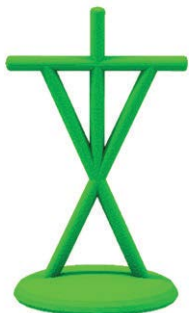


THE GREEN GOLEM



*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



*Collect 3 similar Totem Cards
to acquire a Spirit Totem.*

Totem

THE RED WRASSE



*Collect 3 similar Totem Cards
to acquire a Spirit Totem.*

Totem

THE ORANGE OGRESS



*Collect 3 similar Totem Cards
to acquire a Spirit Totem.*

Totem

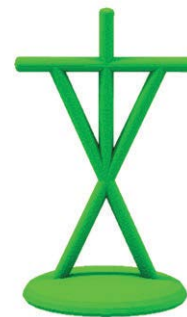
THE YELLOW YULAN



*Collect 3 similar Totem Cards
to acquire a Spirit Totem.*

Totem

THE GREEN GOLEM



*Collect 3 similar Totem Cards
to acquire a Spirit Totem.*

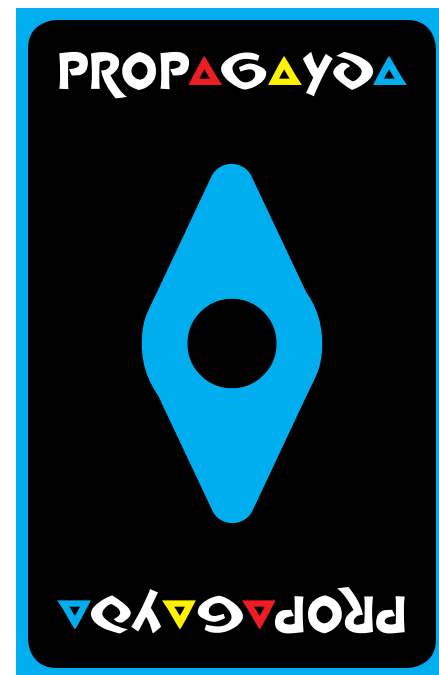
Totem

THE BLUE BEAR



*Collect 3 similar Totem Cards
to acquire a Spirit Totem.*

Totem



THE PURPLE PIXIE



*Collect 3 similar Totem Cards
to acquire a Spirit Totem.*

Totem

THE RED WRASSE



*Collect 3 similar Totem Cards
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Totem

THE ORANGE OGRESS



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Totem

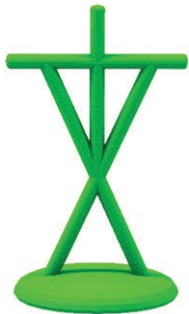
THE YELLOW YULAN



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Totem

THE GREEN GOLEM



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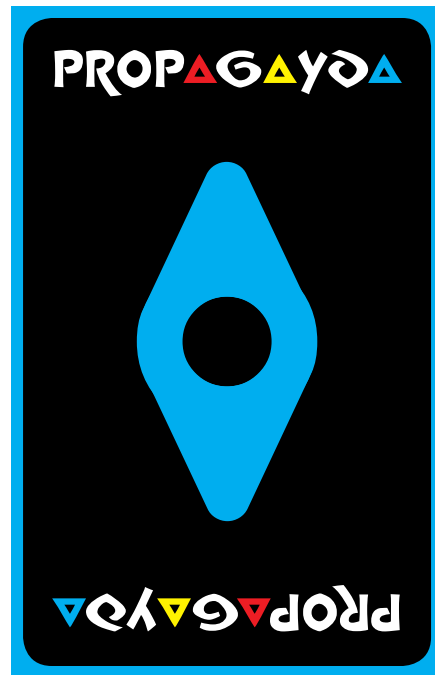
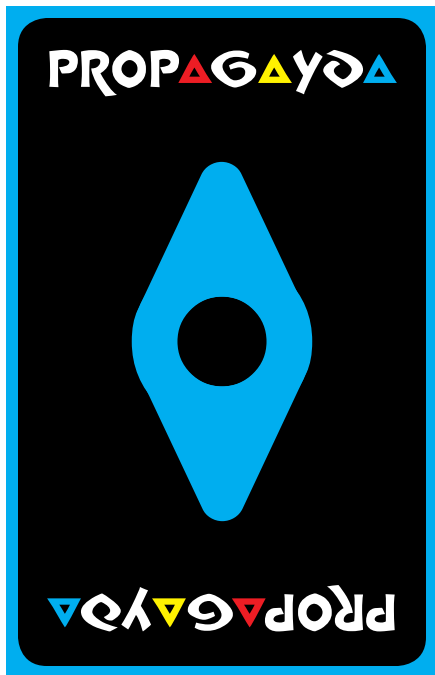
Totem

THE RED WRASSE



*Collect 3 similar Totem Cards
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Totem



THE ORANGE OGRESS



Collect 3 similar Totem Cards
to acquire a Spirit Totem.

Totem

THE YELLOW YULAN



Collect 3 similar Totem Cards
to acquire a Spirit Totem.

Totem

Bonus 3 CLUB

Usable by Males only.



Food 1

Item

Bonus 3 DAGGER

Usable by Flute Player only.



Food 1

Item

Bonus 3 WOOD ARMOR

Usable by Homosexual only.



Food 2

Item

Bonus 2 MALE COMPANION



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

Companion

Bonus 1 FEMALE COMPANION



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

Companion

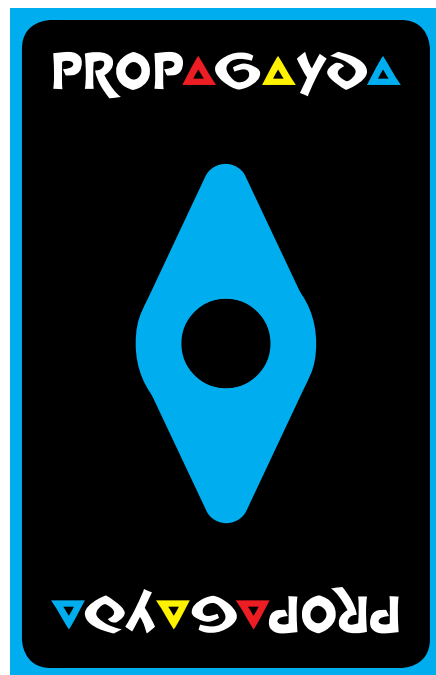
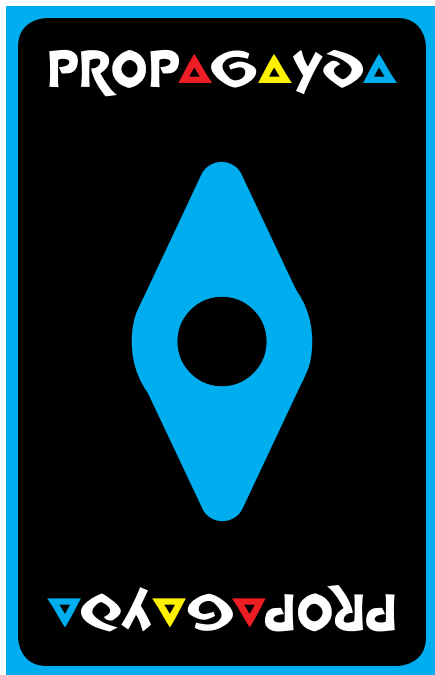
Bonus 3 BROAD SWORD

Usable by Females only.



