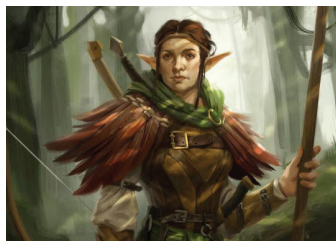


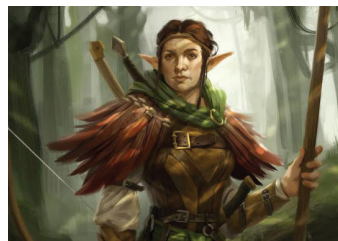
ELF SENSES

Reveal one more creature than the campfire currently allows until the end of the round. Prevent the next Reveal power from triggering.



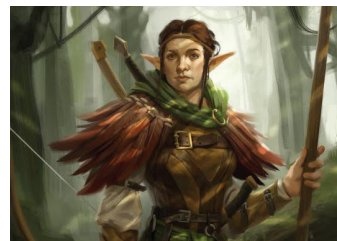
LONG SHOT

Defeat any unrevealed creature card.



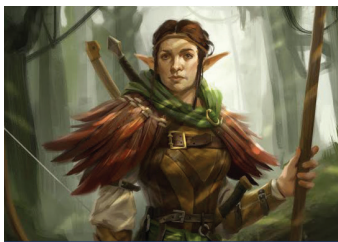
FAR SIGHT

Increase the range of all adventurers by 1 until the end of the round.



SLUMBER

Flip over a revealed creature and push it to the back of the line.



SHARPSHOOTER

PASSIVE: Once per round, you may reroll and reuse a die spent on a direct attack.



CURSE

Defeat a creature that already has an attack die assigned to it.



SHOCKBOLT

Defeat a creature with 8 or less health.



POLYMORPH

Swap out a creature for any other in the Graveyard.



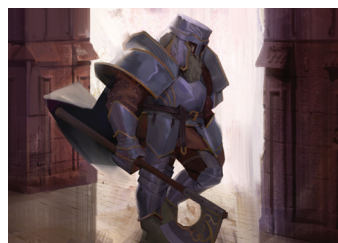
CHAOS BLAST

Defeat two revealed adjacent creatures and add a new creature to the end of the line.



ILLUMINATE

PASSIVE: For every two firewood you spend, you may reveal the next creature in line.



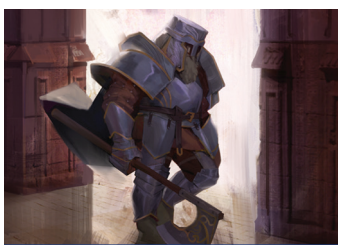
WOUND

Lower a revealed creature's health by half (round down).



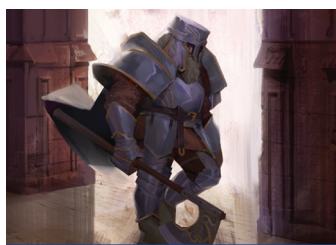
GIANTS BANE

All dice assigned to creatures with 10 or greater health are doubled until the end of the round.



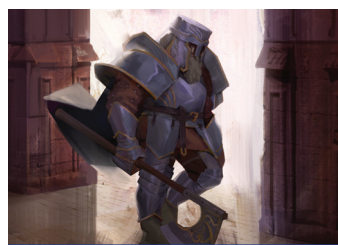
THROW AXE

Deal 8 damage to a revealed creature in second position.



BESERKER

Defeat a revealed creature of lesser health adjacent to a creature that you just defeated.



CLEAVE

PASSIVE: If you defeat a creature with a die and there is a remainder you may keep that die at the remaining value.



TAME BEAST

Tame a revealed forest creature. You may use this creature as an attack die.



SET SNARES

Tame a revealed forest creature or put a revealed creature back on the top of the creature deck.



ANIMAL SENTRY

Spend a tamed forest creature to defeat the last creature in line.



