

Loki, Trickster God



STORYLINE -  
ONLY FOR  
LEGAL  
PLAY

**Adversary with 5 life. 2 strength.**  
Loki must strike: dodge, if able. Loki prevents 1 damage each round. During his or her untap phase, each Methuselah discards 1 card at random from his or her hand, and removes that card from the game.

Illus.

Jormungandr, Midgard Serpent



STORYLINE -  
ONLY FOR  
LEGAL  
PLAY

**Adversary with 7 life. 2 strength.**  
Jormungandr has 1 additional strike each round. Jormungandr prevents 1 damage each round. During his or her untap phase, each Methuselah burns a location he or she controls, or repays its cost.

Illus.

Garmr, Hound of Hel



STORYLINE -  
ONLY FOR  
LEGAL  
PLAY

**Adversary with 5 life. 2 strength.**  
Damage from Garmr's hand strikes is aggravated. Animal retainers employed by a minion in combat with Garmr lose their abilities until the end of combat. Each Methuselah gets -1 hand size

Illus.

Sutr, Warrior Giant



STORYLINE -  
ONLY FOR  
LEGAL  
PLAY

**Adversary with 9 life. 3 strength.**  
Sutr prevents 1 damage each round. Cards that prevent damage cost the opposing minion 1 additional blood or life. During his or her untap phase, each Methuselah burns an equipment he or she controls, or repays its cost.

Illus.

Hel, Mistress of the Underworld



STORYLINE -  
ONLY FOR  
LEGAL  
PLAY

**Adversary with 5 life. 1 strength.**  
Range is set to long when a minion is in combat with Hel. All wraiths, zombies and mummies in play lose their abilities and have their bleed reduced to zero.

Illus.

Skoll, Sun-Chaser



STORYLINE -  
ONLY FOR  
LEGAL  
PLAY

**Adversary with 7 life. 2 strength.**  
After the end of combat, Skoll is restored to his starting life. During his or her untap phase, each Methuselah chooses either to burn 1 pool or to lose all transfers during his or her next influence phase.

Illus.

Hati, Moon-Chaser



STORYLINE -  
ONLY FOR  
LEGAL  
PLAY

**Adversary with 7 life. 2 Strength.**  
After the end of combat, Hati is restored to his starting life. During his or her untap phase, each Methuselah taps an ally he or she controls.

Illus.

Kraken



STORYLINE -  
ONLY FOR  
LEGAL  
PLAY

**Adversary with 9 life. 2 strength.**  
Minions opposing Kraken in combat cannot strike: dodge or strike: combat ends. Kraken gets 1 additional strike each round. During his or her untap phase, each Methuselah taps a vampire of capacity 4 or less he or she controls.

Illus.

Nidhogg, the Hungry Worm



STORYLINE -  
ONLY FOR  
LEGAL  
PLAY

**Adversary with 7 life. 2 strength.**  
Nidhogg prevents 1 damage each round. Minions opposing Nidhogg cannot press to continue combat. Hunt actions get -1 stealth. Vampires cannot hunt unless forced to.

Illus.

Gungnir, Odina™'s Spear



STORYLINE -  
ONLY FOR  
LEGAL  
PLAY

**Reward. Unique weapon.**  
Strike: strength ranged damage.

Illus.

Mjolnir, Thora™'s Hammer



STORYLINE -  
ONLY FOR  
LEGAL  
PLAY

**Reward. Unique weapon.**  
Strike: strength damage.  
Damage inflicted by this  
weapon cannot be prevented.

Illus.

Sleipnir, Greatest of Steeds



STORYLINE -  
ONLY FOR  
LEGAL  
PLAY

**Reward. Unique animal  
with 3 life.**  
Employer can tap Sleipnir to  
get +1 stealth or +1 intercept.

Illus.

Huginn, Raven



STORYLINE -  
ONLY FOR  
LEGAL  
PLAY

**Reward. Unique animal  
with 2 life.**  
Employer gets +1 intercept.  
Huginn inflicts 1R damage  
each round of combat during  
normal strike resolution.

Illus.

Muninn, Raven



STORYLINE -  
ONLY FOR  
LEGAL  
PLAY

**Reward. Unique animal  
with 2 life.**  
Employer gets +1 intercept.  
While this minion is in combat,  
the controller of the opposing  
minion plays with an open hand.

Illus.

Gjallahorn, Horn of Heimdall



STORYLINE -  
ONLY FOR  
LEGAL  
PLAY

**Reward. Unique.**  
Tap Gjallahorn to  
untap any minion.

Illus.

Lævateinn, Sword of Freya



STORYLINE -  
ONLY FOR  
LEGAL  
PLAY

**Reward.  
Unique weapon. Cold  
iron.**  
Strike: Strength +1 damage.  
Minions opposing bearer  
cannot strike: dodge.

Illus.

Geri, Hungry Wolf



STORYLINE -  
ONLY FOR  
LEGAL  
PLAY

**Reward. Unique animal  
with 3 life.**  
During your untap phase,  
employer gains 1 blood. Geri  
inflicts 1 damage each round of  
combat during normal strike  
resolution (at close range).

Illus.

Svalinn, Shield of the Sun



STORYLINE -  
ONLY FOR  
LEGAL  
PLAY

**Reward. Unique.**  
This minion can prevent  
1 damage each round of combat.  
This minion can burn Svalinn to  
prevent all damage from the  
opposing minion's strike.

Illus.