



DRUID

MOONFIRE

DRUID

➔ Exhaust this card to perform an attack and add a green power die. You cannot spend surges from that die, instead, a hero of your choice may recover as damage as ⚡ rolled on that green die.





DRUID

STAFF OF NATURE



Staff

⚡: +1 ♥





DRUID

BEAR FORM

DRUID

1

Exhaust this card and put the Bear Form card on your hero sheet as a reference.

This card does not refresh as normal. Refresh it whenever you want to change to another form. You lose all the benefits from the Bear Form doing so.

2



DRUID

BEAR FORM

DRUID

You attack using a blue and a yellow dice. You cannot use weapons or shields. Add a gray die to your defense. Your health increases by 4 and your stamina by 1. You can use the surges and the abilities from the equipped weapons but not from the shields.

Your attacks gains:

⚡ : affect an adjacent figure.



DRUID

CAT FORM

DRUID

1

Exhaust this card and put the Cat Form card on your hero sheet as a reference.

This card does not refresh as normal. Refresh it whenever you want to change to another form. You lose all the benefits from the Cat Form doing so.

2



DRUID

CAT FORM

DRUID

You attack using a red and a blue dice. You cannot use weapons or shields. Your base speed increases by 2. You can use the surges and the abilities from the equipped weapons but not from the shields.

Your attacks gains:

⚡: Pierce 1



DRUID

REJUVENATION

DRUID

1

Exhaust this card during your turn and choose any hero in your line of sight.

Roll a red power die.

The chosen hero recovers ♥ equal to the ♥ rolled.

When you refresh this card a hero of your choice recovers

1 ♣ and 1 ♥,

2



DRUID

ENTANGLING ROOTS

DRUID

2

➔ Place your hero token on an empty space in your line of sight. Friendly or enemy figures won't block your LoS. Until your next turn, enemies must spend 1 additional movement point to enter the space where your hero token is or any adjacent space to it.

2



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FELINE GRACE

DRUID

2

When in Cat Form add an additional yellow die to your attack pool. Your movement increased by 1. During the OL turn you may spend 1  each time an enemy enters a space adjacent to you to move 1 space way. Your attacks gain:

: Pierce 2



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BEAR ENDURANCE

DRUID

2

When in Bear Form change the gray die for a black die. When you remove your Bear Form card you recover 4 ♥. During the OL turn you may spend 1 ♠ to force an enemy adjacent to you that targeted another hero to target the attack to you before the dice are rolled.



DRUID

PROWL

DRUID

3

➔ Exhaust this card. While this card is exhausted, enemies can't target you. Any action other than moving will refresh this card. While exhausted your next attack gains:

⚡ : +3 ♥

Refresh this card.

3



DRUID

FEROCIOUS ROAR

DRUID

3

➔ Exhaust this card. While this card is exhausted Bear Endurance doesn't require you to spend fatigue and enemies must spend a ⚡ to attack you.

3