

COVEN OF SHADOWS



Shadowmeld

After any attack, hide or reveal Witches.

Hide. Remove a Witch from the map. Cycle a card of matching terrain. Place the Witch in front of you under either a face-down card from your deck or under an existing hiding card.

Reveal. Cycle a hiding card. Return each revealed Witch to a matching terrain.

Shadowself

If a Shadow Witch would be banished, instead flip the Witch. If she is already flipped, she is banished.

* Provides adjacency bonus from up to 2 Terrain away.

COVEN OF SHAPES



Shapechange

After any attack, cycle a card to flip one of your Witches in a matching terrain.

‡ +3 Strength to all of your Witches within 3 Terrain. Also, this is no longer a Witch. It can neither be banished nor count as a Witch for the purpose of checking for victory.

SHADOWS-WORLDS CAR-1



Coven of Shadows

Before the attack, sacrifice this card and cast any Hex in your deck.

SHADOWS-WORLDS CAR-2



Coven of Shadows

Before the attack, sacrifice this card and return a banished Witch to the map in a matching Terrain.

SHADOWS-WOOD-1



Coven of Shadows

After the attack, cycle a card in play and replace it with another card.

SHAPES-WORLDS CAR-1



Coven of Shapes

Before the attack, sacrifice this card and cast any Hex in your deck.

SHAPES-WORLDS CAR-2



Coven of Shapes

Before the attack, sacrifice this card and return a banished Witch to the map in a matching Terrain.

SHADOWS-WOOD-2



Coven of Shadows

After the attack, move the attacking Witch to any other Terrain that matches her current Terrain.

SHADOWS-WOOD-3



Coven of Shadows

Before the attack, the casting Witch may spend any number of remaining Speed points. She gains +1 Strength for each Speed point spent.

SHADOWS-WOOD-4



Coven of Shadows

Before the attack, flip one of your Witches.

SHAPES-WOOD-1



Coven of Shapes

Before the attack, swap the casting Witch with an adjacent Witch. The adjacent Witch replaces the casting Witch in the attack, whether they were attacker or defender.

SHAPES-WOOD-2



Coven of Shapes

After the attack, move the attacking Witch up to 5 Terrain.

SHADOWS-WATER-1



Coven of Shadows

After the attack, move the attacking Witch up to 2 Terrain. She may move through other Witches; if she does, move the other Witch to any other Terrain that matches her current Terrain.

SHADOWS-WATER-2



Coven of Shadows

Before the attack, the casting Witch adds her Speed to her Strength.

SHAPES-WATER-1



Coven of Shapes

Before the attack, the casting Witch gains +3 Strength.

SHAPES-WATER-2



Coven of Shapes

After the attack, when the attacking Witch moves adjacent to another Witch, you may move that Witch to an adjacent Terrain.

SHAPES-WATER-3



Coven of Shapes

Before the attack, each of your Witches gains +1 Strength.

SHAPES-WATER-4



Coven of Shapes

Before the attack, flip the attacking Witch.

SHADOWS-ROCK-1



Coven of Shadows

Before the attack, move up to 3 Witches to any other Terrain that matches their current Terrain.

SHADOWS-ROCK-2



Coven of Shadows

After the attack, swap any 2 Witches.

SHAPES-ROCK-1



Coven of Shapes

Before the attack, move any 3 Witches up to 5 Terrain towards the defender.

SHAPES-ROCK-2



Coven of Shapes

After the attack, move all adjacent Witches 1 Terrain.

4 SPD	4 STR	4 SPD	4 STR	4 SPD	4 STR	2 SPD	7 STR	4 SPD	6 STR	4 SPD	5 STR
4 SPD	4 STR	4 SPD	4 STR	4 SPD	4 STR	4 SPD	4 STR	5 SPD	4 STR	6 SPD	3 STR

1. Apply glue to back.
2. Fold along center line.



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3. Cut out squares.
4. Banish your opponent!

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7 STR	5 SPD	11 STR	1 SPD	Tree ‡	2 STR	2 SPD	2 STR	4 SPD	1 STR	5 SPD
Bear	Hulk							*		
2 STR	10 SPD	5 STR	7 SPD	6 STR	6 SPD	1 STR	4 SPD	2 STR	3 STR	3 SPD
Hawk	Wolf	Puma								

