

DirgeWild



Book 1 Intro and Setup

**IRONHORDE
GAMES**

The land of Direwild has always been hostile.

All the creatures found here can be deadly in their own right. The tenuous balance between creatures and humans is maintained through the powers of ancient tribal animists. These animists commune with the creatures of Direwild, creating a symbiotic relationship between the human clans and their environments.

While the tribes lived in harmony with the Direwild, they were constantly at war with one another. One such war led to the annihilation of a complete tribe, with the only remaining survivor being a young animist in training, Karn. This animist, overcome with loss and hatred, sought to end the tribal warfare by dominating the Direwild. If Karn ruled over the Direwild, he could use that power to end the tribal warfare. Karn left his home and relentlessly sought out ways to push the limits of his powers, embracing the dangerous dark arts, untouched by other animists. In this pursuit of dominance, Karn sacrificed any sense of his previous humanity. His mind slowly transitioned from ruling the Direwild, to destroying it. The creatures he communes with have been warped and distorted into dangerous minions. They in turn roam the land, further corrupting and destroying the Direwild.

Brimming with newfound power, Karn began hunting and destroying any potential rival animists. Desperate, the remaining clans formed an alliance, gathering their few remaining animists to work together in an attempt to defeat Karn. The creatures of the land, instinctively realizing that their fate is interwoven with these heroes, allow the animists to call on them to aid in the fight. The heroes' journey will take them through lands scourged by Karn's minions, with the goal of defeating them and weakening Karn's power. The heroes must work quickly, because spending too much time clearing the lands could allow Karn to hunt them down and destroy them before they are strong enough to stand a chance!

You and your friends work together to collect creatures and build decks powerful enough to defeat the minions of the rogue animist Karn—eventually gaining enough power to take on Karn himself. The players win if they can defeat Karn, but that won't be easy to accomplish!

Overview

This game has the player assume the role of 1 of 10 different unique heroes. The heroes will start with a unique deck comprised of basic creatures (mostly puppies and kittens). Every turn, the players will draw 5 cards from their deck, and summon the creatures drawn! The creatures' attack will help the hero fight minions, and the creatures' Charm will allow the hero to gain new creatures for their deck. The choices the player makes regarding these creatures will dictate how powerful their hero becomes and the style of hero they will be! Whenever a player's deck runs out of cards, the player will shuffle their discard pile to make a new deck, which will now include all the new creatures they had charmed! All the while, the heroes will need to work as a team, moving tactically around the land to fight minions and collect treasure. The game will control all enemies, so every player will assume the role of a hero!



Winning and losing

The Direwild game unfolds in three dramatic chapters. The players progress the first two chapters of the game by clearing the land board of Karn's minions. They win the entire game if they defeat Karn. The best chance to defeat Karn occurs in the third and final chapter. A stack of 6 Fatal Wound cards populate each chapter. These wounds represent the party's fortitude and resilience against the dark forces of Karn. **The players lose the game if there are no more Fatal Wounds available in a chapter.** Fatal Wounds are taken from the pile when heroes lose a battle, disengage from a battle, or because Karn roams the land. (All other effects that damage heroes are drawn from the regular Wound pile.) Remember: players win as a team and lose as a team, so everyone needs to work together.

The Fatal Wounds pile is replenished at the start of every chapter (creating a new pile of 6 cards), so taking a few Fatal Wounds during a chapter is fine.

The basics

Every hero starts the game with a deck of basic creatures. These are simple creatures, mostly puppies and kittens. They have a yellow background. You draw 5 cards from your deck and play all of them. These 5 cards are creatures that will attract new creatures into your army. They will also come into battle with you, joining you in your attack against Karn and his minions.

Most creatures have an ability. These abilities happen immediately when you play the creature from your hand

To purchase new creatures, count all the Charm your cards have produced.

The puppies produce no Charm, but the salamander and the two kittens produce 1 Charm each, generating a total of 3 Charm. This allows the player to purchase a 3 or less cost creature that goes into the player's discard pile. When the player runs out of cards to draw from their deck, they shuffle their discard pile to form a new deck that will now have this new creature available!

After you have purchased, you take any of your played creatures and create a single creature to take into battle with you. You do this by picking a creature to be a base creature, then flipping any of the rest upside down to become augments. You may discard any cards not used.

