

## Rule Card



**Fire**

(+1 vs. lightning)



**Lightning**

(+1 vs. water)



**Water**

(+1 vs. fire)



**Stone**

(neutral)

## Werewolf Card

*You have become a wolf with it are power and disadvantages*

- +1 hitpoint each turn you are less than 5 hitpoints
- When below 5 HP +1 damage to **stone** attacks
- You **may not** play defense cards but **may** use your *fury* defense



**Defense = 2**



- You **may** use your *claw* attack



**Damage = 2**



(See Werewolf Transformation rules)

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(See Werewolf Transformation rules)

## Attack Card



**Furious Beast**

Damage =  $\frac{1}{2}$

*You storm a enemy's camp with fierce monsters*



A foe is damaged  $\frac{1}{2}$  their hitpoints (rounded downwards cannot be doubled)

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(See Werewolf Transformation rules)

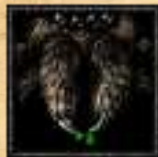
## Power Card



**X2**

Discard a card **and** play 2 more cards; **or** pick up 2 more cards

## Attack Card



**Spider Venom**

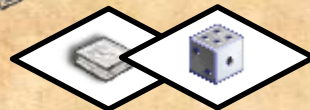
Damage = 2

*You poison your enemy with venom*



If the enemy defends their turn is **skipped**

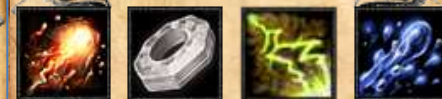
## Power Card



**X2**

Play 2 more cards; **or** pick up 2 more cards

## Power Card



**Wizardry**

**+1** on your attack **or** defense card

**choose** your cards element (fire, water, lightning or stone)

(Play this card following an attack or defense card; may **not** be used with a x2 card)

## Power Card



**Confusion**

Any **other** player **may** pick up 2 cards. After they do **you may** choose to swap hands with any player who has picked up cards.

You **may** play another card.

## Attack Card



**Sacrificial Blade**

Damage = 3

*The ritual of sacrifice can lead to great gain*

Pick up 1 card



(you **+1** hitpoint if this damages the enemy; you **-1** if it does not)

## Power Card



**Wizard**

Stop **any** 1 power card

(You may stop **any** power cards played for **or** against **any** players)

## Power Card



**Booby Trap**

*The advantage of surprise*

**-½** (rounded up) on your opponents attack or defense card

(play this card after you or your enemy defends against an attack)



## Power Card



### Restoration

*You move back time*

The player with the least hitpoints **may** draw a card

**All** player with less than 6 hitpoints now have 6

## Defense Card



### Claw of Fury

Defense = 2

*Your magical allies save you from an enemies attack*



## Power Card

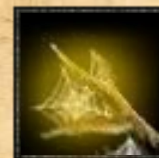


### Explosive

Place in front of an enemy, if they do not **defuse** it on their turn they **-2** hitpoints

(they can **defuse** it by discarding **any** water card and skipping their turn)

## Defense Card



### Last Resort

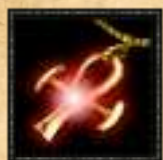
Defense = 5

*On the verge of the end you play your last resort*



**-1** hitpoints and discard **1** card  
(this card can not kill)

## Story Card



### Warding Band

*Keep this with you always and time will never forget your name*

Your turn **cannot** be skipped

(play into item pile)

## Power Card



### Upon Death

Damage = 5

*With your last breath*

Play this card when you die



(your killer is damaged, they **may** defend, **may** **only** be used if you **actually** die)

## Power Card



### Scavenger

*The world is full of power just waiting to be found*

Pick up **5** cards from the deck, choose **2** to keep

(discard the rest)

## Defense Card



### Hoof

Defense = 1

*You hide behind your donkey*



### Power Card



#### Transformation

*You mutate into a wolf*

Play this card to transform into a werewolf

(place a **Werewolf card** in front of yourself until you change back, see **rules about werewolves**)

### Power Card

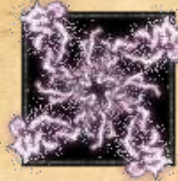


#### Concealment

Play with **any** attack card, **do not** reveal the attack card to the opponent until **after** they play a defense card

(you **must** choose an attack card before you see the defense)

### Power Card



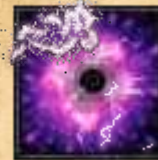
#### Snare

*You lay a giant bear trap in the woods*

When **any** player attacks you the **-2** hitpoints

(leave in front of yourself for 2 rounds)

### Power Card



#### Decay

*Through this mighty warriors struggle to fight*

When **anyone** plays an **item** use this card. They **-2** hitpoints.

