

Bonus 1

FEMALE COMPANION

PP

You have found a potential Companion. If your Attraction permits you may form a relationship with this person.

Companion

MALE

You have a specific sexual anatomy pursuant to this label.

On your turn after hunt/gather/fortify you have two free actions:

- · place or remove a card in play
- trade a card from your hand to another tribe member for a card in their hand
- · acquire a Spirit Totem
- · draw a card from any pile
- get rid of a Monster or Item Card and receive it's equivalent in Food
- (or any combination of the previous)

Sex

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Sex

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INTERSEX

You have sexual anatomy that doesn't fit within the labels of female or male.

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Sex

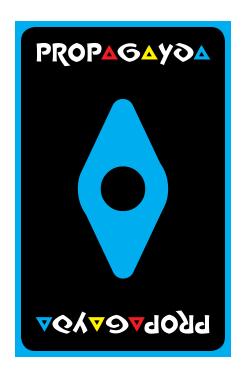
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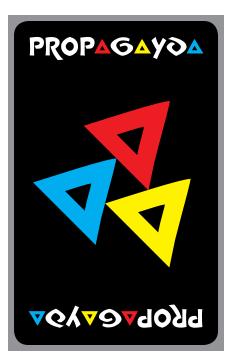
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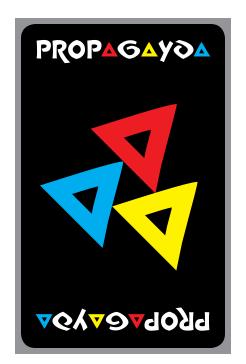
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- (or any combination of the previous)

Sex

HETEROSEXUAL

You are sexually attracted to people of the opposite Sex than yours. Play only if you are male or female.



Play this Card unless you already have an Attraction Card in play. You win ties in Combat when you are assisted by a Player of the opposite Sex.

Attraction

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Attraction

HOMOSEXUAL

You are sexually attracted to people of the same Sex as yours. Play only if you are male or female.



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Attraction

















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Play this Card unless you already have an Attraction Card in play. You win ties in Combat when you are assisted by a Player of the same Sex.

Attraction

BISEXUAL

You are sexually attracted to people of any Sex.



Play this Card unless you already have an Attraction Card in play. You win ties in Combat when you are assisted by a Player of any Sex.

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You are sexually attracted to people of any Sex.



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Attraction

WHIRLWIND



-5 to next Combat for being distracted.

Disaster

















TRIBAL RASH



-1 to each player in all Combat. If each player looses or discards an Item they loose the rash.

Disaster

WEAKNESS

9

In the next Combat use no bonuses from Companions.

Disaster

SANO STORM



Everyone loses the Armor they're wearing!

Disaster

ENCUMBERED



Share 2 Cards. First the Player on the victim's left draws a Card from the victim's hand and keeps it. Then the Player on the right does the same thing.

Disaster

LOST IN NATURE



Everyone choose 1 Item Card to discard.

Disaster

RACCOON THIEVES



Everyone choose 1 Item Card to discard.

Disaster

LOST IN NATURE



Everyone choose 1 Item Card to discard.

Disaster

TRIBAL BANISHMENT



Everyone discard their Class Card if you have one. If you have two Class Cards in play, loose one of them. If you have no Class, lose a Level.

Disaster

















TRIBAL CHANGE

If you have no Class Card now, this has no effect; otherwise, everyone go back through the Discard Pile and the first Class Card you come to replaces your current Class Card.

Disaster

STOLEN IN THE NIGHT



Everyone loses the Item that gives you the biggest Bonus.

Disaster

CHANGE ATTRACTION



If you have no Attraction Card now, this Card has no effect; otherwise, everyone go back through the Discard Pile and the first Attraction Card you come to replaces your current Attraction Card.

Disaster

LOSE YOUR ATTRACTION



Everyone discards any Attraction Card you have in play.