This fluffy, slippery wild puppy is worth 3 attack! (and 1 extra move)

Note that the fluffy kitten does not have an attack value, (circled in green) so it is currently only used as an augment for fun

3+1 vs 7. The hero lost the battle!

Components

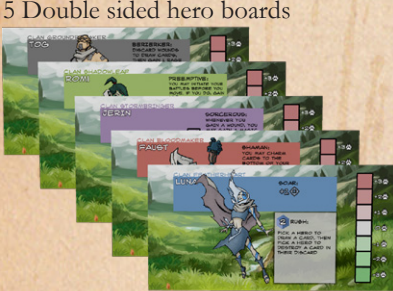
5 Hero boxes



2 Save game boxes



5 Double sided hero boards



90 Common creature cards



42 Advanced creature cards



25 Basic Kitten cards



15 Basic Puppy cards



10 Basic clan creature cards



32 Lock cards



23 Minion cards



15 Karn hit point/counterattack cards



4 Karn regenerate cards



25 Wound cards



30 Treasure cards



10 AI cards



10 Hardcore AI cards



30 Gems (6 gems per color)



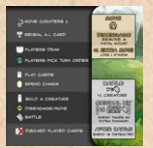
4 Turn order tokens



10 Stands



4 Helper boards



12 Counter cubes



4 Treasure tokens



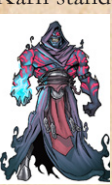
10 Hero standees



4 Minion standees



1 Karn standee



1 Double-sided land board



1 Main game board



1 d6 (six-sided die numbered 1–6)



1 d3 (six-sided die numbered 1–3 twice)



First Time Setup

- Create hero boxes. A hero box contains:
- 1 Counter cube (3 cubes for Stormbringer clan)
 - 3 Basic Puppy cards
 - 5 Basic Kitten cards
 - 2 Clan basic creature cards
 - 2 Clan hero cut-outs and a stand
 - All 6 gems of the clan's color

Place minion and Karn cut-outs on stands:



- Special basic cards: Each clan gets 2 special basic creatures to begin their decks with:
- Clan Stormbringer (purple) gets the Carnley Mantis
 - Clan Shadowleaf (green) gets the Kiln Salamanders
 - Clan Groundbreaker (black) gets the Rock Stoats
 - Clan Featherheart (blue) gets the Ogden Penguins
 - Clan Bloodmaker (red) gets the Zolo Sloths

Icons and land board reference

These are all the icons you will find in the game. You can find these icon descriptions on the back of your helper boards as well!



Charm

The purchasing currency of Direwild. It is generated when a hero plays their creatures. Heroes can use Charm to: Purchase creatures, destroy creatures, unlock advanced creatures, and unlock upgrades for the heroes.



Attack

The value that determines attack strength in battle. For a hero to win battle, their total attack value must be higher than the enemy's attack value.



Magic

The currency that allows a hero to perform their unique magic abilities. Magic is gained by treasure, a few creatures, and defeating enemies.



Move

The value that dictates how far a hero or enemy can move. Neither hero nor enemy can move diagonally. A hero has a base move of 3, and an enemy's move is determined from the Enemy AI card. Heroes can enhance their move with creatures, treasures, and by spending stamina.



Flying

A hero's normal attack range is 1 adjacent square (non-diagonal). Flying allows the hero to attack an enemy from 1 space further away for each point of flight they have. Unless stated, enemies cannot damage (or perform Hit Effects) on heroes attacking with flying.



Rage

Effect – A hero or enemy has its stamina increased by 1. Move the counter on the stamina track up 1 space, unless at maximum stamina.



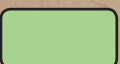
Poison

Effect – A hero or enemy has its stamina decreased by 1. Move the counter on the stamina track down 1 space, unless at minimum stamina.



Knockback

Effect - A hero or enemy using this pushes another unit 1 space directly away from them for each point of knockback
If the pushed hero/enemy cannot move the total spaces due to a wall or any edge of the land board, they stop further movement and lose 2 stamina.
If the pushed hero/enemy collides with another hero/enemy, both lose 2 stamina. The hero/enemy that was collided into does not move.