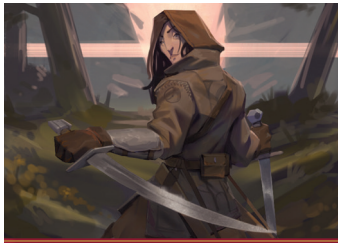
HUNT

Tame a forest creature in the graveyard. You may use this creature as an attack die.



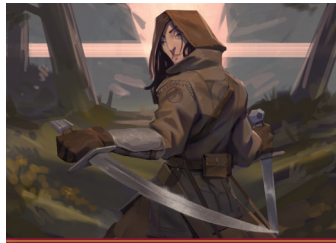
TRACKING

PASSIVE: Every time a first position power triggers, you may reveal a card in the line.



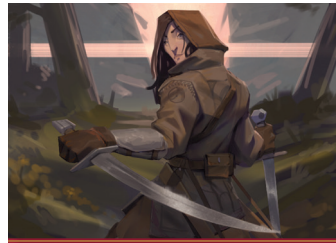
POISON BLADE

The next two direct attacks from the party deal +2 damage for each revealed creature.



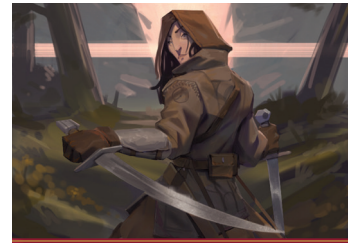
THROWING DAGGERS

Reveal a creature and increase one of your die to its maximum value. Your direct attacks are Ranged this round.



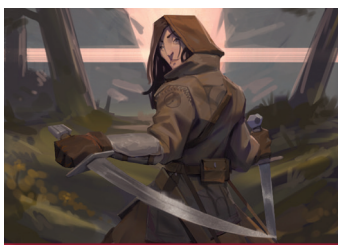
BACKSTAB

Reveal two creatures and then instantly defeat one whose health is under your total die roll this round.



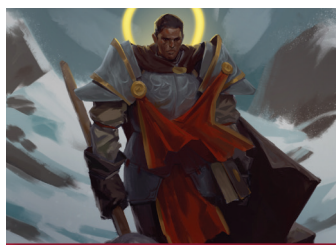
SMOKE BOMB

Choose a revealed creature and treat their printed text box as if it were blank.



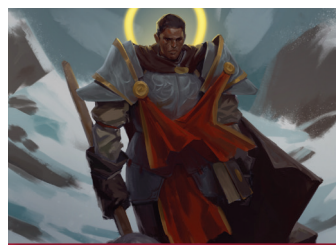
STAY DEAD

PASSIVE: Any creature that the Rogue defeats is permanently removed from the game.



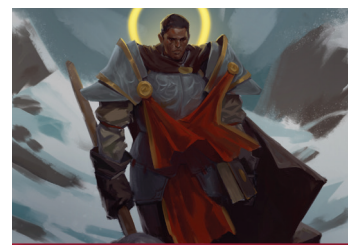
REBUKE

Move a revealed creature back to a different position in the line or defeat an Undead in first position.



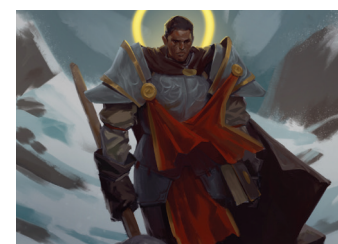
CLEANSE UNDEAD

All revealed Undead creatures go to the Graveyard. You can decide the order they are defeated.



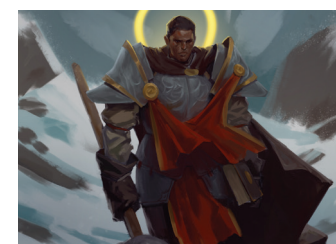
BANISH

Place an Unhallowed or Undead at the bottom of the creature deck.



BLINDING LIGHT

Reveal up to two creatures, negating any reveal abilities.



PROTECTIVE WARD

PASSIVE: Once per round, let a creature in first position into the Horde without taking damage.