Disaster

CHANGE ATTRACTION



If you have no Attraction Card now, this Card has no effect; otherwise, everyone go back through the Discard Pile and the first Attraction Card you come to replaces your current Attraction Card.

Disaster

LOSE YOUR ATTRACTION



Everyone discards any Attraction Card you have in play.

Disaster

CARNIVOROUS FLOCK



Everyone loses an item you are wearing.

Disaster

THE GREEN GOLEM



Collect 3 similar Totem Cards to acquire a Spirit Totem.

Totem







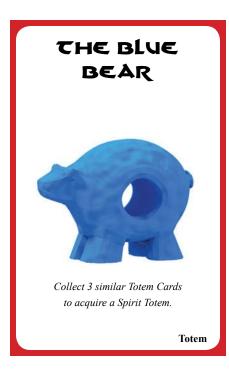




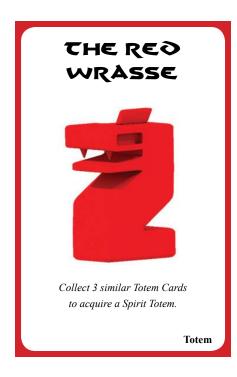


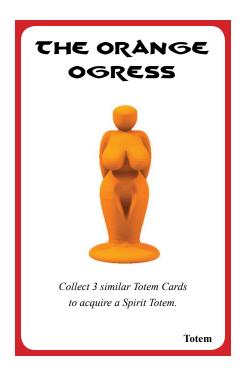


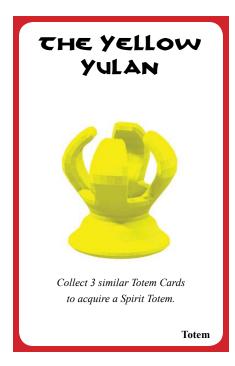


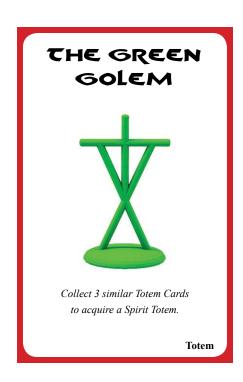


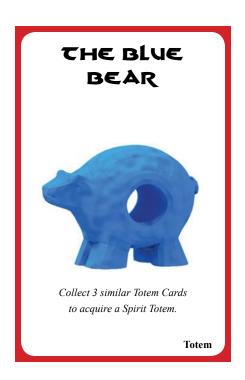




















