponent in combat. Targets affected by Ghost Lance may not bluff for the duration of the combat. Discard this Gift after its effects take place.

GNOSIS 4

Requires: Uktena, Silent Strider, Philodox

Illustration of a bright, glowing bolt of lightning or energy.

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GLOOM-AT-MIDNIGHT

Fianna **Ragabash** **Lupus**

RAGE 4 Silver Pack, Gloom-at-Midnight lives in a state of Harzard and may never be brought out into the open. She is -5 Renown in the young of Blood.

GNOSIS 6

HEALTH 5

Illustration of a werewolf with glowing green eyes, standing over a pile of bones and a skull.

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GLOOM-AT-MIDNIGHT

Fianna **Ragabash** **Crinos**

RAGE 4 Silver Pack, Gloom-at-Midnight lives in a state of Harzard and may never be brought out into the open. She is -5 Renown in the young of Blood.

GNOSIS 6

HEALTH 10

Illustration of a werewolf with glowing green eyes, standing over a pile of bones and a skull.

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GRAND RESTRUCTURING

RENOWN 1

In times like these, radical changes are sometimes the best course of action. If Grand Restructuring passes, all Gaia characters must subtract their Renown from 10. This becomes their new Renown. Grand Restructuring lasts for 1 full turn, and will not affect victory points earned for killing any characters.

MOOT

Illustration of three silhouetted figures standing in a dark, misty environment.

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GRANDFATHER BANNION 9

Bone Gnawers ● **Ahroun** ■ **Homid**

RAGE 3 Bannion is the Grandfather of his city's Third Ward Project. He has criminal ties in many corners of his city and many others. Members of Grandfather Bannion's pack may begin the game equipped with a .38 Special.

GNOSIS 4

HEALTH 4

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GRANDFATHER BANNION 9

Bone Gnawers ● **Ahroun** ■ **Crinos**

RAGE 8 Bannion is the Grandfather of his city's Third Ward Project. He has criminal ties in many corners of his city and many others. Members of Grandfather Bannion's pack may begin the game equipped with a .38 Special.

GNOSIS 4

HEALTH 10

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GRIFFIN AVATAR 7

ALLY Requires: Red Talons

The Griffin Avatar is a retainer who serves the mighty Totem-spirit of the Red Talons. The Avatar must join any pack actions that his pack uses if he is eligible. Griffin Avatar is not a spirit.

RAGE 7

GNOSIS 6

HEALTH 5

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GRIMM BRINGS BLOOD 6

■ **Glass Walkers** ● **Ahroun** ■ **Metis**

RAGE 7 Overcome with bitterness, Grimm has succumbed to Harana. He automatically frenzies against any Silver Fang opponents. Rivalry: Silver Fangs.

GNOSIS 4

HEALTH 6

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GUNGNIR 7

EQUIPMENT

WEAPON

Gungnir does Aggravated Damage to Wyrms creatures, including Wyrms characters. Guided by Wotan himself, attacks made with Gungnir may not be dodged, though they may be blocked. Gungnir endows its wielder with -1 Rage while in Crinos form. Only 2 Gungnir may be played per game.

GNOSIS 6

Fetish

Requires Get of Fenris

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HARMON TRUEFRIEND 7

■ **Children of Gaia** ● **Ahroun** ■ **Metis**

RAGE 5 Harmon is never affected by any Gift that would force him into another pack, even if only temporarily.

GNOSIS 6

HEALTH 7

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HEAD OR GUT? 5

RAGE 5 **DAMAGE 3**

You offer your opponent a choice as to where on his body he'd like to be slugged. If you kill your opponent with Head or Gut, place this card in your victory pile for -1 victory points.

COMBAT ACTION

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HEREDITARY CASTLE 7

TERRITORY

Requires: Silver Fangs

As long as the castle is in play, alphas may only declare an attack against the castle's owner's pack if she permits it. The castle may be attacked as a territory normally. Only 1 Hereditary Castle may be in play at any time.

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HIDDEN LAIR 7

TERRITORY

A pack with a Hidden Lair is alert at watching the storm of Gauru's minions. As an action, a character in the pack that controls this territory may seek cover at the Lair, thereby removing herself from play. While in the Hidden Lair, a character may take no actions, but will regenerate as normal. She may return at any time. Leaving the Hidden Lair must be done before the combat phase. If this territory is destroyed, characters in hiding must immediately return to their pack.

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HIGHER CALLING 5

GIFT

For 1 full turn, no Gaia pack characters may attack other Gaia pack characters. Discard this Gift after its effects take place.

GNOSIS 5
Requires: Children of Gaia, Philodox

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HOMESTEAD 7

TERRITORY

Requires: Gaia Garou

The Homestead is an excellent place in which to forge alliances. Once per game the pack controlling the Homestead may select 1 victim in play and make them an ally. If the pack loses control of the Homestead, the victim returns to the Hunting Grounds. Only 1 Homestead may be in play at any time.

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HOWLS LIKE THUNDER 10

Red Talons **Ahrour** **Lupus**

RAGE 3
GNOSIS 7
HEALTH 6

Howls Like Thunder is a legend among lupus Garou. No lupus breed character will ever attack him, though they may defend themselves if attacked. Howls Like Thunder will never use Equipment.

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HOWLS LIKE THUNDER 10

Red Talons **Ahrour** **Crinos**

RAGE 10
GNOSIS 7
HEALTH 10

Howls Like Thunder is a legend among lupus Garou. No lupus breed character will ever attack him, though they may defend themselves if attacked. Howls Like Thunder will never use Equipment.

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IGLANOTTI THE WISE 5

ALLY

RAGE 0
GNOSIS 10
HEALTH 2

Requires: Children of Gaia
Iglanotti possesses great wisdom and insight. He may use any Gaia Gifts. Every other turn, during the Redraw Phase, the pack with Iglanotti as an Ally may search through their sept deck for any single Gift. Reshuffle your sept deck afterwards if you use this ability. Only 1 Iglanotti may be played per game.