Food 2

Item



Bonus 4

HAMMER

Usable by Homosexuals only.



Food 2

Item

Bonus 3

INTERSEX COMPANION



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

Companion

Bonus 4

BOW

Usable by Transgender only.



Food 1

Item

Bonus 1

MALE COMPANION



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

Companion

Bonus 5

STAFF

Usable by Shamans only.



Food 2

Item

Bonus 3

POLEARM

Usable by Warrior only.



Food 2

Item

Bonus 1

FEMALE COMPANION



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

Companion

Bonus 3

RAPIER

Usable by Transgender only.



Food 2

Item



Bonus 2

**INTERSEX
COMPANION**



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

Companion

Bonus 4

SHIELD

Usable by Warriors only.



Food 2

Item

Bonus 1

STICK



If this item is in play, you may discard this for an automatic escape from any Monster with a Strength 8 or below.

Food 1

Item

Bonus 3

HAT

Usable by Shamans only.



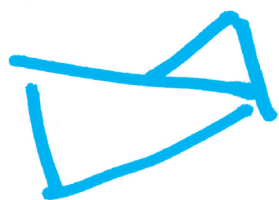
Food 1

Item

Bonus 3

BANDANA

Usable by Hunter only.



Food 2

Item

Bonus 3

ARMOR

Not Usable by Shamans



Food 2

Item

Bonus 1

**MALE
COMPANION**



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

Companion

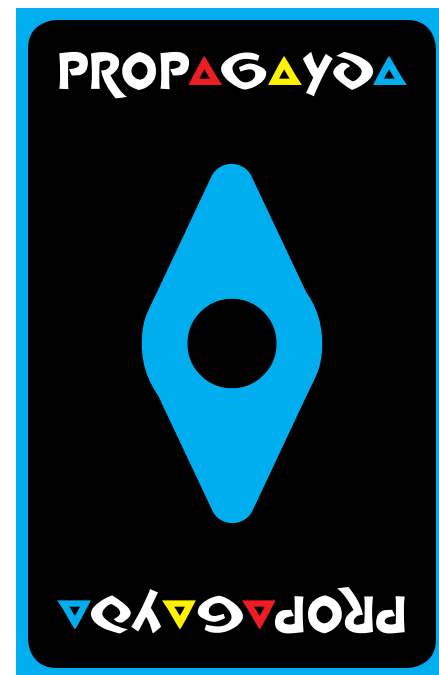
Bonus 2

**FEMALE
COMPANION**



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

Companion



Bonus 1

**INTERSEX
COMPANION**



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

Companion

Bonus 4

POLEARM

Usable by Hunter only.



Food 2

Item

Bonus 3

**MALE
COMPANION**



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

Companion

Bonus 4

MACE

Usable by Gender Fluid only.



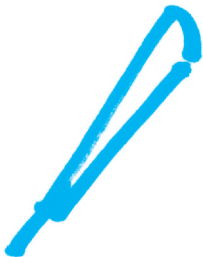
Food 1

Item

Bonus 3

CLUB

Usable by Gender Fluid only.



Food 2

Item

Bonus 2

**FEMALE
COMPANION**



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

Companion

Bonus 1

BOOTS



Food 2

Item

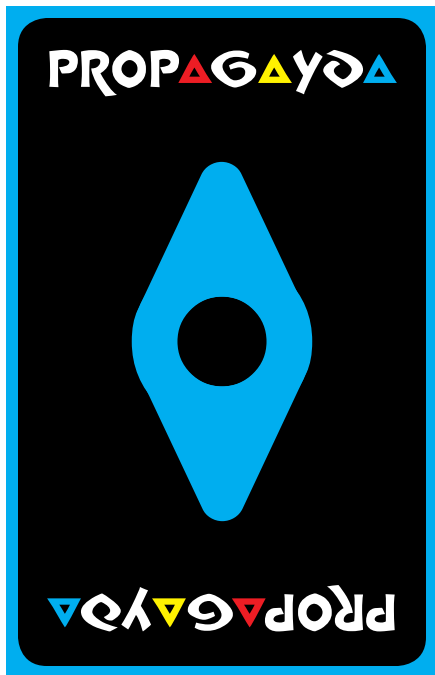
Bonus 1

SANDALS



Food 2

Item



Bonus 1
OCARINA



Food 2

Item

Bonus 3
BOOTS



Food 2

Item

Bonus 1
BACKPACK



Allows you to carry and use one extra Item, even if you could not otherwise.

Food 1

Item

Bonus 4
INTERSEX COMPANION

Usable by Flute Player only.



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

Companion

Bonus 2
MALE COMPANION

Not Usable by Flute Player.



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

Companion

Bonus 1
FEMALE COMPANION



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

Companion

Bonus 4
INTERSEX COMPANION

Usable by Flute Player only.



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

Companion

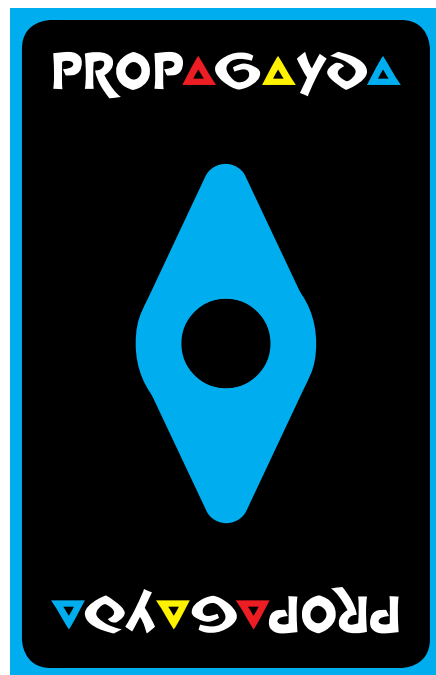
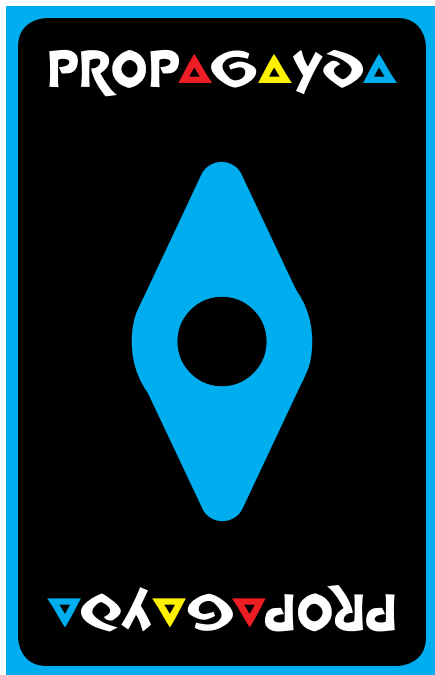
Bonus 2
MALE COMPANION

Not Usable by Flute Player.



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Companion



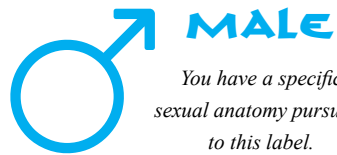
Bonus 1

FEMALE COMPANION



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Companion

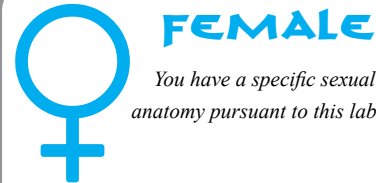


You have a specific sexual anatomy pursuant to this label.

