

EVERGREEN STAFF

Magic, Wand

↗: Recover 1 ♥

WEREWOLF SHAPE

Your Ranged weapons are treated as Melee weapons.

Each time you perform an attack, you may upgrade 1 of your power dice: » » .

You cannot perform a revive action.

Change attrs up to 6 and to a min 1.

GIFT OF NATURE

DRUID

Exhaust this card during your turn and choose yourself or an adjacent hero. The chosen hero gains 2 rejuvenate tokens.

Exhaust this card when you perform an attack, before dice are rolled. This attack gains: Pierce 1

REJUVENATION

DRUID

A hero with any number of rejuvenate tokens at the end of his turn discard 1 rejuvenate token and recovers 1 ♥. If he has no damage tokens on his Hero sheet, he recovers 1 ↗ instead.

SHAPESHIFT

DRUID

Exhaust this card during your turn, to replace your Druid figure with the Werewolf. While in Werewolf shape, use the bottom part of the split class cards.

Exhaust this card during your turn, to replace Werewolf with the Druid figure. While in Druid shape, use the top part of the split class cards.

INNER STRENGTH

DRUID 1

When you use Gift of Nature, you may divide the rejuvenate tokens between you and adjacent heroes.

When you use Gift of Nature, your attack gains additional: +1 ♥

MISTY STEP

DRUID 1

Exhaust this card after resolving Shapeshift, to move up to 2 spaces.

PRIMEVAL FORCE

DRUID 1

Exhaust this card after you revive a hero, to give him 2 rejuvenate tokens.

Exhaust this card after you roll defense dice, to reroll 1 defense die.

FERAL SPIRIT

DRUID 2

Exhaust this card when you revive a hero, before rolling dice, to add 1 additional power die of your choice to the roll.

Exhaust this card when you perform an attack, after dice are rolled, to add 1 ↗ to the results.

PRIMITIVE HEART

DRUID 2

Exhaust this card after resolving Shapeshift, to perform a revive action.

Exhaust this card after resolving Shapeshift, to perform an attack.

SAVAGE FAVOR

DRUID 2

Exhaust this card when you use Gift of Nature, to give 2 additional rejuvenate tokens.

Exhaust this card when you use Gift of Nature, you may reroll 1 attack or power die.

PRIMAL WRATH

DRUID 3

When a hero discards a rejuvenate token, he recovers 1 additional ♥.

At the start of each encounter and at the start of your turn, you may perform 1 action. This is in addition to your 2 actions on your turn.

WILD GUARDIAN

DRUID 5

↗: Exhaust this card. While this card is exhausted, each attack that targets a hero within 3 spaces of you removes 1 ↗ from the results.

↗: Exhaust this card. While this card is exhausted, each time a hero within 3 spaces of you perform an attack, add 1 ↗ to the results.