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IMPROVISED WEAPON 5

EQUIPMENT

WEAPON
A character need not equip with Improved Weapon during the Equip/ Ally Phase; play it instead during any combat. For 1 round, the character may play 2 damage-dealing Combat Actions. Discard Improved Weapon after it is used in a combat.

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INVOCATION OF HAKAKEN 7

RITE

Once a mighty Shadow Lord, Hakaken was seduced by his own pride into serving the Wym. Play this Rite on any character using a Shadow Lord Gift. That character must be selected as alpha until the game is over or the character is killed. A pack may only have 1 Invocation of Hakaken called against it at any time.

RENDOWN 5
Black Spiral Dancer

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INVOKE HARANO 5

GIFT

The Wendigo using this Gift selects 1 character and forces them to feel the hopelessness of Harano. That character may not take any actions other than defending herself for 1 full turn. If it is used during the Combat Phase, Invoke Harano must be used before alphas are chosen. Discard this Gift after its effects take place.

GNOSIS 4
Requires: Wendigo

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JANUS 3

Black Fury **Philodox** **Metis**

RAGE 3
GNOSIS 2
HEALTH 3

A rarity among the Black Furies, Janus is male. He may automatically pack defend with any Black Furies in his pack in the interests of proving his tribal loyalty. Do not draw any extra cards if Janus joins a pack action in this way.

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JASON O'KELLY 5

Black Spiral Dancer Ragabash Homid

RAGE 2
GNOSIS 4
HEALTH 3

Edward of Saint Jason is misanthropic; he hates everyone and everything. He will never join a pack. Action: He will be step on to defend an Enemy. If he had it his way, he wouldn't even join a pack. He may use Ragabash Gifts in addition to his normal Gifts.

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JASON O'KELLY 5

Black Spiral Dancer Ragabash Crinos

RAGE 7
GNOSIS 4
HEALTH 5

Edward of Saint Jason is misanthropic; he hates everyone and everything. He will never join a pack. Action: He will be step on to defend an Enemy. If he had it his way, he wouldn't even join a pack. He may use Ragabash Gifts in addition to his normal Gifts.

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JOHN HIDDEN-MOON 8

Wendigo Ahroun Homid

RAGE 4
GNOSIS 7
HEALTH 5

Kailindo. John was born under an eclipsed Full Moon. He may only frenzy during a Lunar Eclipse, and he may still use his Ahroun Gifts during the Lunar Eclipse.

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JOHN HIDDEN-MOON 8

Wendigo Ahroun Crinos

RAGE 9
GNOSIS 7
HEALTH 8

Kailindo. John was born under an eclipsed Full Moon. He may only frenzy during a Lunar Eclipse, and he may still use his Ahroun Gifts during the Lunar Eclipse.

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JORGE BOWNE 10

Children of Gaia Philodox Homid

RAGE 3
GNOSIS 8
HEALTH 5

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JORGE BOWNE 10

Children of Gaia Philodox Crinos

RAGE 3
GNOSIS 8
HEALTH 10

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JOSEPH ROARS-AS-BULL 9

Uktena Galliard Homid

RAGE 5
GNOSIS 7
HEALTH 5

Joseph draws 1 additional combat card when he is the attacker.

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JOSEPH ROARS-AS-BULL 9

Uktena Galliard Crinos

RAGE 9
GNOSIS 7
HEALTH 8

Joseph draws 1 additional combat card when he is the attacker.

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KELLY BROWNARD 1

Glass Walkers Galliard Homid

RAGE 1
GNOSIS 2
HEALTH 1

Kelly will only be alpha if she is the only character left in her pack. Vampire Allies of Kelly's pack gain -1 Rage.

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Kelly Brounard 1



Glass Walkers • Galliard • Crinos

RAGE 1 Kelly will only be alpha if she is the only character left in her pack. Vampire Allies of Kelly's pack gain +1 Rage.

GNOSIS 2

HEALTH 2

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Kids Love Arson



The character playing this card is removed from play for 1 turn. He destroys any single Territory of his choice immediately. Kids Love Arson must be played before alphas are chosen if it is played in the Combat Phase.

ACTION

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KINFOLK DEN



Requires: Lupus

When Kinfolk are one of the few things that Lupus Garou hold dear. While the Den is in play, the pack that controls it may automatically attack anyone who kills a packmate. This ability may be used only if the pack is in play at any time.

TERRITORY

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KING ALBRECHT 13



Silver Fangs • Ahroun • Homid

RAGE 4 Jones Albrecht has become the King of the Silver Fangs. When in combat with Wyrn creatures, Albrecht's Combat Actions are always resolved first. He may begin play equipped with a Grand Klavie.

GNOSIS 10

HEALTH 6

Rivalry: Margrave Koneitzko.

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KING ALBRECHT 13



Silver Fangs • Ahroun • Crinos

RAGE 10 Jones Albrecht has become the King of the Silver Fangs. When in combat with Wyrn creatures, Albrecht's Combat Actions are always resolved first. He may begin play equipped with a Grand Klavie.

GNOSIS 10

HEALTH 10

Rivalry: Margrave Koneitzko.

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KISS OF HELIOS 15



GIFT

The Gift user immolates himself with magical fire. The Gift user may do +2 damage to the next opponent that hits him (transfer this card as a Damage card) OR he may ignore 1 single Combat Action delivered by a Flamethrower. Discard this Gift after its effects take place.

GNOSIS 7

Requires: Ahroun

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KITHAN FREEHOLD



The Fey will often aid Garou if they are in trouble. Feared and changelings in the Hiding Grounds will join the pack which controls the Kithan Freehold as Allies at the end of any Combat Phase in which they are in play. If the pack loses control of the Freehold, the Feared return to the Hiding Grounds. Only 1 Kithan Freehold may be in play at any time.

