

## Werewolf Rules Card



⚔️ +2

🛡️ +2

🧠 +1

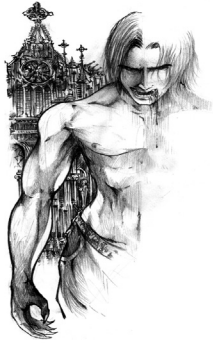
### Animal

At the beginning of your turn roll d8. If you roll a 1 or 2, flip this card over.

You may not use weapons, activate items and abilities, pray, or cast spells. You will be killed if you enter Town (though you can still win the game by leaving the dungeon).

An effect which removes *disease* will allow you to discard this card.

## Vampire Rules Card



⚔️ +1

🛡️ +1

🧠 +1

### Undead, Flying

(Immune to ☠️, 🧠, and status ailments.)

You cannot heal outside of town.

You may not pray at an Altar.

When you damage an enemy vulnerable to draining (🩸), restore that much life.

If you end your turn without killing a *humanoid*, *animal*, or *dragon*, lose 5 ❤️.

## Zombie Rules Card



🩸 1

🧠 0

### Undead

(Immune to ☠️, 🧠, and status ailments.)

You cannot heal. If you enter town, the townsfolk will kill you (though you can still win by leaving the dungeon).

At the end of any battle where you are victorious, gain 4 ❤️ for every point of Mind (🧠) your enemies had.

An effect which removes *disease* will allow you to discard this card.

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## You are confused!

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You lose your wits and start behaving randomly. This status ailment persists until you take damage or battle ends. When its your action, roll d8 to see what you do:

- ①/② Choose a combatant at random. You **ATTACK** that combatant. (You *might* attack yourself.)
- ③ You try to **FLEE** like a coward.
- ④ Choose a combatant at random. If you have any spells, you cast one at random, targeting that combatant. Otherwise you **ATTACK** it.

## Werewolf Rules Card



You are still human.

At the beginning of your turn, roll d8. If you roll a 1 or 2, flip this card over.

An effect which removes *disease* will allow you to discard this card.

- 5 If you have any scrolls (📜), you read one at random. Otherwise you **ATTACK** a random enemy.
- 6 Choose a combatant at random. If you have any potions (🍷) and have chosen yourself, you drink the potion. If you have chosen an enemy, you throw the potion at the enemy. Otherwise you **ATTACK** the combatant.
- 7 You **DEFEND** yourself.
- 8 Choose a combat action from your tools and character abilities. Use this action, choosing targets randomly. If you don't have any abilities that can be used, you **ATTACK** a random enemy instead.