Hit Effect

If any effects are on this green field, those effects are only carried out if the owner of those effects wins the battle
For Example:  means that this unit will do 1 point of poison to another unit if it wins in battle



Hit Points

The amount of damage a minion can take before they are defeated. A minion cannot take more damage than they have hit points.



Purchase cost

Sometimes creature abilities will target other creatures with a purchase cost. *For Example:*  means a creature with a purchase cost of 2



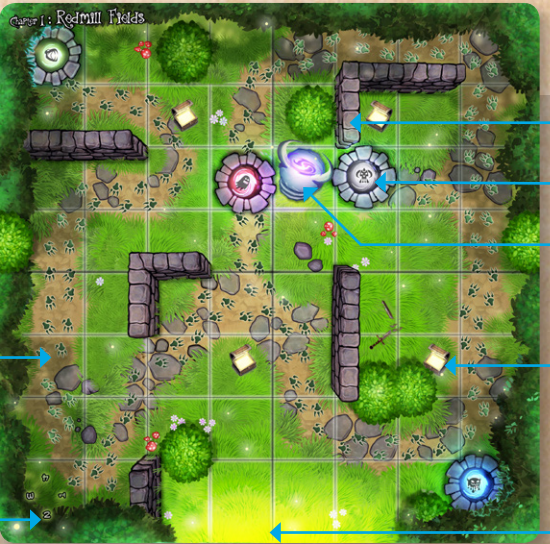
Stamina Track

The stamina track is a gauge next to a hero or enemy that alters their overall attack. Both heroes and enemies have stamina tracks. Enemy stamina tracks are different from heroes in that they have two spaces for “distraction”. You can read more about distraction in Book 2, pg 11

There are three lands: The Redmill Fields, the Blightwood, and Karn's Dungeon. They all have similar attributes:

Minion foot trails (not present in Karn's Dungeon)

Combat square



Walls

Minion Spawns

Karn Spawn

Treasure Locations

Entrance

Set up the board for a new campaign

To resume a saved game, go to page 9.

Lay down the main game board and place the following components as specified:

- 1 Shuffle and place all the Common Creatures cards (green background) face down on the board (A).
- 2 Shuffle and place all the Advanced Creatures cards (blue background) face down on the board (B).
- 3 Place 2 Advanced Creature lock cards **per player** on top of the Advanced Creatures deck (B). Then place 2 of the matching lock cards **per player** on top of each hero upgrade (C).

- 4 Populate the Wilds (D) by drawing Common Creature cards to fill each available slot with a face-up creature. The number of slots available depends on the number of players in the game:

2 players: Fill all 6 Wilds slots
3 players: Fill 5 Wilds slots
4 players: Fill 4 Wilds slots

Once all available slots are filled, flip over the top card of the Common Creatures deck. This gives the players knowledge of the next next creature coming to The Wilds.

- 5 Place the Karn standee on the leftmost side of his Hunting Track (F). This represents Karn's hunt for the heroes. When Karn reaches the end of the track, he arrives on the board.

- 6 Take 1 Karn Regenerate card **per player** and place them on the Karn slot (I). Take the 15 Karn cards and place them over the Regenerate cards. Make sure the card's Counterattack side is face down.

- 7 If it is your first game, select the Enemy AI deck. If you are looking for a challenge, select the Hardcore Enemy AI deck (or a mixture of the two!) Shuffle and place the chosen AI deck face down on the board (L).

- 8 Shuffle and place the Treasure cards face down on the board (M).

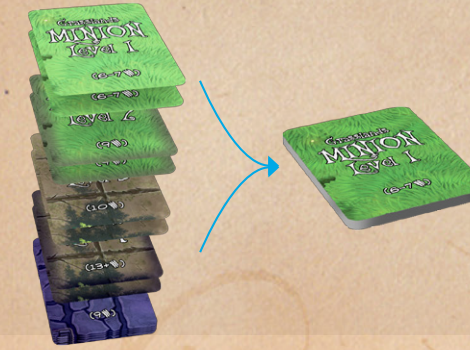
- 9 Place the land board (H) over the Final Dungeon (G), Redmill Fields side up. Make sure the entrance of the board lines up to the staging area (J).

- 10 Place the 4 treasure tokens over the treasure locations on the land board.

- 11 Randomly select face down minion cards based on the diagram below:



- 12 Take the selected cards and create a minion deck.