TERRITORY

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LEND A HAND




Play this card during any combat that doesn't involve any of your characters. The character playing Lend A Hand joins the combat on the defender's side for one round. If the attacker frenzies, however, your character must remain in the fight until the frenzy ends or you play an escape card. Any kills made belong to the pack you are assisting.

ACTION

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LONGWALKER'S GLADE



Requires: Children of Gaia

When Garou seek and long for the safety of the forest, the pack controlling Longwalker's Glade may prevent any spirit from entering the forest. The pack may not prevent spirit entry until they are fully Wyrn. Only Longwalker's Glade may be in play at any time.

TERRITORY

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MANLING PENDANT X

EQUIPMENT

The bearer of the Manling Pendant carries a reminder of man's injustice to womankind. She may discard the Pendant in a combat with a male opponent and immediately enter frenzy. This frenzy may not be canceled, nor may it be prevented by any circumstance (like a New Moon). The frenzy ends normally.

GNOSIS 4

Fetish
Requires female character



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MANTIS FORM R



RAGE 3 DAMAGE 2

Kailindo. If the character using Mantis Form is not in Crinos form when this Combat Action is played, he enters Crinos form this combat round. Use the character's Crinos form Rage to determine whether or not Mantis Form is a bluff.

COMBAT ACTION

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MARGRAVE KONIETZKO 10



Shadow Lords **Theurge** **Homid**

RAGE 4
GNOSIS 7
HEALTH 6

The Margrave does not take kindly to those who oppose him. If a Moot he calls fails, he may take an additional alpha action during the next Combat Phase. Rivalry: Lord/King Albrecht.

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MARGRAVE KONIETZKO 10



Shadow Lords **Theurge** **Crinos**

RAGE 4
GNOSIS 7
HEALTH 4

The Margrave does not take kindly to those who oppose him. If a Moot he calls fails, he may take an additional alpha action during the next Combat Phase. Rivalry: Lord/King Albrecht.

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MARI CABRAH 8



Black Fury **Theurge** **Homid**

RAGE 2
GNOSIS 8
HEALTH 3

Hardened by her struggles against the Wyrn, Mari has learned much during the days of the imminent Apocalypse. She gains -2 Rage when on the attacking side of a combat.

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MARI CABRAH 8



Black Fury **Theurge** **Crinos**


RAGE 7
GNOSIS 8
HEALTH 7

Hardened by her struggles against the Wyrn, Mari has learned much during the days of the imminent Apocalypse. She gains -2 Rage when on the attacking side of a combat.

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MARKUS RAGE-LIKE-FIRE 9



Get of Fenris **Philodox** **Homid**

RAGE 2
GNOSIS 7
HEALTH 4

Markus preaches against senseless and vain attacks on the Wyrn. Once per game, he may call a Renown 9 Moot which, if passed, will remove any single card from any Gaia pack's victory pile.

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MARKUS RAGE-LIKE-FIRE 9



Get of Fenris **Philodox** **Crinos**

RAGE 7
GNOSIS 7
HEALTH 10

Markus preaches against senseless and vain attacks on the Wyrn. Once per game, he may call a Renown 9 Moot which, if passed, will remove any single card from any Gaia pack's victory pile.

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MEDICINE BAG X

EQUIPMENT

The bearer of the Medicine Bag will immediately heal a damage-dealing Combat Action the instant that Combat Action is played. The Medicine Bag will only heal a wound that would kill the bearer and it is discarded afterward. This must be used to heal a fatal wound, and will heal Aggravated Damage.

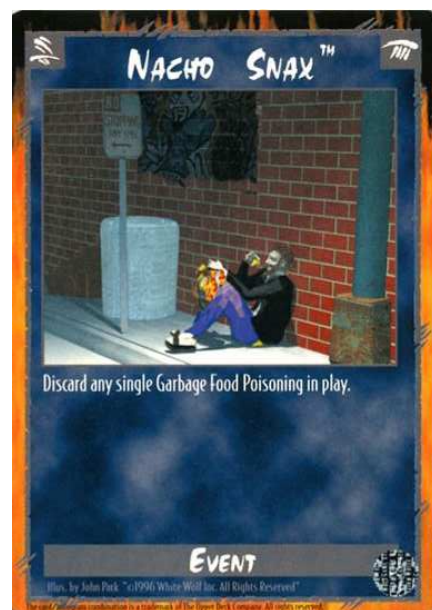
GNOSIS 5

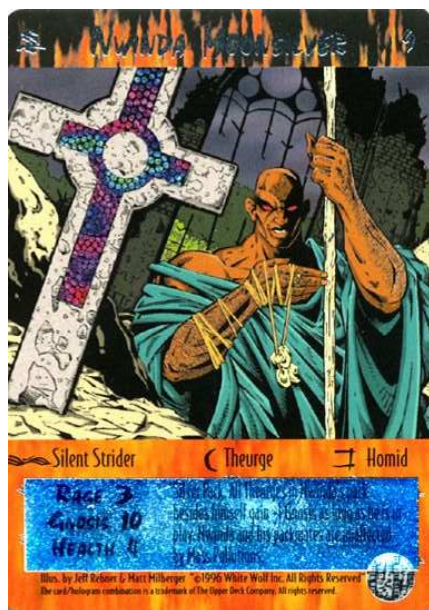
Fetish



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PENTEX FIRST TEAM 43 8



ENEMY
RAGE 4
GNOSIS 4
HEALTH 8

First Team 43 is efficient and effective. They may play 2 Combat Actions per round of combat. If an attacker chooses to break off combat before killing the First Team, they will take a randomly selected piece of non-Fetish Equipment from him. The pack which kills the First Team gains control of all of the Equipment they had stolen.

