

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.



PRIMAL WRATH

DRUID 3

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

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

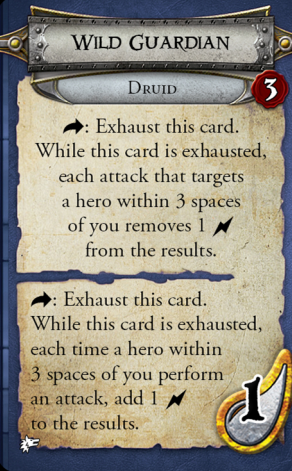


WILD GUARDIAN

DRUID 3

♣: 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.

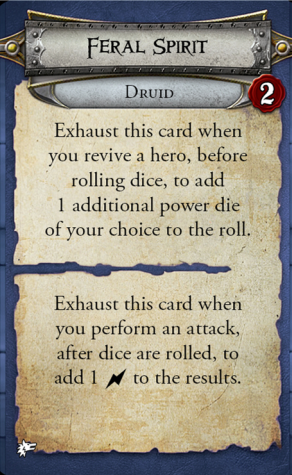



FERAL SPIRIT

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 ♣+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.