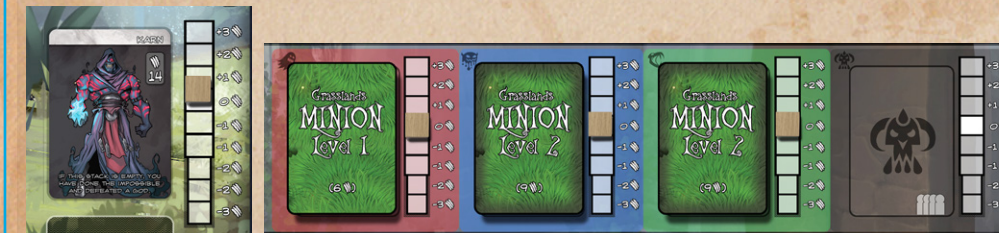
- 13 From that deck, take all Level 1 minions and place them face down, one minion card per space, on the leftmost spaces of the Minion Track (E). Then, set the Level 2 minions in the next available leftmost spaces in the Minion Track. There will be as many minions on the Minion Track as there are players.



The remaining deck of minions stays on the Minion space (N) until the players reach later chapters. Level 3 and 4 minions lurk within Chapter 2, The Blightwood. Acolyte minions appear in the final chapter in Karn's Dungeon.

- 14 Once all the minions are placed, put a counter cube on each minion's stamina track, and one on Karn's track, set at "0".

Example: A 3 player game would look like this.



- 15 The Minion Track (E) has 4 slots, each with a different color and symbol. For every minion on a slot, take out the corresponding minion standee, and place them on their minion spawn area on the land board.



- 16 Place the deck of wound cards on the Wound space (O), creating the wounds pile.



- 17 Take 6 wound cards from the Wound deck and place them on the Fatal Wounds space (K), creating the Fatal Wounds pile.



Pick Heroes

- Each player chooses a hero by selecting a hero board and picking from one of the characters on either side of the board.
- They may also take a helper board and place it next to their hero card.
- Each playher is given their appropriate hero box, and they remove all the contents with the exception of the hero standee not chosen.
- **Each player starts with 2 magic.** Put 2 gems onto their hero boards in the Active Magic section. Set the other 4 gems aside next to their hero boards, as inactive magic.
- Each player shuffles their starter deck of 3 puppies, 5 kittens, and 2 special basic creatures and makes a face down deck.
- Next to that deck should be a space for a face up discard pile.
- Take a counter cube and place it on the 0 on the hero board stamina track.
- Players decide turn order and take the appropriate turn order tokens
- Each player puts their selected character standee at the “staging area (J)” location on the board.



Hero Traits

Heroes have 2 traits that make them unique from one another - their passive ability and their magic abilities. Members of the same clan will have the same passive ability, but magic abilities vary from person to person.

Game round summary

ENEMY PHASE

MOVE COUNTERS 1

REVEAL A.I. CARD

CHOOSE TURN ORDER

PLAYERS DRAW

SUMMON PHASE

PLAY ALL DRAWN CARDS

CHARM PHASE

SPEND CHARM

BUILD A CREATURE

ADVENTURE PHASE

MOVE

BATTLE

DISCARD

Hero Movement summary

HERO MOVE

BASE MOVE: 3

TO DISENGAGE:
Remove a fatal wound

+1 EXTRA MOVE:
Lose 1 stamina per move

HERO BATTLE

HERO ATTACK (+3):
Summoned creature +D3

CRITICAL HIT:
+5 above enemy
Result: Enemy takes an extra damage of any hero's color!

Hero Battle summary

Active magic pool
Place active gems here.
They can be spent to power magic abilities

Magic abilities. Alaric's specific ability is that he can spend 1 magic to have a player discard a creature from their hand to draw a card, or spend 2 magic to have a player discard as many cards in hand as they want and draw that many. A nice trick for when a player draws a bad hand!

Passive ability. A passive ability is an ability only this character can use, but is always active. Clan Featherheart's passive is +1 flight at all times. This allows them to always attack from range (for more on flight, see Book 2, pg 15).