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PERVIS AND PIG-FED 11



Play this Event before alphas are chosen. Something good comes on television, distracting some of the characters. Homid form characters may not be selected as alpha during the current Combat Phase, though they may defend themselves if attacked and they may freely join pack actions. Discard Pervis and Pig-Fed at the end of the Combat Phase.

EVENT

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PHOEBE'S VEIL ✕

EQUIPMENT

Anyone with Phoebe's Veil may remove herself from any combat in which she is involved, as long as she has more Gnosis than her opponent. Anyone equipped with this Fetish may not use Gifts or special abilities for the turn after she uses the Veil.



GNOSIS 6
 Fetish

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PHREAK 1



Black Spiral Dancer Ragabash Metis

RAGE 1
GNOSIS 1
HEALTH 2

Defiler. Phreak has a puny Grinos form. He may use Equipment that is only usable in Homid form, though he is considered to be in Grinos form (he is a metis, after all).

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PIETR WINDSTRIDE 6



Stargazers Ahroun Homid

RAGE 4
GNOSIS 3
HEALTH 4

Kailindo. Pietr is constantly on the move. He may not be alpha for two successive turns.

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PIETR WINDSTRIDE 6



Stargazers Ahroun Grinos

RAGE 7
GNOSIS 3
HEALTH 7

Kailindo. Pietr is constantly on the move. He may not be alpha for two successive turns.

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PINE CONE ✕

EQUIPMENT

While equipped with the Pine Cone, the Red Talon's senses are honed to razor-sharpness, making it easy to track wounded prey. As her alpha action, she may attack any character currently suffering any Damage cards.



GNOSIS 4
 Fetish
 Requires Red Talons

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PINE DAGGER ✕

EQUIPMENT

Pine Daggers are imbued with power to disrupt Bane spirits. When a character with a Pine Dagger hits a Bane or Bane character, the dagger explodes within the Bane's being, doing 3 points of Damage. When the Pine Dagger is used, transfer it to the affected Bane as a Damage card.



GNOSIS 3
 Fetish, Weapon

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POIGNANT PARABLE ✕



For the duration of the Moot Phase, the Galliard telling the Poignant Parable may double his Renown (before any modifiers) for the purposes of voting.

ACTION

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7

POLICE PRECINCT



TERRITORY

Requires: Glass Walkers, Bone Grinders, Homid
A pack that controls the Police Precinct may arrest (remove from play) any single Homid-homid character armed with a firearm until the beginning of the next turn. This ability is used in the Combat Phase before alphas are chosen. Only Police Precinct may be in play at any time.

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PUP PID **7**



ENEMY A dread revenant of unknown origin, Pup Pid is a soulless killer. He may use Homid and Theurge Gifts.

RAGE 6
GNOSIS 6
HEALTH 6

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QUEST FOR DOMINANCE



Play this card at the beginning of the Combat Phase before alphas are chosen. If you get to take your alpha action first in the Combat Phase, this card is worth 1 victory point. Place it in your victory pile.

QUEST

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QUESTOR **8**



Black Spiral Dancer **Galliard** **Lupus**

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

Beast-of-War, Questor has been seduced by the evil influence of the Wyrms. He gains -1 victory points each time he kills a Victim from the Hunting Grounds.

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QUESTOR **8**



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

RAGE 7 **GNOSIS 7** **HEALTH 9**

Beast-of-War, Questor has been seduced by the evil influence of the Wyrms. He gains -1 victory points each time he kills a Victim from the Hunting Grounds.

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RAMPAGE **EX**



REOWN 4

If Rampage passes, Wurm characters must attack the Territories of Gaia packs, if there are any, during the next Combat Phase. If there are no Territories left in play, Wurm characters may declare their attacks as normal.

BOARD MEETING

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REALM KEY

EQUIPMENT

Anyone equipped with a Realm Key may reduce the Gauntlet by 2 whenever they attempt to enter the Umbra.



GNOSIS 3

Fetish

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REDEMPTION



GIFT

The Gift user exercises an evil spirit from a Bone Fetish. Select one Bone Fetish; if it has less Gnosis than the Gift user it is immediately discarded. Discard this Gift after its effects take place.

GNOSIS 7

Requires: Children of Gaia

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RENEW THE CYCLE



GIFT

The Gift user invokes great power to recall a vampire to the earth. Select any one vampire in play. That vampire is immediately discarded. Vampire characters may not be affected by this Gift. No victory points are earned for destroying a vampire in this manner. Discard this Gift after its effects take place.

GNOSIS 10

Requires: Silver Fangs

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RENOWN ADMONISHMENT



Play Renown Admonishment after a character makes a kill while frenzied. The character is berated for losing control and for having poor willpower. No victory points are earned by the character for any kills during the frenzy in question.

ACTION

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RESOURCE APPROPRIATION



RENOWN 5

The character calling for Resource Appropriation selects any single Territory in play. If this vote passes, the vote-caller's pack acquires the Territory, even if they cannot meet that Territory's requirements.

MOOT

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REVILEMENT




GIFT

The patron totem of a pack turns his back on the pack, believing them to have strayed from his path. Select a Pack Totem in play; that Pack Totem is discarded immediately. Discard this Gift after its effects take place.

GNOSIS 8
Requires: Defiler

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REZONING COMMITTEE



Territories give their owners no benefits for the remainder of the turn. Discard Rezonning Committee at the end of the Combat Phase of the turn in which it was played.

EVENT

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RHYA WEST-OF-HEAVEN 10



Uktena Ahroun Homid

**RAGE 5
GNOSIS 6
HEALTH 6**

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RHYA WEST-OF-HEAVEN 10



Uktena Ahroun Crinos

**RAGE 10
GNOSIS 6
HEALTH 9**

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RILKEAN HEART



GIFT

The Fianna steels herself for the upcoming battle. For the duration of the combat, the character may not be forced to lose the ability to play Combat Actions. Rilkean Heart may not be used during a combat in which the user frenzies. Discard this Gift after its effects take place.

