

**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 discards 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.



**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 attr. up to 6 and to a min 1.






**INNER STRENGTH**  
 DRUID

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 additionally gains:  
 +1 ♥



**MISTY STEP**  
 DRUID


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



**PRIMEVAL FORCE**  
 DRUID

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

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

♣: 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

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

Exhaust this card after resolving Shapeshift, to perform a revive action; this does not require an action.

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



**SAVAGE FAVOR**  
 DRUID

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.





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