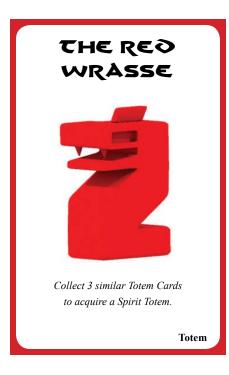


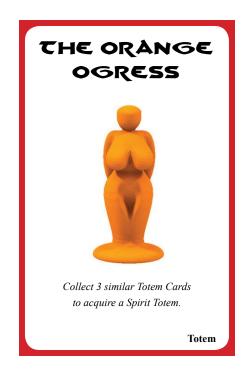


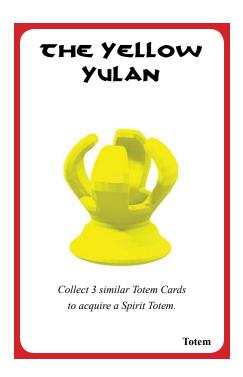






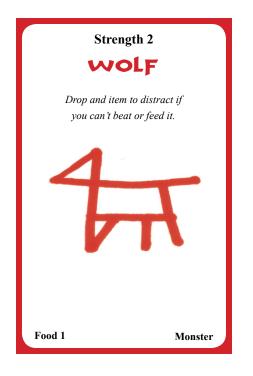


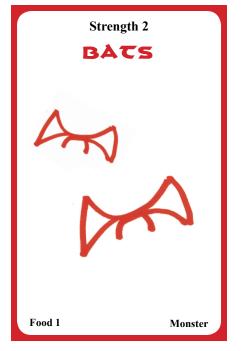


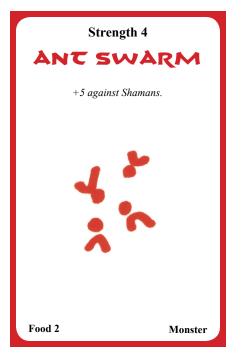


















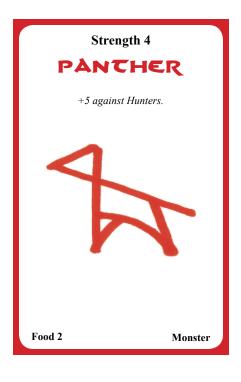


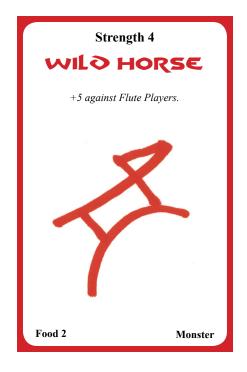








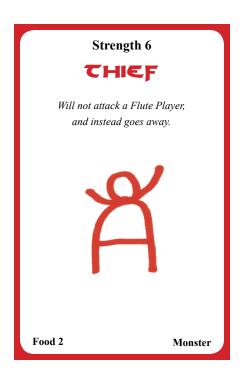


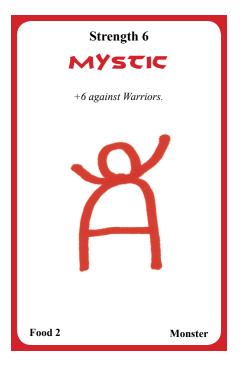






















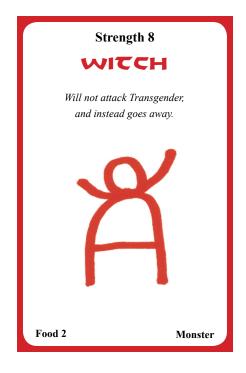


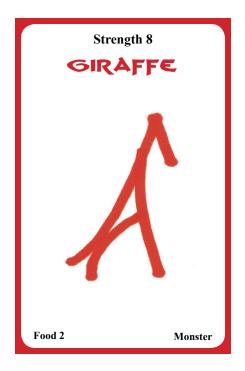


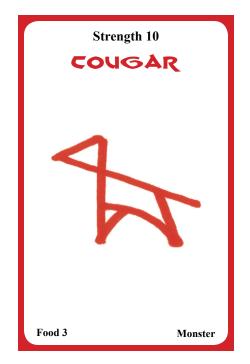


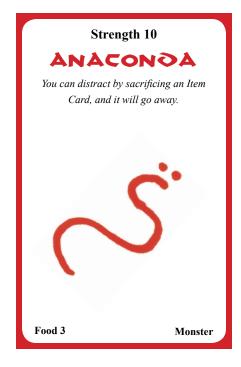


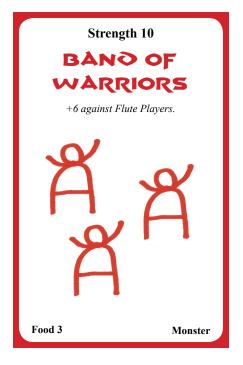




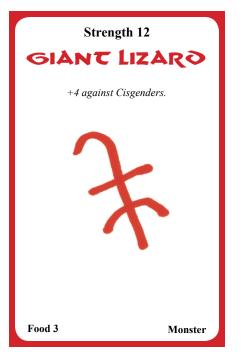






