GNOSIS 6
Requires: Fianna

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RIPOSTE



RAGE 3 DAMAGE 1

The character playing this Combat Action must be equipped with a Klaive or Grand Klaive. The character parries (dodges) any single attack dealt during this round of combat, and gives a quick follow-up strike.

COMBAT ACTION

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RITE OF CHIMINAGE



RITE

The Garou using the Rite of Chiminage selects 1 pack with a Caern. He may use that Caern as if his pack controls it. A Gaia Garou may only use a Gaia Caern and a Wyrn Garou may only use a Wyrn Caern. This Rite lasts until it is voted out with a Moot.

RENOWN 4

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RITE OF RENUNCIATION 

RITE

This Rite is performed when a Gaia character wishes to change her auspice. The Rite user selects a new auspice for herself. After changing her auspice, the user of this Rite may ONLY use Gifts of that auspice, and may not use Gifts based on any other requirements such as tribe or breed.

RENOWN 6

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RITE OF SCARIFICATION 

RITE

When using this Rite, the character ritually scars himself with spiritual glyphs and brands. The user's skin actually becomes a Fetish in and of itself, giving the character -2 Health. A character may only benefit from 1 Rite of Scarification at any time.

RENOWN 6

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RITE OF TALISMAN DEDICATION 

RITE

The character invoking this Rite binds his possessions to him spiritually. None of this character's Equipment may be stolen from him, nor may he trade it to another character. The Equipment may still be destroyed by effects which will do so.

RENOWN 1

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RIVAL'S QUEST 

Play this quest after defeating a character with whom your character has a Rivalry. That kill is worth an additional 2 victory points.

QUEST

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ROOFWALKER 

Glass Walkers  **Philodox**  **Homid**

RAGE 3 **GNOSIS 7** **HEALTH 3** Roofwalker is constantly struggling with vampires for control of his city. All vampire attacks against Roofwalker are considered challenges, and may thus be declined.

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ROOFWALKER 

Glass Walkers  **Philodox**  **Crinos**

RAGE 7 **GNOSIS 7** **HEALTH 8** Roofwalker is constantly struggling with vampires for control of his city. All vampire attacks against Roofwalker are considered challenges, and may thus be declined.

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ROOT BEER CHARLIE 

Bone Gnawers  **Ragabash**  **Homid**

RAGE 1 **GNOSIS 3** **HEALTH 1** Root Beer Charlie will never join a pack with any single character of Renown 7 or greater.

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ROOT BEER CHARLIE 

Bone Gnawers  **Ragabash**  **Crinos**

RAGE 2 **GNOSIS 3** **HEALTH 2** Root Beer Charlie will never join a pack with any single character of Renown 7 or greater.

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RUNS-TO-THE-SUNSET 

Children of Gaia  **Ragabash**  **Lupus**

RAGE 3 **GNOSIS 6** **HEALTH 4** Runs-to-the-Sunset is liaison to his tribe's kinfolk. His pack may begin the game with a Wolf Kinfolk or a Wolf-Spirit in play.

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RUNS-TO-THE-SUNSET 6



Children of Gaia Ragabash Crinos

RAGE 5 Runs-to-the-Sunset is liaison to his tribe's kinfolk. His pack may begin the game with a Wolf Kinfolk or a Wolf-Spirit in play.

GNOSIS 6

HEALTH 7

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SABBAT FIEND 9



ENEMY The Sabbat Fiend is an ancient, powerful and deadly vampire. His attacks do Aggravated Damage, and he may use 7th Generation, Fomori, Glass Walker and Shadow Lord Gifts.

RAGE 7

GNOSIS 6

HEALTH 9 (DEGENERATES)

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SAMEDI WRETCH 5



ALLY Requires: Bone Gnawer

Horrific and decaying, the Samedi is a vampire who seeks mercenary employment. Unable to show his face in public, he stalks the darkness and hides among the refuse of humanity.

RAGE 6

GNOSIS 1

HEALTH 5 (DEGENERATES)

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SARIYA TRAVELS-THE-PLAINS 6



Uktena Theurge Homid

RAGE 2 Sariya is mindful of the presence of spirits. She does not need to be in the Umbra to bind a spirit.

GNOSIS 6

HEALTH 3

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SARIYA TRAVELS-THE-PLAINS 6



Uktena Theurge Crinos

RAGE 5 Sariya is mindful of the presence of spirits. She does not need to be in the Umbra to bind a spirit.

GNOSIS 6

HEALTH 6

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SCARECROW 6



ENEMY Scarecrow serves the Defiler by tainting the innocent. While Scarecrow is in play, all Victims are considered Enemies, though if any Victim-turned-Enemy attacks a member of a Wurm pack, that pack still gains victory points. Only 1 Scarecrow may be played per game.

RAGE 3

GNOSIS 7

HEALTH 5

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SCENT OF SWEET HONEY 5



GIFT


Play this Gift at the beginning of the Equip/ Ally Phase. The user plagues the target of this Gift with swarms of bees, clouds of flies and countless other vermin. The target of this Gift may not equip or recruit Allies this Equip/ Ally Phase. Discard this Gift after its effects take place.

GNOSIS 2

Requires: Bone Gnawers, Metis, Ragabash

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SCOOTERFANGS 5



Bone Gnawers Galliard Crinos

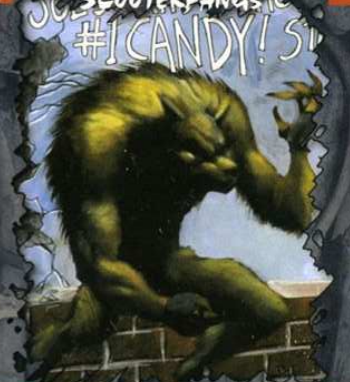
RAGE 2 Born and raised in Chicago, Scooterfangs has numerous connections. He may recruit Allies that require Glass Walkers.

