

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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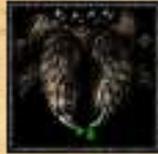
Power Card



X2

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

Attack Card



Spider Venom

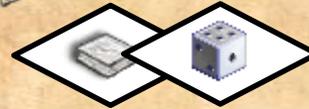
Damage = 2

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



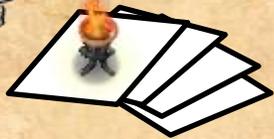
Wizardry

+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



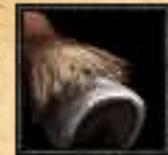
Scavenger

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)

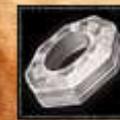
Defense Card



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**



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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)