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



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
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- acquire a Spirit Totem
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Sex

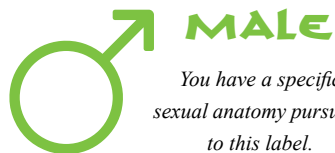


You have sexual anatomy that doesn't fit within the labels of female or male.

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

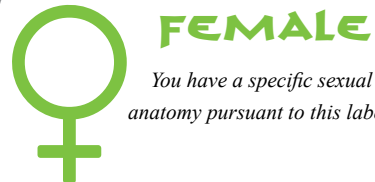


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Sex

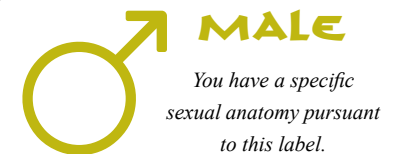


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- (or any combination of the previous)

Sex





FEMALE

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



INTERSEX

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

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



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
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Sex



FEMALE

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INTERSEX

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Sex





MALE

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- get rid of a Monster or Item Card and receive it's equivalent in Food
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Sex



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

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- 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

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

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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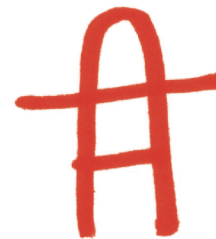


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Attraction

HETEROSEXUAL

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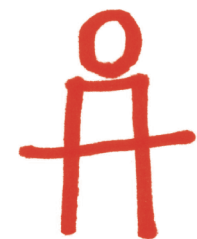


Play this Card unless you already have an Attraction Card in play. You win ties in Combat when you are assisted by a Player of the opposite Sex.

Attraction

HOMOSEXUAL

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

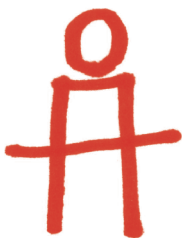


Play this Card unless you already have an Attraction Card in play. You win ties in Combat when you are assisted by a Player of the same Sex.

Attraction

HOMOSEXUAL

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

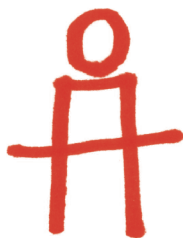


Play this Card unless you already have an Attraction Card in play. You win ties in Combat when you are assisted by a Player of the same Sex.

Attraction

HOMOSEXUAL

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

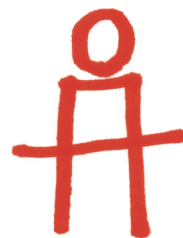


Play this Card unless you already have an Attraction Card in play. You win ties in Combat when you are assisted by a Player of the same Sex.

Attraction

HOMOSEXUAL

You are sexually attracted to people of the same Sex as 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 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.

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.

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.

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.

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



In the next Combat use no bonuses from Companions.

Disaster

SAND 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

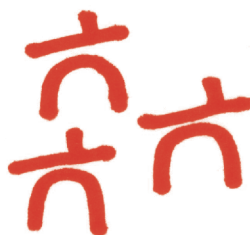
LOST IN NATURE



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



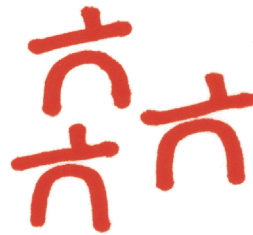
TRIBAL CHANGE



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

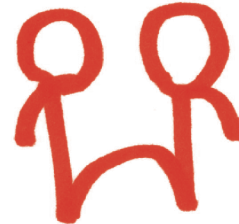
STOLEN IN THE NIGHT



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

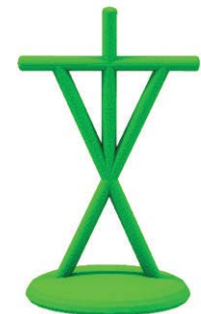
CARNIVOROUS FLOCK



Everyone loses an item you are wearing.

Disaster

THE GREEN GOLEM



Collect 3 similar Totem Cards to acquire a Spirit Totem.

Totem



THE BLUE BEAR



*Collect 3 similar Totem Cards
to acquire a Spirit Totem.*

Totem

THE PURPLE PIXIE



*Collect 3 similar Totem Cards
to acquire a Spirit Totem.*

Totem

THE RED WRASSE



*Collect 3 similar Totem Cards
to acquire a Spirit Totem.*

Totem

THE ORANGE OGRESS



*Collect 3 similar Totem Cards
to acquire a Spirit Totem.*

Totem

THE YELLOW YULAN



*Collect 3 similar Totem Cards
to acquire a Spirit Totem.*

Totem

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



*Collect 3 similar Totem Cards
to acquire a Spirit Totem.*

Totem



THE RED WRASSE



*Collect 3 similar Totem Cards
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Totem

THE ORANGE OGRESS



*Collect 3 similar Totem Cards
to acquire a Spirit Totem.*

Totem

THE YELLOW YULAN

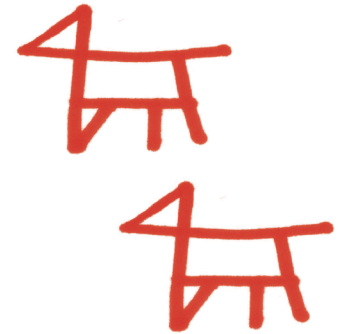


*Collect 3 similar Totem Cards
to acquire a Spirit Totem.*

Totem

Strength 2

BADGERS



Food 1

Monster

Strength 2

HAWK



Food 1

Monster

Strength 2

WOLF

*Drop and item to distract if
you can't beat or feed it.*

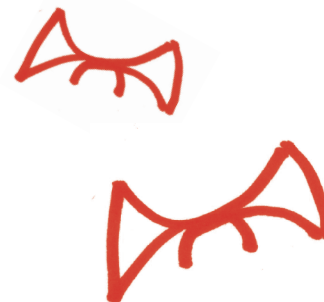


Food 1

Monster

Strength 2

BATS



Food 1

Monster

Strength 4

ANT SWARM

+5 against Shamans.



Food 2

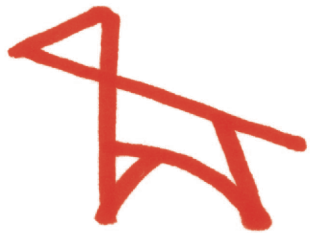
Monster



Strength 4

PANTHER

+5 against Hunters.



Food 2

Monster

Strength 4

WILD HORSE

+5 against Flute Players.



Food 2

Monster

Strength 4

GIANT SNAIL



Food 2

Monster

Strength 6

SKUNK



Food 2

Monster

Strength 6

SCORPION

+6 against Shamans.



Food 2

Monster

Strength 6

THIEF

Will not attack a Flute Player;
and instead goes away.



Food 2

Monster

Strength 6

MYSTIC

+6 against Warriors.



Food 2

Monster

Strength 8

GIANT LEECH

If you fight, fight with Levels only.



Food 2

Monster



Strength 8

GIANT SPIDER

+6 against Hunters.



