

Golgol Fangs First



STORYLINE
ONLY - NOT
FOR LEGAL
PLAY

Unique werewolf with 5 life.
3 strength, 1 bleed.

If you control a vampire of capacity 8 or more, burn Golgol. Golgol can enter combat with any minion as a Ⓣ action. While Golgol is in combat, you get +1 hand size. If Golgol has 4 or less life during your untap phase, he gains 1 life.



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Gunther Odd Eye



STORYLINE
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Unique werewolf with 4 life.
2 strength, 1 bleed.

After a combat between a werewolf you control and another minion, tap Gunther to start a new combat between Gunther and that minion. If Gunther has 3 or less life during your untap phase, he gains 1 life.



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Carla Grimsson



STORYLINE
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Unique werewolf with 3 life.
1 strength, 1 bleed.

Carla can move a card requiring a werewolf from your ash heap to your hand as a +1 stealth action (discard down afterwards). If Carla has 2 or less life during your untap phase, she gains 1 life.



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Fang Jumper



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Unique werewolf with
2 life. 1 strength, 1 bleed.



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Roger Daly



STORYLINE
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Unique werewolf with 3 life,
1 strength, 2 bleed.

Once each round, before range is chosen, Roger can burn an equipment on the opposing minion. If Roger has 2 or less life during your untap phase, he gains 1 life.



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Son-of-Moonlight



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Unique werewolf with
3 life. 2 strength, 1 bleed.

Son-of-Moonlight gets +1 stealth on bleed actions. If Son-of-Moonlight has 2 or less life during your untap phase, he gains 1 life.



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Virus-to-Wyrm



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Unique werewolf with
2 life. 2 strength, 1 bleed.

While Virus-to-Wyrm is ready, other werewolves you control get +1 bleed. If Virus-to-Wyrm has 1 life during your untap phase, he gains 1 life.



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Scar Throat Leech Killer



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Unique werewolf with 3 life.
2 strength, 0 bleed.

Once each turn, Scar must enter combat with a vampire as a Ⓣ action. If a vampire opposing Scar is burned or sent to torpor, Scar untaps at the end of the action. If Scar has 2 or less life during your untap phase, he gains 1 life.



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Kinfolk Contact



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Mortal with 1 life.
1 strength, 0 bleed.

Kinfolk Contact can search your library for a werewolf ally and move it to your hand as a +1 stealth action (shuffle and discard down afterwards).

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Luna's Blessing

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Master. Trifle.

Put this card on a werewolf you control. If this werewolf is the target of a ① action, you can burn this card to make the action fail and to inflict 2 unpreventable damage on the acting minion.

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Luna's Armour



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Requires a werewolf.

Prevent all damage from the opposing minion's strikes during this round of combat.

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Step Sideways



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Requires a werewolf.

+2 stealth.

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Razor Claws



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Requires a werewolf.

This round, this werewolf gets +1 strength and damage done to vampires from his or her hand strikes is aggravated. A werewolf can play only one Razor Claws each round.

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Sense Wurm



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Requires a werewolf. Only usable when attempting to block a vampire, a ghoul or a demon. Usable even if intercept is not needed.

+2 intercept, and this werewolf gets +1 strength in the resulting combat if he or she blocks.

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King of the Beasts



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+1 stealth action.

Requires a werewolf.

① Move all animal retainers on a minion to this werewolf.

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Mother's Touch



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+1 stealth action. Requires a werewolf.

① Choose a werewolf. That werewolf gains 2 life.

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Agonising Fury



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Requires a werewolf. Only usable after strike resolution. Only usable at close range.

If any damage was inflicted to this werewolf by the opposing minion at close range, this werewolf gets 1 additional strike."

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Caern



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Master: unique location.

Werewolf allies cost you 1 less pool to recruit.

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