Shaman

SUMMON TOTEM

SHAMAN

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.

SHAMAN

HEALING TOTEM

🔨 −	❤ 4	🛡

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

SHAMAN

FIRE TOTEM

⚒ -	❤ 4	🛡

This totem can only perform 1 action when activated (attack). Activate this totem upon summoning it.

⚡: Burn

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FLAMETONGUE TOTEM

| ⚒ – | ♥ 4 | 🛡 |

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.

SHAMAN

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.

SHAMAN

Spiritwalker's Grace

Shaman

1

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

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WINDFURY

SHAMAN

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.

SHAMAN

HEALING MIGHT

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

SHAMAN

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

SHAMAN

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.

SHAMAN

FAR SIGHT

SHAMAN

3

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