Food 2

Monster

Strength 8

WITCH

*Will not attack Transgender,
and instead goes away.*



Food 2

Monster

Strength 8

GIRAFFE

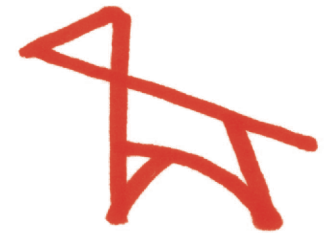


Food 2

Monster

Strength 10

COUGAR



Food 3

Monster

Strength 10

ANACONDA

*You can distract by sacrificing an Item
Card, and it will go away.*



Food 3

Monster

Strength 10

BAND OF WARRIORS

+6 against Flute Players.



Food 3

Monster

Strength 12

SCOUNDREL

Cisgenderers can chase away.



Food 3

Monster

Strength 12

GIANT LIZARD

+4 against Cisgenderers.



Food 3

Monster



Strength 12

CAVE BEAR

+3 against Flute Players.



Food 3

Monster

Strength 14

BIG EARTH WORM

+4 against Warriors.



Food 4

Monster

Strength 14

GREAT APE

You may walk past, except for people who
are Gender Fluid.



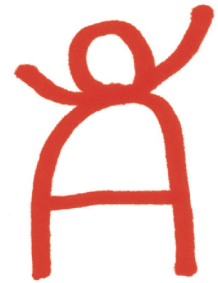
Food 4

Monster

Strength 14

LYING MAN

Fight it with only Bonuses.



Food 4

Monster

Strength 16

CARNIVOROUS PLANT



Food 4

Monster

Strength 16

GIANT ANT



Food 4

Monster

Strength 16

GIANT FALCON



Food 4

Monster

Strength 18

GIANT SQUID

Hunters fight at a -4.



Food 4

Monster



Strength 18

GREAT BOAR



Food 5

Monster

Strength 20