GNOSIS 6

HEALTH 3

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SCOOTERFANGS 5



Bone Gnawers Galliard Crinos

RAGE 5 Born and raised in Chicago, Scooterfangs has numerous connections. He may recruit Allies that require Glass Walkers.

GNOSIS 6

HEALTH 4

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SHIELD OF GAIA

GIFT

The user of this Gift gains a vast attunement to Gaia's rhythms; the Weaver's laws have no effect on her. The user is not affected by any Combat Actions dealt by non-fetish weapons. This Gift lasts until canceled.

GNOSIS 7

Requires: Red Talons

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SIBERAKH RELATION



ALLY

RAGE 7

GNOSIS 4

HEALTH 6
(1 CONCENTRIC)

Requires: Silver Fang

The Siberakh are a bloodline offshoot of the Silver Fangs who usually avoid all of the political endeavors of the Garou. The Siberakh Relation may use Silver Fang and Wendigo Gifts and is considered to be in Crinos form.

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SKULL PIG

5



ENEMY

RAGE 5

GNOSIS 0

HEALTH 3

Skull Pigs wander through graveyards and eat the corpses of Wurm-tainted humans to replenish their ghastly might. They will automatically pack defend with all other Skull Pigs in the Hunting Grounds.

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SON OF TYR



 **Get of Fenris**

RAGE 3

GNOSIS 3

HEALTH 3

● **Ahroun**

 **Lupus**

Son of Tyr is a member of the Hound of Tyr camp. He will never withdraw from combat if he is the attacker, and must attack any other character who has attacked him if he is alpha.

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SPIRIT CIRCLE



Requires: *Ultara*

Game: Those with the Spirit Circle under their wing. While Spirit Circle is in play, the Gifts of the pack that contests it may not be canceled. Only 1 Spirit Circle may be in play at any time.

TERRITORY

Game: Only 1 Spirit Circle may be in play at any time.

SPIRIT DRUM OF CALM-THUNDER

EQUIPMENT

Once per turn, the user of the drum may cancel any single frenzy. Using this ability will end the current combat, and the character whose frenzy was canceled may immediately attack the Fetish user.

GNOSIS 7

Fetish

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SPORTS CAR

EQUIPMENT

Armor, only usable in Homid form.
The character using the Sports Car may escape from any combat after the third round.

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ST. VINCENT'S CATHEDRAL **7**



TERRITORY

Requires: Gnosis
St. Vincent's Cathedral is the last repository of indestructible faith that still remains. The pack that controls it may be attacked by spirits or by Wurm characters. St. Vincent's Cathedral may be attacked as a territory normally. Only "St. Vincent's Cathedral" may be in play at any time.

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STALKS-DEATH **9**



Silent Striders () Ragabash () Lupus

RAGE 3
GNOSIS 8
HEALTH 5

Stalks-Death has never lost a combat in his life. Anyone who defeats him may take a "trophy," earning them +1 victory points for killing him. He may use Philodox Gifts in addition to his normal ones.

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STALKS-DEATH **9**



Silent Striders () Ragabash () Crinos

RAGE 9
GNOSIS 8
HEALTH 10

Stalks-Death has never lost a combat in his life. Anyone who defeats him may take a "trophy," earning them +1 victory points for killing him. He may use Philodox Gifts in addition to his normal ones.

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STANISLAV PROCHNOW **1**



Shadow Lords () Theurge () Homid

RAGE 1
GNOSIS 3
HEALTH 1

Stanislaw feels the fury of the War of Rage. He must declare his alpha action against a non-Garou shapechanger if any is alpha.

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STANISLAV PROCHNOW **1**



Shadow Lords () Theurge () Crinos

RAGE 1
GNOSIS 3
HEALTH 2

Stanislaw feels the fury of the War of Rage. He must declare his alpha action against a non-Garou shapechanger if any is alpha.

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STONEHENGE **7**



TERRITORY

Requires: Hama
A pack controlling Stonehenge may never be forced to lose Gnosis. Only "Stonehenge" may be in play at any time.

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STRANGE RAIN **Gift**



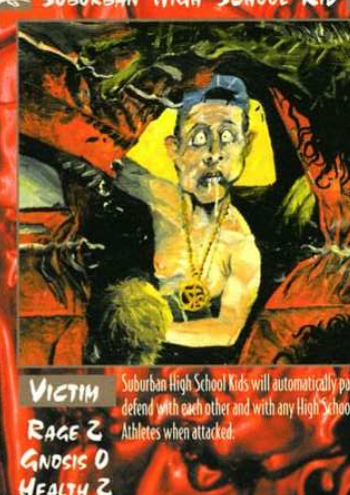
The Uktena causes a rain of frogs, roaches, slugs, small squid, etc. Only characters with more Gnosis than the Gift user may be declared alpha for the next Combat Phase. Discard this Gift after its effects take place.

GNOSIS 6

Requires: Uktena

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SUBURBAN HIGH SCHOOL KID **2**



VICTIM
RAGE 2
GNOSIS 0
HEALTH 2

Suburban High School Kids will automatically pack defend with each other and with any High School Athletes when attacked.

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SURLY REDCAP **5**



ALLY
RAGE 3
GNOSIS 5
HEALTH 5

Requires: Get of Fenris
The Surly Redcap will destroy any single piece of non-Fetish Equipment (Redcap player's choice) at the end of any combat in which he is the attacker.

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TABULA RASA

EQUIPMENT

A character using Tabula Rasa is desperately calling for the Garou to unite under Gaia. As long as Tabula Rasa is in play, the Moot Phase occurs AFTER the Combat Phase instead of before it. Only 1 Tabula Rasa may be played per game.

GNOSIS 8

Fetish
Requires Children of Gaia

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TAMBERTAIL'S HEART

EQUIPMENT

Tambertail was a Henna Theurge and the Black Spiral Dancers have mummified his heart as an artifact; it warns them of impending danger. A character equipped with Tambertail's Heart may escape from any combat after the second round. Only 1 Tambertail's Heart may be played per game.