CLAN FEATHERHEART

ALARIC

ACTIVE

WINDRIDER:
+1

1 DASH:
IN THE SUMMON PHASE, A HERO MAY DISCARD A CREATURE IN HAND TO DRAW A CARD

2 WHIRLWIND:
IN THE SUMMON PHASE, A HERO MAY DISCARD X CARDS IN HAND TO DRAW X CARDS

+3

+2

+1

0

-1

-2

-3

Stamina Track:
The stamina track is used to adjust the hero's overall attack due to game conditions. Enemies have a track as well, displayed on the game board.

Start Playing

The easiest way to learn the game is to start playing. You can now start your adventure and use Book 2 to learn as you play. If you manage to beat the first chapter, come back here to learn how to either continue your game or save it for your next game night.



Finishing a chapter

After you complete a chapter in the game, you can save your game for a later session.

Saving the adventure for later



Assemble Player box

For each player, select their hero's box and:

- Shuffle the discard back into the deck.
- Insert the deck
- Insert their current turn order token
- Insert any unused treasure
- Insert any active magic
- Insert the hero standee and stand
- Insert the stamina marker



Assemble Saved game box

Put into saved game box:

- All heroes' inactive magic
- Insert remaining unlock cards
- Insert currently purchasable creatures in the Wilds
- Insert minions for future chapters
- Insert non-destroyed Karn cards



Assemble Destroyed card box

- Insert all cards from the destroyed pile

Continuing the adventure

First, set up the heroes and the general game board

If continuing the current game:

- Move all heroes to the staging area.
- Reset all heroes' stamina
- Reshuffle all heroes discard into their decks
- Return the remaining Fatal Wounds into the wound pile
- Shuffle all Enemy AI cards into new pile
- Any Karn cards that were discarded are shuffled back into his pile

If continuing from a saved game:

Assemble heroes:

Give each player their old hero boards and box.

Each player opens their hero box:

- Place stamina markers on hero boards at 0
- Return all active magic found in hero boxes onto their hero boards
- Put out saved treasures
- Put hero standees onto staging area on board

Assemble game state:

Place both creature (common and advanced) decks onto the board.

Place Wound, Treasure, and Enemy AI decks onto the board

Open Saved game box:

- Put creatures in the Wilds
- Put remaining locks onto the board
- Take all inactive magic found and place next to appropriate heroes
- Return minions to minion area on board
- Return Karn cards to his area on board
- Ensure the Karn Regenerate cards are on the bottom

Flip the top card of each unlocked creature deck

Next, set up the next chapter the players are starting

Starting Ch2: The Blightwood

Put 6 new Fatal Wounds into the Fatal Wound pile
Put land board on game board, Blightwood side up
Place Lvl 3 minions face down on the Minion Track, then Lvl 4s
Put a cube on the stamina tracker of each minion and Karn, set at 0
Place 4 treasure tokens onto the board
Place Karn standee onto his Hunting Track in the leftmost square

Starting Ch3: Karn's Dungeon

Put 6 new Fatal Wounds into the Fatal Wound pile
Remove the land board from the game
Place Acolyte Minions on the board (notice they do not move when idle)
Place Karn at his altar on the dungeon.
Put a cube on the stamina trackers of each minion and Karn, set at 0

Starting a new game at a later chapter

If you have already played Chapter 1 several times and would like to start a new game from a later chapter, follow the setup below.

Begin a new game at Chapter 2

Set up the game normally, then do the following:

Remove all Level 1 and 2 minions from the game

Populate the Minion track with face down Level 3 and 4 minions

Flip the land board to the Blightwood side

Each player gains 1 extra active magic (a total of 3) and 1 treasure

Each player takes 1 wound

For 5 rounds, do the following:

- Pick turn order
- In turn order, each player rolls a d6, using their Charm to buy creatures from the Wilds & destroy locks:

1: 3 Charm

2-5: 4 Charm

6: 6 Charm

Any hero may spend 1 magic to gain an extra Charm.

After 5 rounds are completed, shuffle your hero decks and begin Chapter 2 normally.



The heightened reflexes power does not affect these d6 rolls. Nice try bub.