TYRANNOSAURUS



Food 5

Monster

SHAMAN

You may trade one extra card each turn
with another Player.



Class

SHAMAN

You may trade one extra card each turn
with another Player.



Class

SHAMAN

You may trade one extra card each turn
with another Player.



Class

WARRIOR

You win all ties in Combat.



Class

WARRIOR

You win all ties in Combat.



Class

WARRIOR

You win all ties in Combat.



Class

HUNTER

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



Class

HUNTER

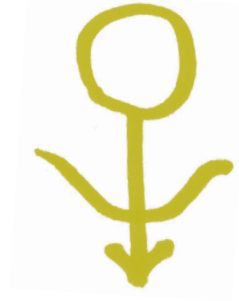
You may discard up to 3 Cards in Combat; each one gives you a +1 Bonus.



Class

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.



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.



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.



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

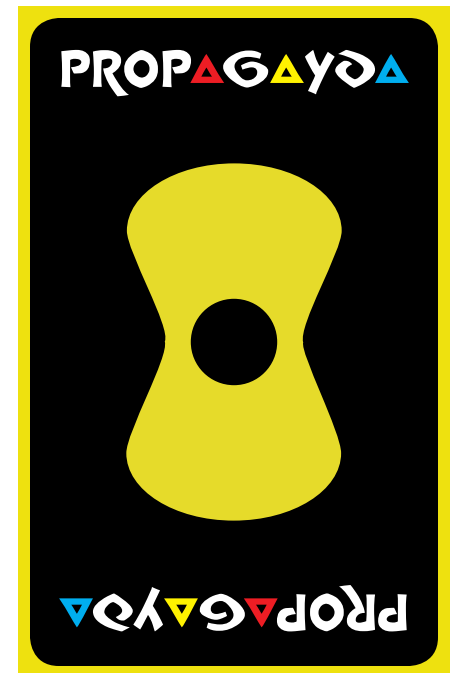
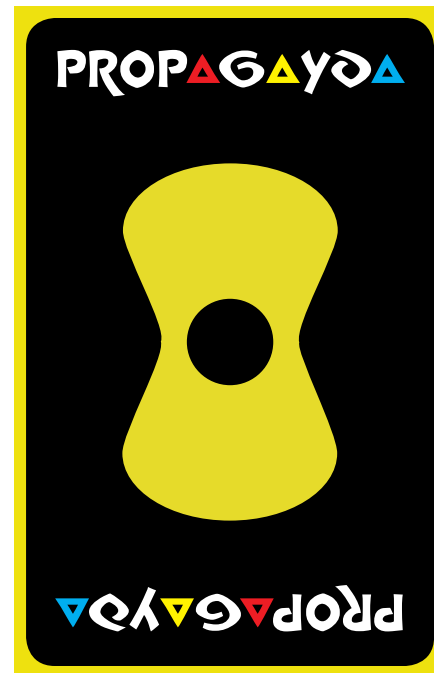
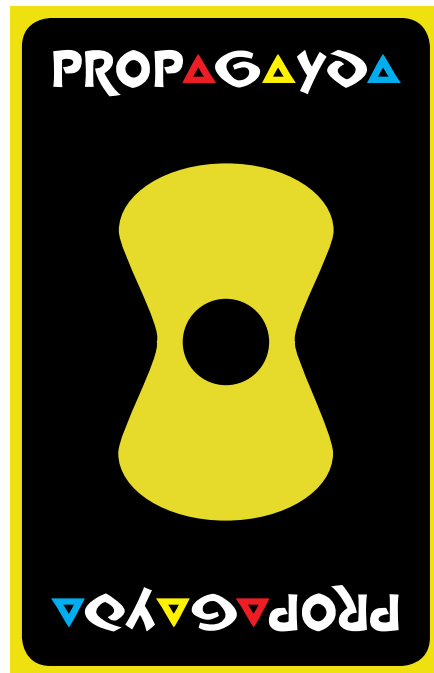
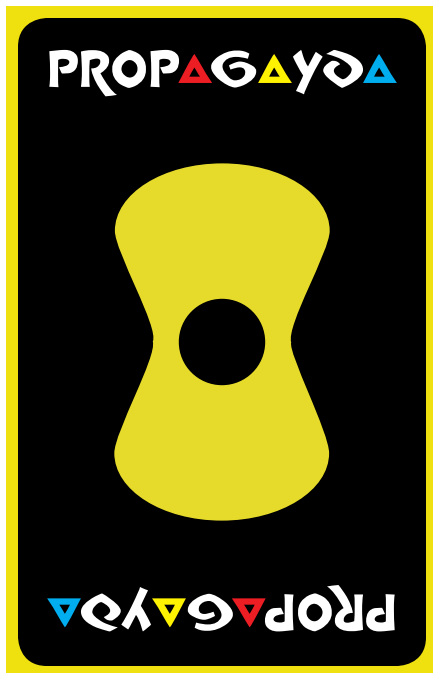
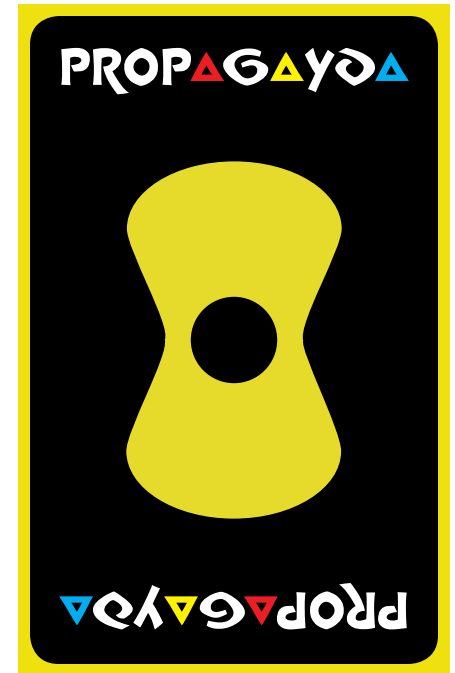
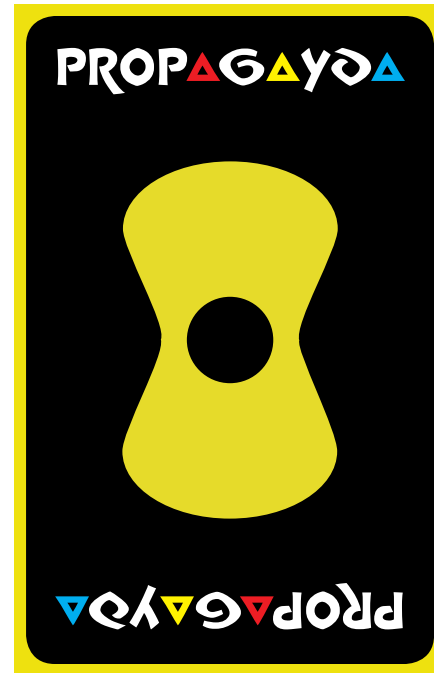
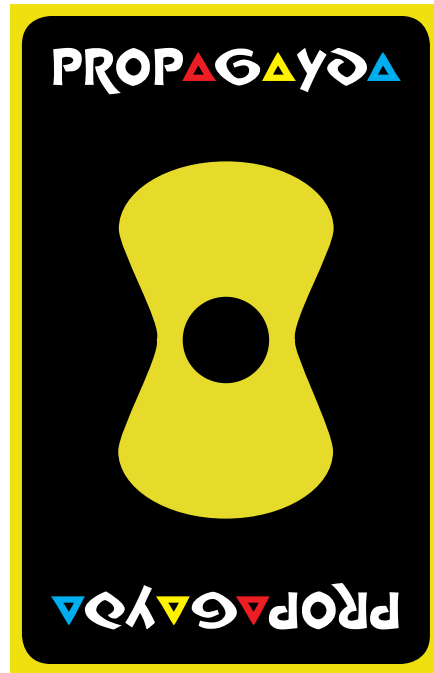
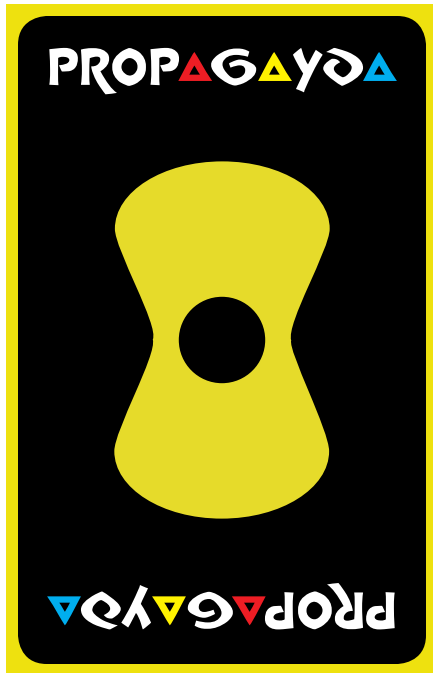
CISGENDER