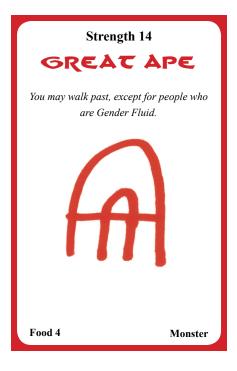


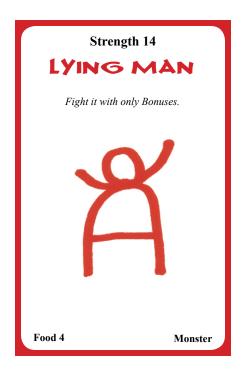


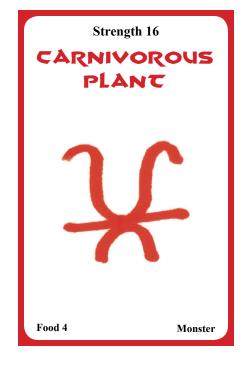






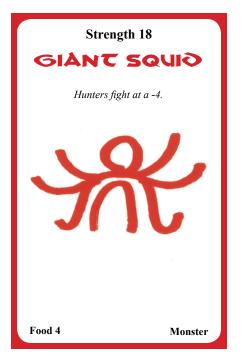


















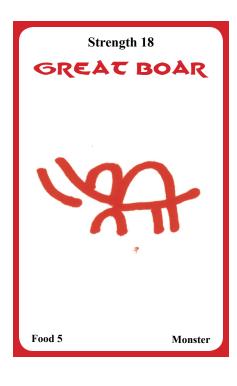




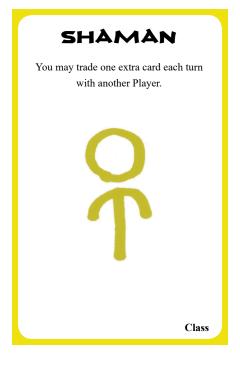




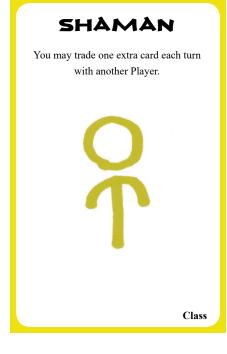


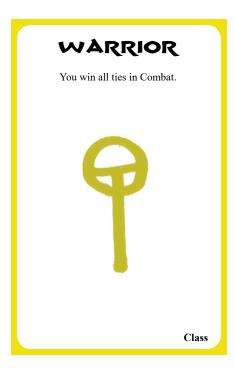


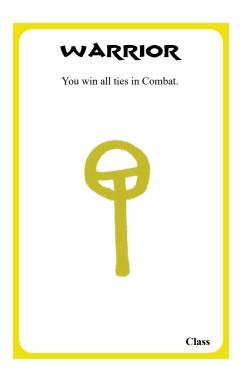










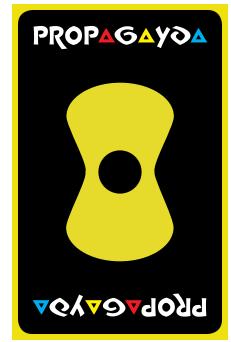




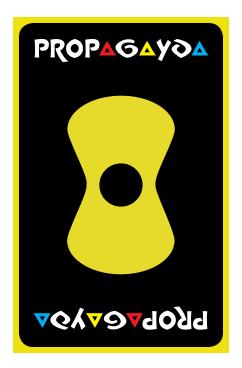




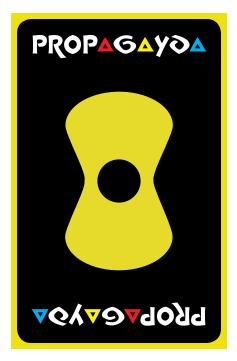












HUNTER

You may discard up to 3 Cards in Combat; each one gives you a +1 Bonus.



Class

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You may discard up to 3 Cards in Combat; each one gives you a +1 Bonus.



