




# HUNTER



## Ancestral knowledge


(Spend 1  to draw 1 Mystery card (resolve only 1  or 1 )).

## Consecration of the land





(Spend 2  to place the  above /.

This source is immune to any negative game effects).

## Daredevil

(Spend 2  to exchange any token on the Action space to the Adventure token of the matching color).

## Predator instinct

(Spend 3  to pick either  or , then draw a card from the Beast deck and resolve only sections of  and chosen Resource).




SHIELD

2 




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