*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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Gender

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

TRANSGENDER

*Your Gender is the opposite of your Sex.
Play only if you are male or female.*



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Gender

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Gender

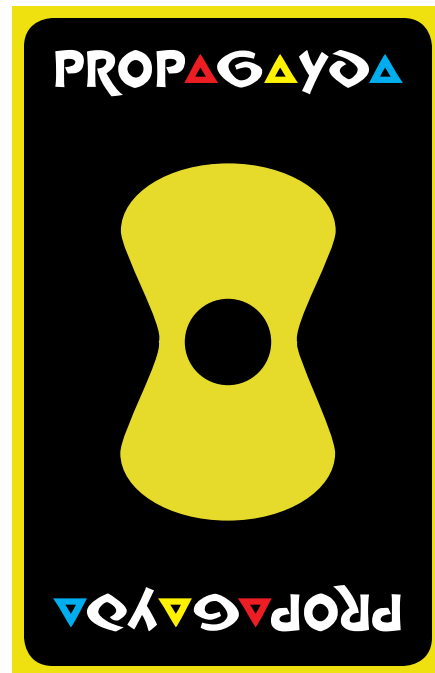
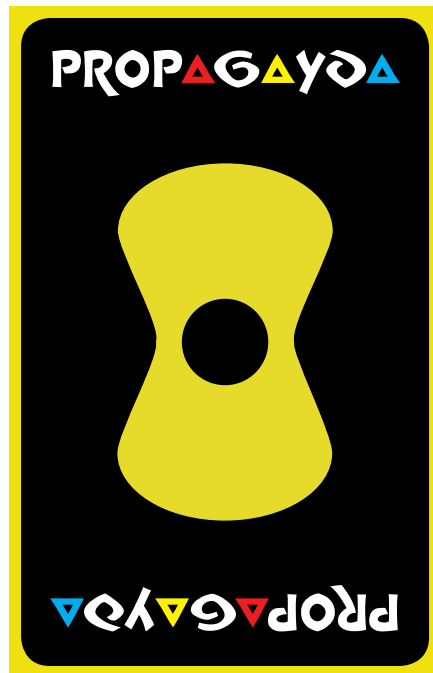
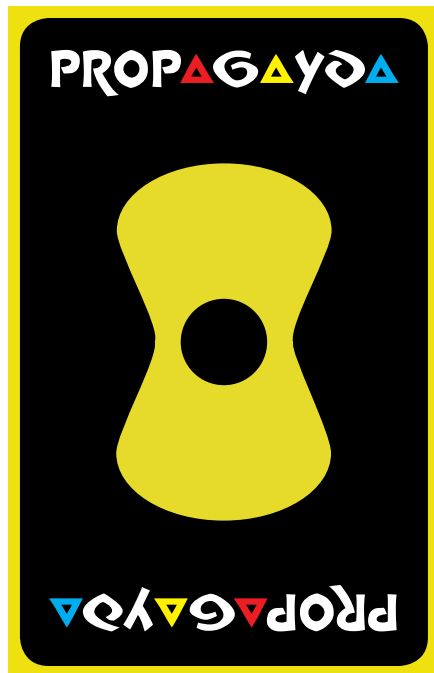
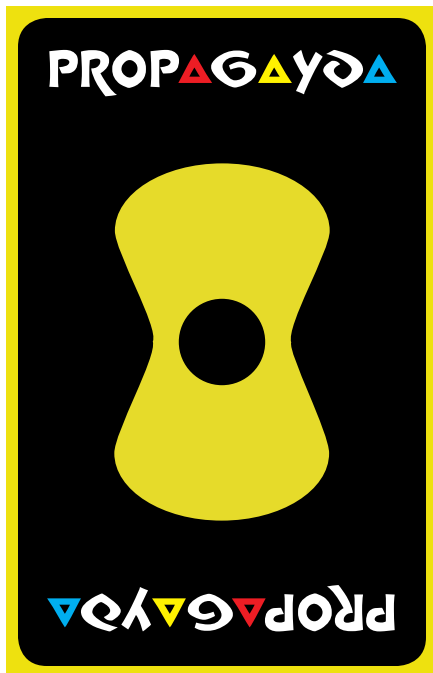
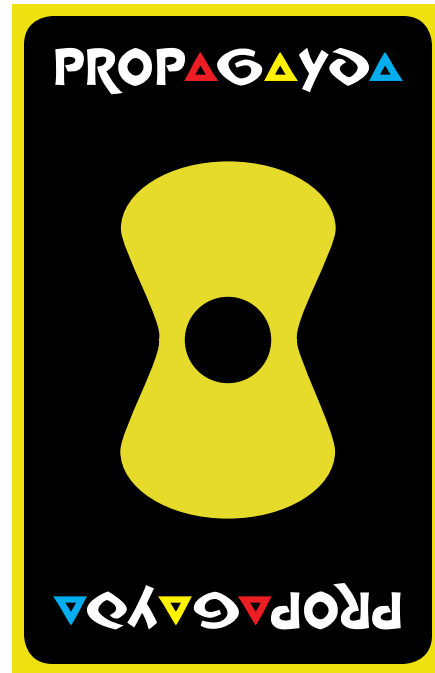
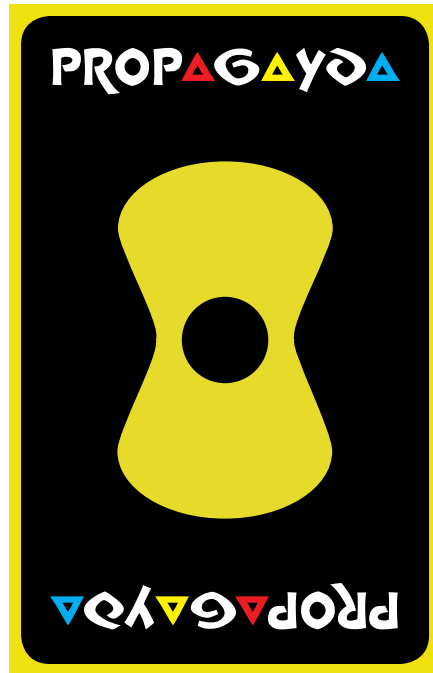
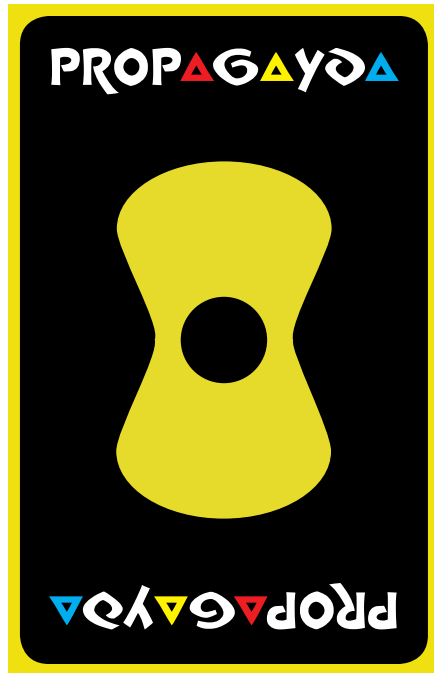
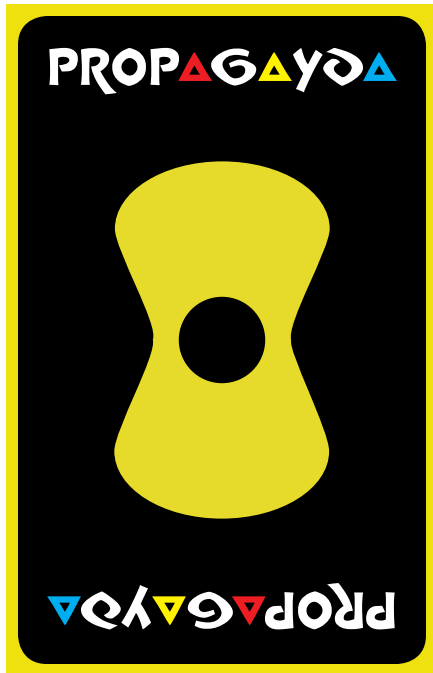
TRANSGENDER

*Your Gender is the opposite of your Sex.
Play only if you are male or female.*



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

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.

Gender

GENDER FLUID

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Gender

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Gender

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Gender

GENDER FLUID

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

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.

Modifier

CLAN ELDER



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Modifier

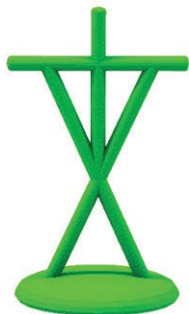
POLYAMORY



You may have more than one Companion.

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.

