



SHAMAN

SUMMON TOTEM

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Exhaust this card to summon one totem of your choice. You cannot have the same totem twice. Totems can be healed. Totems can't gains benefits from other totems. Once a totem suffers as much damage as ♥ has, remove it from the map.





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HEALING TOTEM



At the start of your turn
heal 1 ♥ to all adjacent friendly
figures.



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FIRE TOTEM



This totem can only perform 1 action when activated (attack).

Activate this totem upon summoning it.

⚡: Burn





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FLAMETONGUE TOTEM



Each hero adjacent to this
totem gains:

⚡: +1 Range

⚡: +1 ♥



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WOODEN SHIELD



Shield

Exhaust this card after rolling defense dice to add 1  to the results.





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IRON MACE



Hammer

⚡: Stun





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TOTEMIC MIGHT

SHAMAN

1

➔ Activate your totems:
Fire: can attack again
Healing: heals also now
Flametongue: grants burn.

Each of your totems gain
+2 ♥ even when this
card is exhausted.

1



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SPIRITWALKER'S GRACE

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1

Your totems speed increases by 4. Each of your totems can perform a move action each turn.



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WINDFURY

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1

➔ Give your hero token to a hero of your choice. Any hero can discard your token to gain an additional action.

Only one token can be discarded per hero and turn.

1



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HEALING MIGHT

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2

Your healing totem adds a gray die to its defense pool. It now heals +2 ♥ and +1 ♣ to all adjacent heroes.



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FIRE MIGHT

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2

Your fire totem now adds a gray die to its defense pool and a red die to its attack pool.



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FLAMETONGUE MIGHT

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2

Your flametongue totem adds a gray die to its defense pool.

It now grants:

- ⚡: +2 ♥
- ⚡: +2 Range
- ⚡: Blast



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TOTEM SPECIALIZATION

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3

Choose a Totem. You can only summon that Totem now. The totem gets improved:

Healing: Adds a red die to heal ♥ as ♥ and ♣ as ♣ and discard all conditions.

Fire: adds a red die.

Flametongue: now also grants an extra red die to adjacent heroes.



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FAR SIGHT

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3

Totems applies its effect to any hero in its line of sight. Fire Totem doesn't require range.