Class

HUNTER

You may discard up to 3 Cards in Combat; each one gives you a +1 Bonus.



Class

FLUTE PLAYER

You may discard 3 Cards to charm a single monster with your flute instead of fighting it, allowing the tribe to escape.



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Class

CISGENDER

Your Gender corresponds to your Sex. Play only if you are male or female.



Play this Card unless you already have a Gender Card in play.

Gender

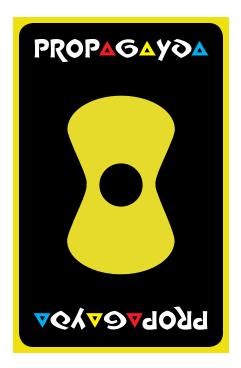
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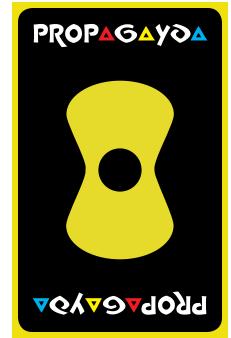
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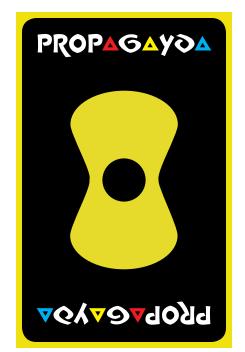
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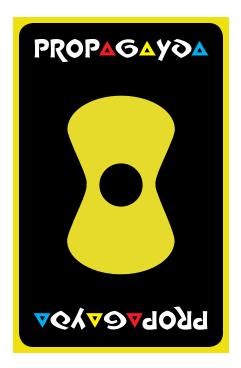
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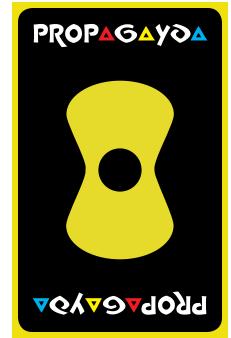
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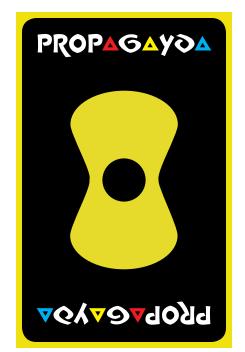
Gender

















GENDER FLUID

Your Gender is a mix of both the Male and Female Sexes.



Play this Card unless you already have a Gender Card in play.

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Gender

CLAN ELDER



You may have two Class Cards, and all of the advantages of each.

Modifier

POLYAMORY



You may have more than one Companion.

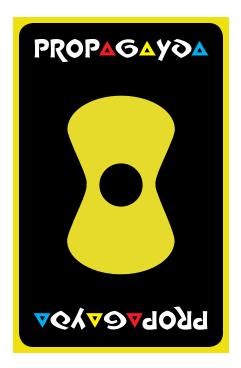
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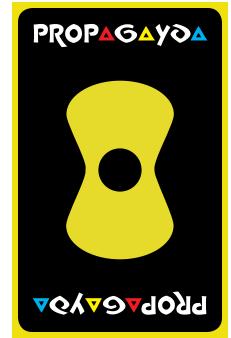
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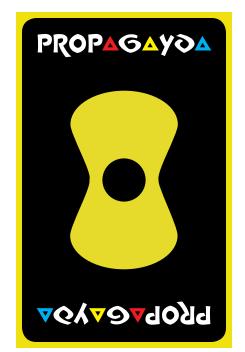
Modifier

















POLYAMORY

PPP

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Modifier

CLAN ELDER



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POLYAMORY



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Modifier

THE GREEN GOLEM



Collect 3 similar Totem Cards to acquire a Spirit Totem.

Totem

THE BLUE BEAR



Collect 3 similar Totem Cards to acquire a Spirit Totem.