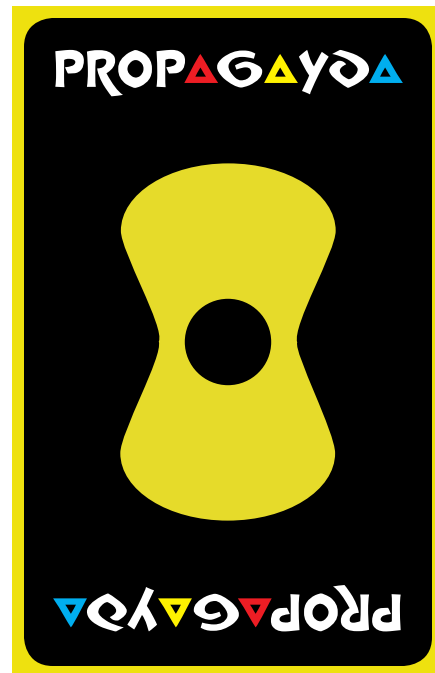
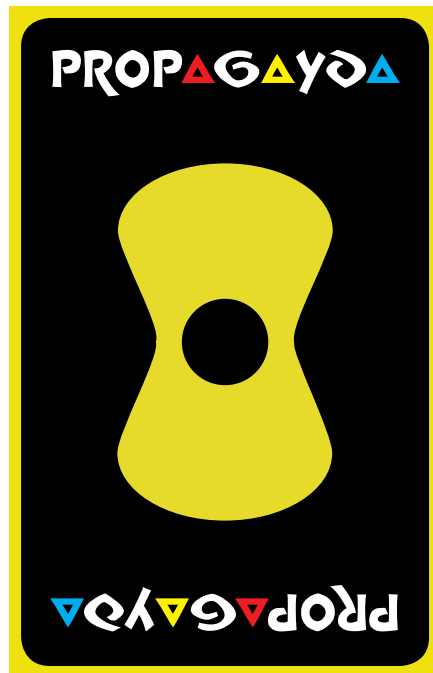
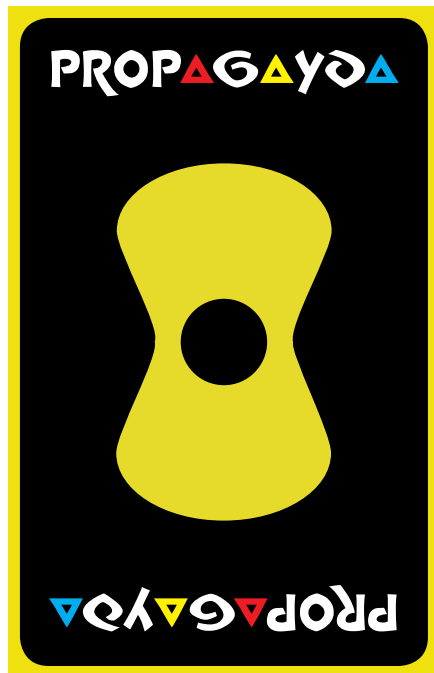
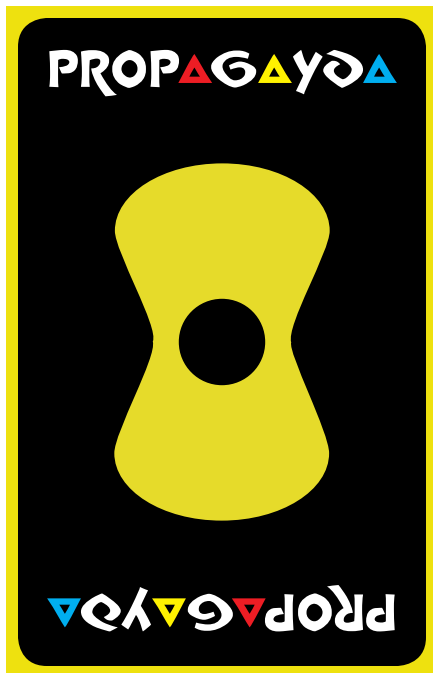
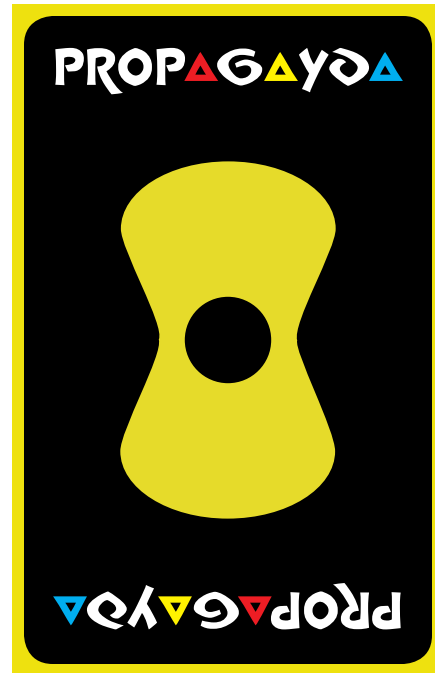
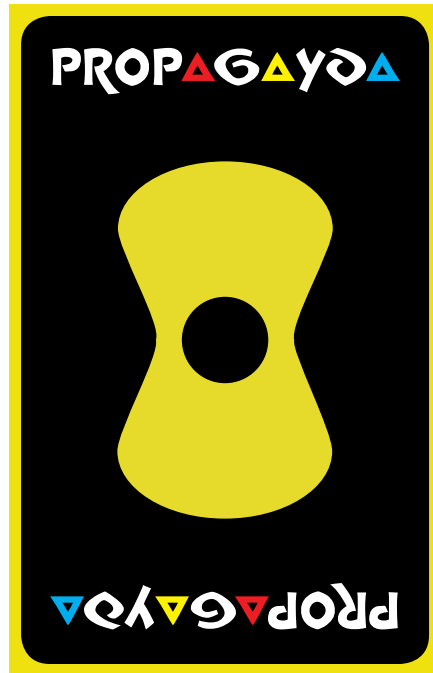
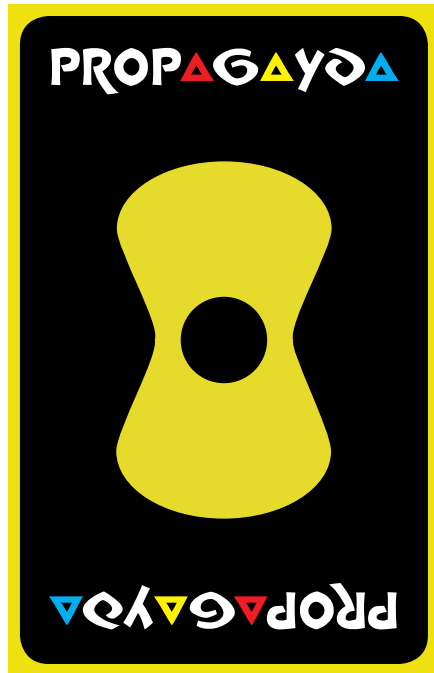
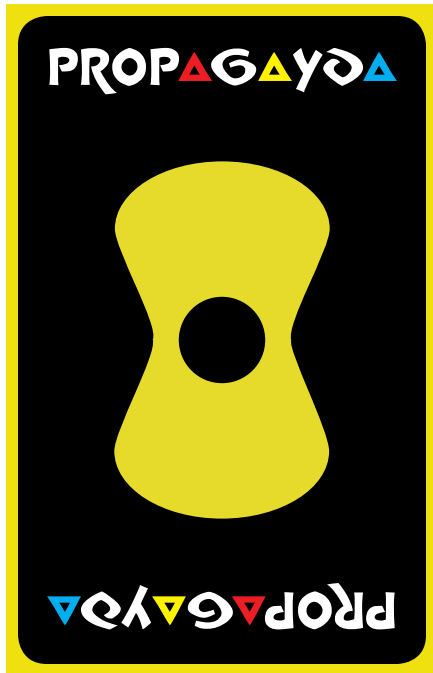
Totem

THE PURPLE PIXIE



Collect 3 similar Totem Cards to acquire a Spirit Totem.

Totem



THE RED WRASSE



*Collect 3 similar Totem Cards
to acquire a Spirit Totem.*

Totem

THE ORANGE OGRESS



*Collect 3 similar Totem Cards
to acquire a Spirit Totem.*

Totem

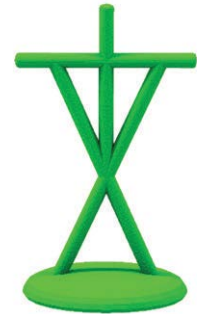
THE YELLOW YULAN



*Collect 3 similar Totem Cards
to acquire a Spirit Totem.*

Totem

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



*Collect 3 similar Totem Cards
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Totem