Round Tracker

1

2

3

4

5

Begin a new game at Chapter 3

Set up the game normally, then do the following:

Remove all minions except Acolyte Minions from the game

Populate the Minion track with face down Acolyte Minions

Remove the land board from the game

Each player gains 1 extra active magic (a total of 3) and 2 treasures

Each player takes 1 wound

For 5 rounds, do the following:

- Pick turn order
- In turn order, each player rolls a d6, using their Charm to buy creatures from the Wilds & destroy locks:

1: 3 Charm

2-5: 4 Charm

6: 6 Charm

Any hero may spend 1 magic to gain an extra Charm

After that, for 5 more rounds:

- Pick turn order
- In turn order, each player rolls a d6, using their Charm to buy creatures from the Wilds & destroy locks:

1-2: 4 Charm

3-5: 5 Charm

6: 7 Charm

Any hero may spend 1 magic to gain an extra Charm

After all 10 rounds are completed, shuffle your hero decks and begin Chapter 3 normally.



The heightened reflexes power does not affect these d6 rolls. Nice try bub.



Round Tracker

1

2

3

4

5

1

2

3

4

5

Card Clarifications

Creature Cards

- **Arcadian Monkey** - Any cards not destroyed must return to the top of your deck in the order you drew them.
- **Arcadian Tiger** - The attack for the tiger based on movement also includes the hero's standard 3 move. For example, a tiger played with no other creatures has a base attack of +5 attack if the hero does not move.
- **Bigsby Dodo** - The card may be a wound.
- **Blightwood Basilisk** - If you poison an idle minion, you activate it.
- **Carnley Mantis** - Starts in Clan Stormbringer's deck. Counts as a basic card.
- **Chartooth Saurus** - Doubles all augment attack values and properties (knockback, move etc). Must be used as the core creature to use this power.
- **Chomiak Hippo** - Place destroyed cards next to the hippo to remember the attack buff. Destroy them after battle.
- **Conlan Bear** - If a creature has the knockback symbol anywhere (augment etc), it is a valid target for the ability. You may gain attack bonus from treasure that gives you knockback, as well as augments.
- **Crushapede** - The card replaced may have already used its ability. The replacement card cannot cost more Charm than the card discarded. Basic cards are considered worth 0 Charm.
- **Cypher Hydra** - You must reshuffle your deck after the ability.
- **Eldar Stag Beetle** - You cannot discard played cards.
- **Eldvar Chameleon** - The creature being replaced must have a purchase cost of 0 to 5. It may be from your discard as well. Any abilities the replaced creature has will activate.
- **Fellwood Frog** - See Gift on Book 2 pg. 5
- **Fellspring Cobra** - If you poison an idle minion, you activate it.
- **Fenton Ostritch** - You must move 1 space in any legal direction. Do not lose a Fatal Wound if you disengage from any enemies. If you cannot move in a legal direction, ignore this ability.
- **Fogmount Parrot** - The ability the Parrot copies must have been played before the Parrot, and can only have a purchase cost of 0-3 Charm. 0 Charm cards are basic cards.
- **Gearbug** - See Gift on Book 2 pg. 5
- **Giant Rasp Fly** - Only double card abilities that specifically say "draw" (not reveal). The rasp fly is worth -1 Charm
- **Griftwall Python** - You may destroy creatures in the Wilds one at a time, allowing the creatures in the stack to move down before choosing the next creature to destroy. If you destroy Wisp in the Wilds, you may perform their "when destroyed" abilities.
- **Greatwing Vulture** - The attack from range also includes range boosts from treasure and Clan Featherheart abilities.
- **Highiron Stag** - You may choose what basic cards you wish to discard.
- **Honey Badger** - All wounds from the badger are non-Fatal Wounds. Place the wounds behind the badger as augments to show the attack increase.
- **Huey Pithoui** - You must return the revealed cards that weren't put into play back in the order they were drawn.
- **Ironcrown Raptor** - Raptors count themselves when adding their total strength, but do not count raptors other players have played.
- **Kheri Red Panda** - Kittens played become both kitten and puppy cards. They give +1 attack as both a core and an augment as if they were a puppy. Cards that effect puppies now affect kittens. Kittens in your discard are not changed.
- **Kiln Salamander** - Distracting an idle minion will turn it active. Starts in Clan Shadowleaf's deck. Counts as a basic card.
- **Ogden Penguin** - Standard rules of adjacency apply (Book 2 pg. 4). Starts in Clan Featherheart's deck. Counts as a basic card.
- **Ridgeback Ram** - Only gains 1 extra attack when augmented with 1 or more knockback.
- **Rock Stoat** - The wound is non-fatal. It goes in your discard. Starts in Clan Groundbreaker's deck. Counts as a basic card.
- **Sawtooth Gator** - A reptile gives the gator only +2 attack (it does not an additional +1 attack for being non-basic). Salamander gives a +2 attack, as it is a reptile despite being a basic card.
- **Shadowpine Wisp** - If this card is destroyed by another card while still in the Wilds or a discard pile, it still performs its ability.
- **Tonten Jackalope** - See Gift on Book 2 pg. 5
- **Unicorn** - If you use magic during battle, the unicorn's attack immediately decreases.
- **Shadowmist Raptor** - Raptors count themselves when adding their total strength, but do not count raptors other players have played.
- **Veld Hummingbird** - If you destroy a Wisp in the Wilds, you may perform their when destroyed abilities.
- **Wallheart Wolf** - The +1 attack is given to both the puppies' core and augment attack values.
- **Warborn Mammoth** - The mammoth uses this ability in battle. As such, abilities of the cards taken by the mammoth do not activate. The mammoth must be the core creature in order for this ability to be used.
- **Zolo Sloth** - Starts in Clan Bloodmaker's deck. Counts as a basic card.