(this card **cannot** kill an enemy)

### Attack Card



#### Ferocious Bear

Damage = 3

*You lead a bear to your enemies camp*

**+1** damage vs. **water**



### Power Card



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## Power Card



### Grudge

*Hatred and resentment*

Select an enemy, all **stone** attacks **+1** damage against that player

(leave in front of that player for **the rest of the game**)

## Story Card



### Artefact

*You discover a strange relic with magical powers*

**Use** when **any** player plays a power card, they **-2** hitpoints

(play into item pile until **used**)

## Power Card



### Soul Reaper

*This strange object is known as the soul reaper*

If you kill an enemy **+3** hitpoints

(play into item pile)

## Power Card



### Taunt

*You mock your foes*

Play against an enemy

**That** player may **only** attack **you** for **2** rounds

You **may** play another card  
(leave in front of that player for **2** rounds)

## Power Card



### Dark Pact

*You do what you must to win the war*

Pick up **5** cards **and -2** hitpoints

## Power Card



### Overcharge

*You strike with massive force against your enemy*

Play **3** more cards **and -1** hitpoints

## Attack Card



### Shadow Dagger

Damage = 1

*This weapon is the blade of an legendary warrior*



(For each hitpoint the enemy has more than you **+1** damage, max = 4, min = 1)

## Attack Card



### Ethereal Beam

Damage = 1

*You cast a beam of strange magical force*



(if the enemy plays **no** defense card  
Damage = 4)

### Attack Card



#### Silver Bolt

Damage = 2

*The legend says only silver can kill a werewolf*



**+2** damage vs. werewolves

### Attack Card



#### Silver Dagger

Damage = 1

*This weapon can pierce even the strongest of armour*



**+2** damage vs. werewolves

### Power Card



#### Wolf Hunter

Play against a werewolf they **do not** regenerate hitpoints at the start of their turn

(leave in front of a werewolf until they transform back to normal)

### Power Card



#### Wolf Bane

*This powerful magic can stop even a werewolf*  
Play against a werewolf they are **immediately** transformed back.

### Defense Card



#### Portal

Defense = All

*You vanish into the sky*



(you may **only** use this card if you are a werewolf)

### Defense Card



#### Spark

Defense = 1

*A tiny bolt of electricity stings your foe*



### Defense Card



#### Vortex

Defense = 2

*You absorb your enemies energy*



(you **may** transform into a werewolf, you **may** un-transform the enemy)

### Defense Card



#### Solar Array

Defense = 3

*The suns blinding rays of power halt your foe*





### Attack Card



#### Dark Claw

Damage = 2

*You strike your enemy with sharp claws*



### Power Card



#### Regeneration

*Whatever befalls you, in the end you will recover*

+1 hitpoint at the start of each turn

(leave in front of a yourself until 2 rounds have passed)

### Power Card



#### The Will to Live

*You refuse to die and so you do not*

**No** attack cards can kill you

(leave in front of yourself until 2 rounds have passed)

### Power Card



#### Fountain of Healing

*This spring of water is no ordinary fountain*

Choose an enemy, **you and they** +1 hitpoint

### Power Card



#### Disease

*You spread a fatal disease*

Choose an enemy, at the start of each turn they must discard **2** cards. If the enemy reaches **1** card they **only** pick up to **3**.

(leave in front of any player until 2 rounds have passed)

### Attack Card



#### Druid Staff

Damage = 1

*Your only weapon is a staff of wood*



### Attack Card



#### Sea Monster

Damage = 3

*A great monster emerges from the sea*



### Story Card



#### Alchemists Wand

*You find a wand with a strange inscription*

**Once** per turn you **may** discard **any** dud cards from your hand and draw that many new cards  
(play into item pile)