

## 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 4 hitpoints
- When below 4 HP +1 damage to **stone** attacks
- You **may not** play defense cards but **may** use your *fury* defense



**Defense = 1**

(+1 vs stone)



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



**Damage = 2**



(See Werewolf Transformation rules)

## 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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**Damage = 2**



(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**

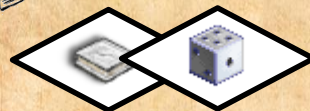
Damage = 2

*You poison your enemy with venom*



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

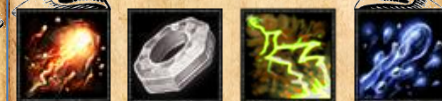
## Power Card



**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**

Play this when another player plays a power card, Stop **any** 1 power card

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

## Power Card



**Booby Trap**

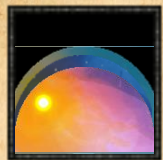
*The advantage of surprise*

**-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

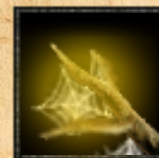


### Explosive

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

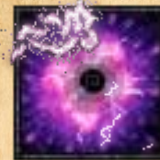
*You lay a giant bear trap in the woods*

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



#### Transformation

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Play this card to transform into a werewolf

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### Power Card



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### 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



### 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**)

## Story 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 **-1** hitpoint **and 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, **and** (or) 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 **0** or **1** 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)



## Power Card



### Secret Lever

When you play this card every player, **including you**, must give his all their cards to the player on their **left**

## Power Card



### Tears

*Only the weak will cry*  
Choose an enemy, **every** time an attack card is played against any other player they receive 1 **stone** damage, they **may** defend each time  
(leave in front of an enemy until 2 rounds have passed)

## Power Card



### Wolf of Fire

*The greatest of wolves is the legendary Wolf of Fire*  
Play on **any** werewolf, their base *claw* and *fury* actions are now **fire**  
(leave in front of a werewolf until they transform back to normal)

## Power Card



### Speed

*You avoid your enemies*  
Place in front of yourself you **may** choose to cancel **any** duration cards played against you  
(leave in front of yourself until 2 rounds have passed)

## Power Card



### Lamp

*Light separates the black of evil from grey dusk*  
Choose **any** player, pick up until you have as **many** cards as them

## Attack Card



### Saber Blade

Damage = 2  
*As an expert duellist you swing this blade*  
(If **your** hitpoints equal the enemy's)  
Damage = 4

## Defense Card



### Occulting Wand

Defense = 0  
*This strange staff was made in a thick swamp*  
(your enemies attack is **reduced** to 1 damage)

## Story Card



### Poison

*This vile poison was brewed with evil intent*  
-1 hitpoints to **any** player if **used**  
(play into item pile until **used**)



## Attack Card



### Silver Trident

Damage = 2

*Crafted in the deep sea  
this weapon can kill any  
that dwell on land*



**+2** damage vs.  
werewolves

## Attack Card



### Sickle

Damage = 1

*Used to harvest, this is not  
a weapon... against most*



(If the **enemy** is a  
werewolf they **may**  
un-transform, or  
Damage = 4)

## Power Card



### Celestial Glow

Play with an attack, if the  
defense card's element is:

- Stone: **put the card back in your hand after the attack**
- Fire: **pick up 2 more cards**
- Water: **play another card**
- Lightning: **+1 hitpoint**

## Defense Card



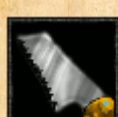
### Ruin

Defense = 0

*You watch as your enemy  
falls from his throne and  
lies in the dust*

(Your attacker **must immediately**  
give you their entire hand, then  
choose 1 to give back)

## Defense Card

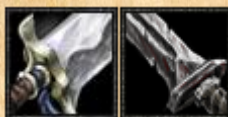


### Tools

Defense = 3

*You come, prepared to do  
anything to be victorious*

## Defense Card



### Champion

Defense = 4

*You face your enemy and  
match him blow for blow*

## Attack Card



### Dagger of Air

Damage = 2

*Sharp as metal and strong  
as stone*

## Attack Card



### Fire Spear

Damage = 1

*A single flame can set the  
world ablaze*



(choose the element  
of your defense)



They **may** play  
another card



You **may**  
play  
another card





## Power Card



### Cauldron

*You mix a strange concoction*

Choose one of **your** items,  
**use** its power  
(do not discard the item)

## Attack Card



### Meteor

Damage = 3  
*A huge boulder flies down upon your enemy*



(If the **enemy** receives **no** damage)  
You **may** play another card



## Power Card



### Banish

*You expel your enemies*  
Discard **any** duration cards currently in play

## Power Card



### Purse

*You reach inside your purse and pull out...*  
Pick up **1** card, you **may** immediately play the card (unless it is a defense)

## Attack Card



### Confederacy

Damage = 3  
*Together you can stand*



(choose the element of your attack)

## Defense Card



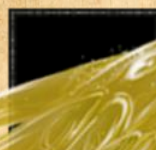
### Silver Shield

Defense = 1  
*This impervious shield is a century old but has not even a scratch*



**+3** defense vs. werewolves

## Attack Card



### Arcane Serpent

Damage = 2  
*Enchantment raises a huge elemental serpent*



You **may** pick up **2** more cards



## Story Card



### Wood Craft

*You learn the ways of the forest*  
If **used** you **may** choose up to **2** players  
Their turns are skipped (play into item pile until **used**)



<p><b>Power Card</b></p>  <p><b>Tornado</b> Slows <b>x1</b> turn <i>You destroy you're the enemies countryside with a magical tornado</i> Skipping their next turn</p>	<p><b>Attack Card</b></p> <p><b>X</b> Damage = 3 <i>A huge boulder flies down upon your enemy</i></p> <p>(If the <b>enemy</b> receives <b>no</b> damage) You <b>may</b> play another card</p>  	<p><b>Power Card</b></p>  <p><b>Spell of Destruction</b> <i>You annihilate your enemy with a powerful spell</i> Play against a player, when they play <b>any</b> item it is discarded <b>immediately</b></p> <p> (leave in front of that player until they play an item)</p>	<p><b>Power Card</b></p>  <p><b>Pacifist</b> <i>You fight for peace</i> <b>All</b> other players <b>must</b> discard an <b>attack card</b> Or their next turn is skipped</p>
<p><b>Attack Card</b></p> <p><b>X</b> Damage = 3 <i>Together you can stand</i></p>  <p>(choose the element of your attack)</p>	<p><b>Defense Card</b></p> <p><b>X</b> Defense = 1 <i>This impervious shield is a century old but has not even a scratch</i></p>  <p><b>+3</b> defense vs. werewolves</p>	<p><b>Attack Card</b></p>  <p><b>X</b> Damage = 2 <i>Enchantment raises a huge elemental serpent</i></p>  <p>You <b>may</b> pick up another card</p> 	<p><b>Story Card</b></p> <p><b>X</b> <i>You learn the ways of the forest</i> If <b>used</b> you <b>may</b> choose <b>up to 2</b> players Their turns are skipped (play into item pile until <b>used</b>)</p>