Minion Cards

- **Abomination** - If you haven't unlocked advanced creatures, ignore Abomination's "when damaged" ability.
- **Coatl** - When the Coatl teleports next to a hero, place it in an adjacent square to the hero, preferring the square with lowest number on the combat square in relation to the hero.
- **Chuddle** - If all heroes are in the staging area when the Chuddle is revealed, it doesn't move. Eaten heroes take 1 non Fatal Wound whenever they end their turn inside the Chuddle's stomach. If they are eaten they must battle the Chuddle. Thus if they lose battle, they will take 1 Fatal Wound and 1 non-Fatal Wound. If two or more heroes are released from the Chuddle's stomach when it is defeated, pick a hero to return to the board in the space the Chuddle was in, the other players arrange themselves adjacent to that space however they wish.
- **Doomsayer** - The "when revealed" ability deals non-Fatal Wounds.
- **Glug** - If there are more than 1 idle level 4 minions, you may choose which one to reveal (without looking at the minions). Ostriches, certain potions, and Clan Shadowleaf abilities can allow you to disengage from a Glug.
- **Gryk** - The wound you take from the Gryks ability is non-fatal. If a Treasure Monster is revealed, you automatically lose to it.
- **Krorik** - Krorik's when revealed ability can pass through walls
- **Lycoan** - Only attack rolls used against the Lycoan must be rolled twice. Hero powers do not require a second roll.
- **Necrid** - All minion's with fatal damage on them die immediately when the Necrid dies. Other minions cannot take more damage than their max HP (3). If you win battle and a minion is already at 3 damage, they do not take damage, nor do they perform their "when damaged" attacks.
- **Slagmar** - Hit Effect and "when damaged" wounds are non-fatal
- **Spitefiend** - The Spitefiend only gains 2 rage if battling a hero has damaged it, regardless of the amount of damage.
- **Timbergrist** - Example: If the green hero damaged the Timbergrist, but blue hero already had damage on it, both green and blue heroes will each take 1 poison this turn.
- **Varhyr** - "When damaged" ability deals non-Fatal Wounds.

Treasure cards

- **Catchup Potion** - Choose the person you honestly think has the weakest deck. Don't be a jerk. The target of the potion cannot select advanced creatures if they are not unlocked yet. If the target of the potion doesn't thank you, you may make their hero lose all their stamina.
- **Firebolt Relic** - Can only target minions. Thus it cannot work against Karn.
- **Host Relic** - Sharing the name can be any part of the name. For instance, a raptor can find all raptors. A Blightwood Basilisk can find all Blightwood creatures, etc.
- **Puppy Treats** - You cannot target kittens in your discard if you have a Red Panda in play. Nice try though.
- **Scroll of Reversal** - For example, you can make another hero who has -3 attack get +3 attack, or make a minion's attack go from +2 attack to -2 attack etc.
- **Teleport Potion** - You may use after battle this to safely disengage from a second enemy's attack.
- **Treasure Monster** - Roll 2 d6s before your hero roll to find out the attack of the Treasure Monster. If you battle the Treasure Monster, you cannot fight another enemy this round.