GNOSIS 4

Bone Fetish
Requires: Black Spiral Dancer

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TECH SPEAK

GIFT

The Glass Walker convinces the spirits in her opponent's weapons that she is not the true target. The Glass Walker may play this Gift on any opponent using non-fetish weapons. For 1 round, after Combat Actions are exchanged, the opponent is damaged by his own Combat Actions. The Glass Walker may not play any Combat Actions during the following round of combat. Discard this Gift after its effects take place.

GNOSIS 7

Requires: Glass Walkers

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TH' M'GREGORS 6

ENEMY

The MacGregors are an inbred degenerate family of Fomori. They may play 2 Combat Actions per round. They will not pack defend with lone Fomori nor other MacGregor families.

RAGE 4
GNOSIS 1
HEALTH 7

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THE BLACK ROOM

TERRITORY

Requires: Glass Walkers

The borders at this club don't take any lip from anyone, even felines weenies. While your pack controls the prestigious nightclub, attacks may only be declared against your pack by feline form attackers. The Black Room may be in play at any time.

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THE CALYX

TERRITORY

Requires: Black Lures

Located in the Black Forest's north forest, the Calyx is a sort of consolidated Black Lure power. Members of the pack who control the Calyx may use Moon Gifts. Only 1 Calyx may be in play at any time.

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THE DOCKS

TERRITORY

A pack controlling the Docks may influence equipment traveling into their web. A member of another pack wants to equip with a piece of non-fetish equipment. She must ask permission from the owner of the Docks. If the owner refuses, he himself may not equip during this turn. Lone Wolf Lupo is not affected by the Docks. Only 1 Docks may be in play at any time.

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THE LITANY'S GUIDANCE

RENOWN 7

The character who calls this vote declares war on the Wurm and its followers. If The Litany's Guidance passes, for the remainder of the game Gaia packs will not gain any victory points for killing Gaia pack characters or allies.

MOOT

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THE NAVSAYER'S HOVEL

TERRITORY

At the beginning of the turn, during the Bedrow Phase, the pack controlling the Naysayer's Hovel selects 1 territory in play. That territory offers no benefits to the pack that controls it for the current turn. Only 1 Naysayer's Hovel may be in play at any time.

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THE PIT



TERRITORY

Requires: Black Spiral Dancers
The Pit is a deadly dice bet in the thrill of the Wym. The pack controlling The Pit gains -1 Victory points for any Victims they kill. If the Pit is removed from this pack's control, it still gains the victory point bonus to any kills made while the pack controlled the Pit. Only 1 Pit may be in play at any time.

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THE SILVER CROWN

EQUIPMENT

The bearer of the Silver Crown gains -6 Renown during Moots. Once per game, during the Moot Phase, you may look at another player's sept hand. You may then force them to play any 1 Action, Event or Gift immediately. Discard the Silver Crown after doing this. Only 1 Silver Crown may be played per game.

GNOSIS 10

Fetish
Requires Silver Fangs



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THE UNDER-BARROWS



GAUNTLET 3

Requires Hanna or Silver Fangs
Once per Equip/ Ally Phase, a pack controlling the Under-Barrows may search through their sept deck and bring any faerie Ally into play. Only 1 Under-Barrows may be in play at any time.

CAERN

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THE VIGIL FORSAKEN

RITE


The character who enacts the Vigil breaks the rituals of another. The Vigil Forsaken cancels any single Rite in play. A pack may only play 1 Vigil Forsaken per game. Discard this Rite after its effects take place.

RENOWN 5



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THE WOLVES ARE OUT THERE



Governmental investigations force characters into hiding. Play The Wolves Are Out There at the end of any Moot Phase, and all players skip the Combat Phase, immediately returning to the Redraw Phase.

EVENT

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THUNDER'S GAUNTLET

EQUIPMENT

Thunder's Gauntlet enables the user to manipulate the forces of lightning and storms. Once per game, the owner of Thunder's Gauntlet may select 1 non-Shadow Lord character in play and smite him with a bolt of lightning; that character's Health is immediately reduced to 1. Transfer Thunder's Gauntlet to this character as a Damage card. Only 1 Thunder's Gauntlet may be played per game.

GNOSIS 7

Fetish
Requires Shadow Lord



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TIBETAN MONASTERY



TERRITORY

Requires: Margraves
All characters in your pack are considered to know Kailash while the Monastery is in play. Only 1 Tibetan Monastery may be in play at any time.

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TRACKER-BY-MOONLIGHT

Fianna **Ahroun** **Homid**

RAGE 2
GNOSIS 5
HEALTH 4

Making his home in the Blue Ridge Mountains, Tracker-by-Moonlight hunts down his enemies wherever they run. As his alpha action, he may attack any wounded target in play. This attack may not be declined and it is not considered a challenge.

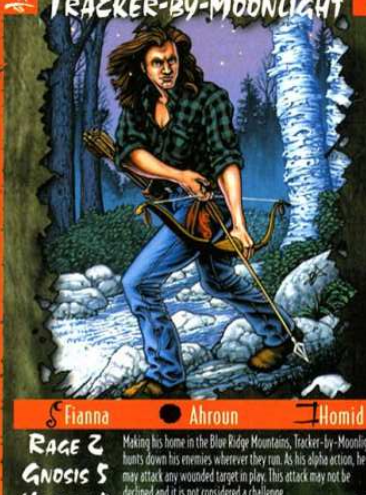


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TRACKER-BY-MOONLIGHT

Fianna **Ahroun** **Crinos**

RAGE 6
GNOSIS 5
HEALTH 8

Making his home in the Blue Ridge Mountains, Tracker-by-Moonlight hunts down his enemies wherever they run. As his alpha action, he may attack any wounded target in play. This attack may not be declined and it is not considered a challenge.