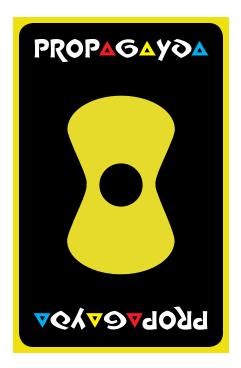
Totem

THE PURPLE PIXIE



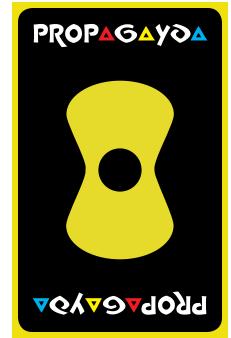
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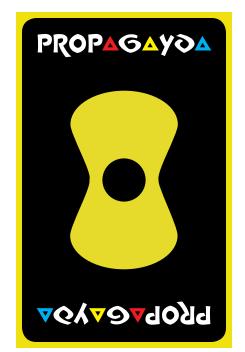
Totem







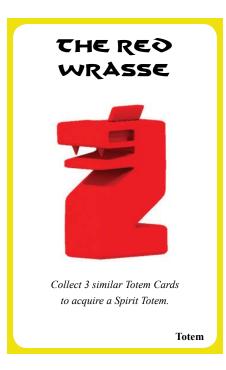


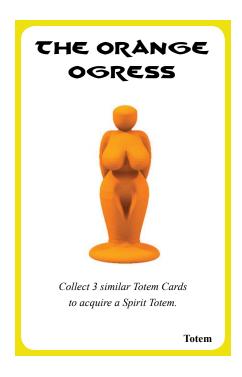


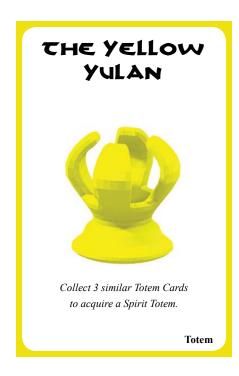


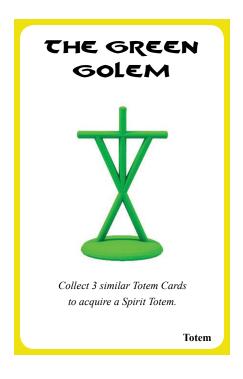






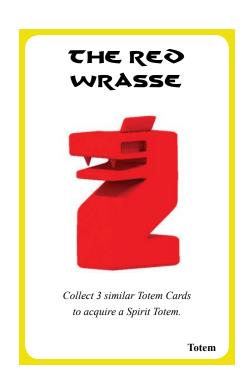


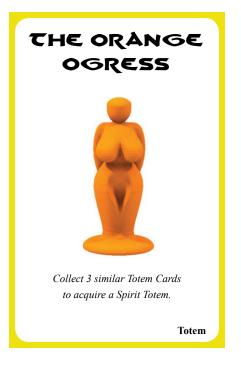


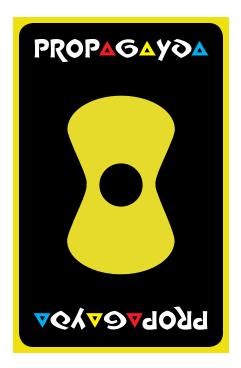






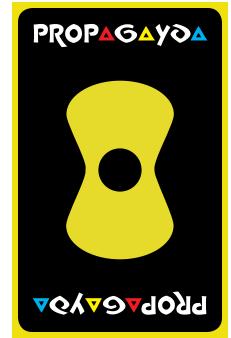


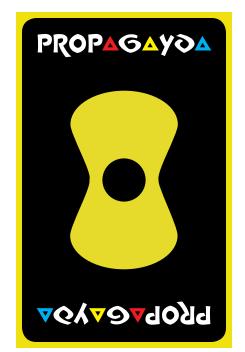


















THE YELLOW YULAN Collect 3 similar Totem Cards to acquire a Spirit Totem.



