



WEREWOLF LORD

UTGAR

LYCANTHROPY

This Werewolf Lord starts the game with 3 green Lycanthropy markers on its Army Card. If an opponent's Unique Hero receives at least 1 wound from this Werewolf Lord, you may place a Lycanthropy marker on that figure's Army Card. For the duration of the game, that figure loses its Species, Class, and Personality. Instead, it has the following characteristics:

- Species: Hybrid
- Class: Hunter
- Personality: Tormented

Lycanthropy never affects Constructs, Lycanthropes, Soulborgs, and destructible objects.

MOON FRENZY

After revealing an order marker on this Werewolf Lord, before taking this Werewolf Lord's turn, roll the 20-sided die. If you roll an 11 or higher, you may first take a turn with any Hybrid Hero in play. If you take a turn with an opponent's Hybrid Hero, you control that hero for the duration of its turn. At the end of its turn, control of the Hybrid Hero returns to its previous owner. All order markers that were on the figure's Army Card will stay on the Army Card.



6

LIFE

MOVE

6

SPACES

RANGE

1

SPACES

ATTACK

4

DICE

DEFENSE

4

DICE

140

POINTS

LYCANTHROPY

UNCOMMON HERO

DARKLORD

RELENTLESS

HUGE 9



WEREWOLF LORD



Eberron

Warriors of Eberron

6/20

MOVE

5

SPACES

RANGE

1

SPACES

ATTACK

6

DICE

DEFENSE

6

DICE

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