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TWICE-BORN 2



ALLY
RAGE 0
GNOSIS 5
HEALTH 1

Requires: Silent Strider
 Twice-Born are reborn spirits of slain mice. Suited to the revelation of secrets, the Twice-Born allow the player of the pack who allies with them to ask any 1 player if he has any 1 specific card in his sept or combat deck. The player must answer truthfully. This may be done once per game. Twice-Born may use Silent Strider Gifts.

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TWILIGHT OPERATIVE 6



ENEMY
RAGE 5
GNOSIS 2
HEALTH 5

The Twilight Operative may play 2 Combat Actions as long as they are both Rage 2 or below. At the end of the Combat Phase, the Twilight Operative will attack the lowest-Renown Garou in the game, including Black Spiral Dancers. Wurm packs gain victory points if they kill the Twilight Operative.

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ULTIMATE ARGUMENT OF LOGIC 5



GIFT
 Play this Gift at the beginning of any Moot Phase. The Gift user is able to convince her target of even the most ridiculous concept. The target of this Gift must vote the same way as the Gift user does for the current Moot Phase. Discard this Gift after its effects take place.

GNOSIS 7
 Requires: Stargazer

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UNWITTING GHOUL 3



ENEMY
RAGE 2
GNOSIS 1
HEALTH 3

The Ghoul is a servant to a vampire. While still mortal, he has a small quantity of his master's blood in his veins. He will pack defend with any vampire enemy in play.

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VAGABOND SKINDANCER 5



ENEMY
RAGE 6
GNOSIS 3
HEALTH 5
 (DEGENERATES)

The Vagabond Skindancer has become a werewolf by wearing skins of Garou stolen from their original owners. He may use Homid and Ahroun Gifts.

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VERBENA MAGE 6



ALLY
RAGE 2
GNOSIS 10
HEALTH 5

Requires: Fianna
 A master of weaving life-magic, the Verbena Mage allows members of the pack who ally with her to heal Aggravated Damage. The Verbena Mage may use Children of Gaia, Therurge, and Fomori Gifts.

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VORACIOUS SPECTRE 3



ENEMY
RAGE 4
GNOSIS 3
HEALTH 2

The Spectre is a spirit that exists only in the Umbra. If there are any Silent Striders in the Umbra during the Combat Phase, the Spectre will attack the 1 with the highest Gnosis at the end of the Combat Phase.

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WAR LODGE 1



EQUIPMENT
 The owner of the War Lodge entreats the spirits to help him in battle. He may discard 1 spirit Ally or Fetish per turn; if he does so, he may immediately enter combat with the opponent of his choice.

GNOSIS 6
 Fetish
 Requires: Wendigo

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WASP TALONS 5



GIFT
 The Black Fury using this Gift fires her claws from her hands into her target. Select 1 opponent in combat. The Wasp Talons strike home, doing 4 points of damage to that target. This Gift is played as a Combat Action, and counts as a firearm attack. Transfer this card to the target as a damage card when used.

GNOSIS 4
 Requires: Gnosis 4, Black Furies

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WATER SPIRIT 6



ALLY Requires: Uktena
The Water Spirit may heal Aggravated Damage as if it were normal damage. It is unaffected by Gifts.

RAGE 4
GNOSIS 5
HEALTH 5
(Unconscious)

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WEARING THE BEAR SHIRT 5



GIFT
A character affected by this Gift becomes bellicose and warlike. His frenzies may never be canceled. This Gift is permanent until canceled.

GNOSIS 4
Requires: Get of Fenris

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WEASEL 7




PERSONAL TOTEM
Requires: Renown 4 or less Gaia Garou
Weasel is a cunning totem of war, granting his children agility in battle. At the beginning of the Combat Phase, a character with Weasel may discard 1 of her combat cards and search through her combat deck for a Dodge. This must be done before alphas are chosen. Reshuffle the combat deck after this is done. Characters with Personal Totems may no longer benefit from Pack Totems.

EVENT

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WEAVER'S QUEST 3



Play this quest when 1 of your characters kills another character using a non-Fetish weapon Equipment. This Quest is worth 1 victory point.

QUEST

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WEB DRIVE INTERFACE 4



EQUIPMENT
The user of the Web Drive Interface has access to vast amounts of information. As long as the Interface is in play, the player controlling it may see any Equipment cards in any player's sept hand at any time.

GNOSIS 5
Fetish
Requires: Glass Walkers

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WILLIAM WALLACE'S BONES 4



EQUIPMENT
Gathered long ago from the far corners of Britain, William Wallace's Bones inspire Celtic solidarity. Before combat begins or between any 2 rounds, the owner of the Bones may call any Fianna packmate(s) into a pack attack or defense. Draw 1 card if you bring a packmate into combat. Only 1 William Wallace's Bones may be played per game.

GNOSIS 6
Fetish
Requires: Fianna

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WINDCHASER 4




Uktena **Philodox** **Lupus**

RAGE 2 Windchaser is familiar with the Rites of the Garou. For the purposes of using Rites, she is considered Renown 6.
GNOSIS 4
HEALTH 2

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WINDCHASER 4



Uktena **Philodox** **Crinos**

RAGE 4 Windchaser is familiar with the Rites of the Garou. For the purposes of using Rites, she is considered Renown 6.
GNOSIS 4
HEALTH 4

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WYLDKIN KAMI 9



VICTIM Manifest spirit servants of Gaia, the Kami are increasingly rare these days. Wyldkin Kami may use breed and auspice Gifts and may play 2 Combat Actions per round of combat.

RAGE 6
GNOSIS 8
HEALTH 7

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YUNWI AMA'YINE'HI

6

VICTIM

RAGE 3

GNOSIS 7

HEALTH 5

The Yunwi Ama'yine'hi is a Native American faerie. She may use Gnosis and Galliard Gifts, and she automatically escapes from any combat after the third round.