

StoneFire

Clan Deck (54 Cards)

Gatherers (9) (Light Blue) *Yellow*

- Cook (5) – 0 attack – May return up to 1 hero to your hand after this battle.
- Healer (3) – 1 attack – May return up to 1 hero to your hand after this battle.
- Alchemist (1) – 2 attack – When played from your hand, you may return Alchemist to your village after the battle.

Savages (9) (Pink) *Blue*

- Warrior (5) – 1 attack – Destroy all Dino Tokens in this battle.
- Spearmen (3) – 1 attack – Destroy all Dino Tokens in this battle. Ranged Attack.
- Nomad (1) – 3 attack – Destroy all Dino Tokens in this battle.

Hunters (9) (Olive Green) *Green*

- Sling Man (5) – 1 attack – Ranged Attack
- Scout (3) – 1 attack – Ranged Attack. You may attack again this turn.
- Huntress (1) – 3 attack (or) 2 attack and Ranged.

Handlers (9) (Orange) *Red*

- Rider (5) – 1 attack (or) 2 attack if paired with a mount.
- Wolf Master (3) – 2 attack and +1 to all Dire Wolves for this battle.
- Whisperer – (1) 2 attack – You may add up to 2 “companions” from the discard for this battle.

Companions (14) (Brown) *Grey*

- Stag (4) – If played from the village you may play up to two cards of the same color.
- Dire Wolf (6) – 1 attack
- Sabre-toothed Cat (3) – 2 attack
- Woolly Mammoth (1) – 1 attack if played from hand. 3 attack if played from the village.

Chiefs (4)

- (blue/orange) – 3 attack - +1 to all tamed wilderness foes. May return up to one card to your hand after this battle.
- (pink/green) - 4 attack – Destroy all Dino Tokens in this battle. Ranged Attack.
- (green/blue) – 3 attack – Ranged Attack. You may attack again this turn. May return up to one card to your hand after this battle.
- (orange/pink) – 2 attack - +1 to all companions and destroy all Dino Tokens in this battle.

Wilderness Deck (36 Cards)

Tamable Foes

- Iguanodon (4) 4 attack/Power (6 to tame) 2vp if slain.
- Triceratops (3) 6 attack/power (8 to tame) 3vp if slain.

Foes

- Dilophosaurus (5) 3 power – Ranged. 2vp if slain.
- Compsognathus (3) 2 power – Add 2 DT per player. 2vp if slain.
- Velociraptor (3) 3 power – Draw another card and attach to this one (must fight together) 2vp if slain.
- Troodon (2) 2 power – Draw another card and attach to this one (must fight together) 1vp if slain.
- Carnotaurus (3) 5 power – Add 1 DT +1 DT per player. 3vp if slain.
- Pulmonoscorpis (3) 1 power – When defeated, ALL players must discard one card from hand.
- Andrewsarchus (3) 4 power – Add 3 DT. 3vp if slain.

Boss

- Allosaurus (1) 8 power – Add 3 DT +1 DT per player. 4vp if slain.

Boss Location

- The Clearing - Add Allosaurus and one card from the wilderness deck. Must fight together. May only be attacked if all other locations have been resolved. (Game ends when this location is resolved.)

Locations

- The Cave – Add 1 card from the wilderness deck + must have a companion. (+1 to the sum of future attacks when using a companion.)
- The Shore – Add 1 card from the wilderness deck +1 DT. (+1 to the sum of future attacks when attempting to tame.)
- The Thick – Add 2 cards from the wilderness deck. (May draw 1 extra card during the draw phase, then discard back down to hand size.)
- The Hills – Add 1 card from the wilderness deck + must have Ranged Attack. (+1 to the sum of future attacks when using green or blue cards.)
- The Canyon – Add 1 card from wilderness deck +2 DT (+1 to the sum of future attacks when using orange or pink cards.)