THE RED WRASSE



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to acquire a Spirit Totem.*

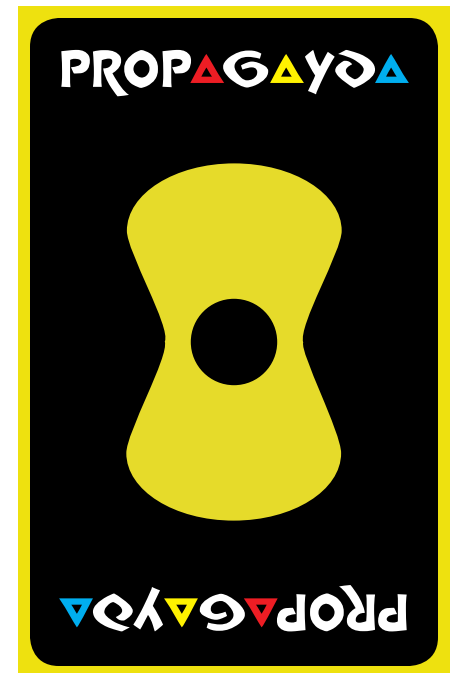
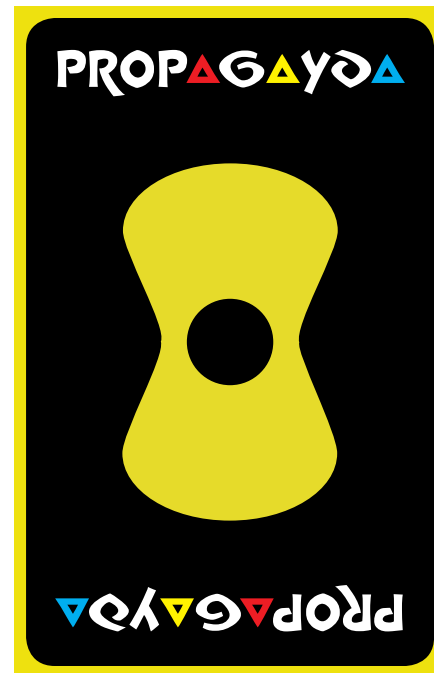
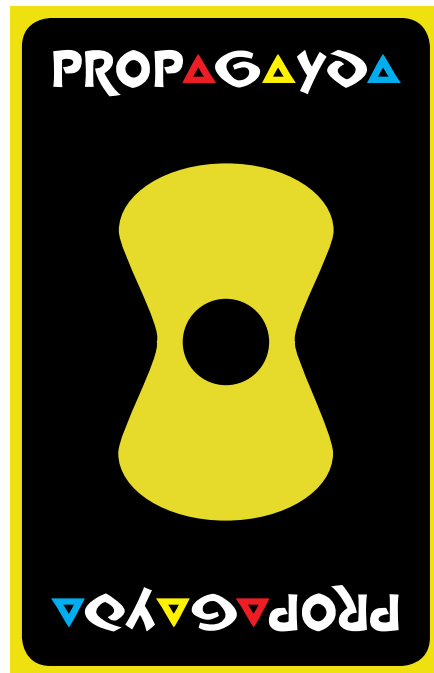
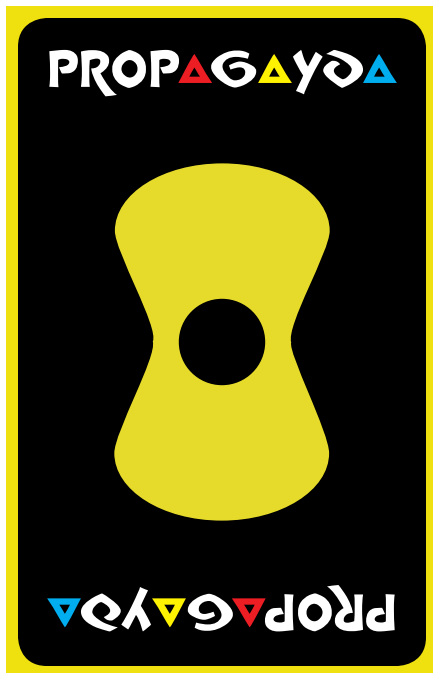
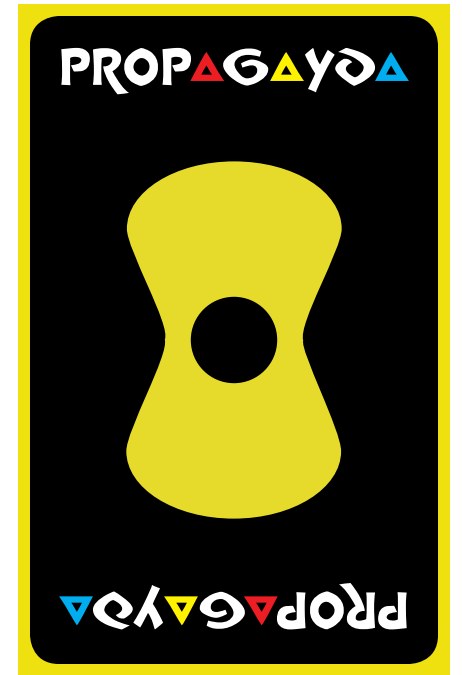
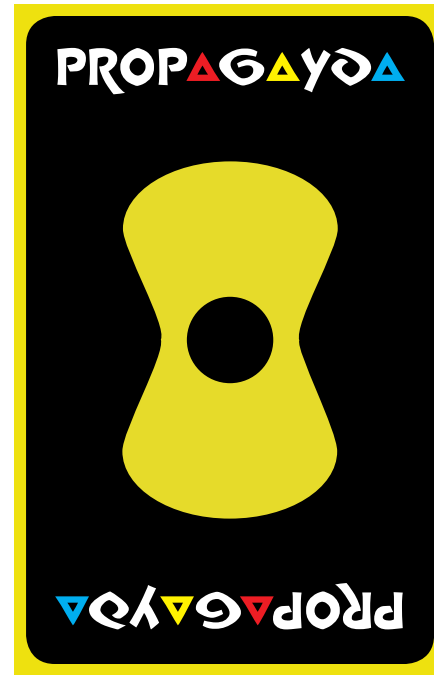
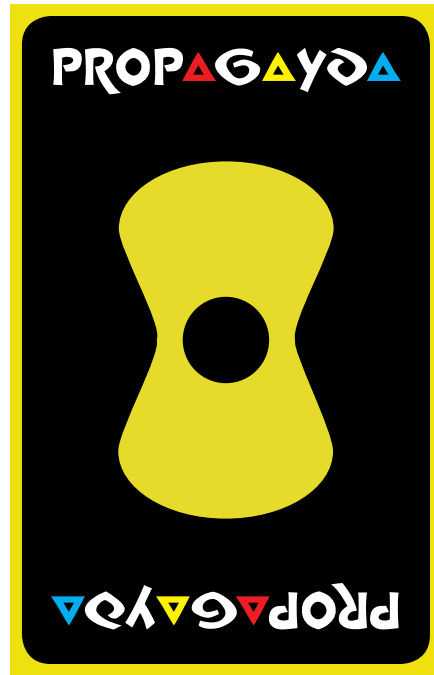
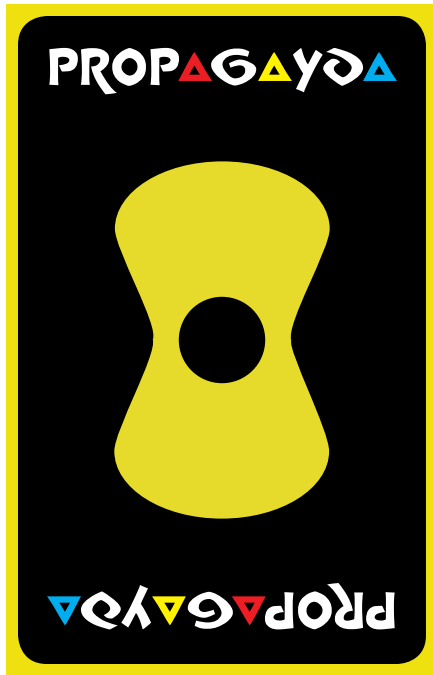
Totem

THE ORANGE OGRESS



*Collect 3 similar Totem Cards
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Totem



THE YELLOW YULAN



*Collect 3 similar Totem Cards
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Totem

