

Prime Dragon Form 1

20



DRAGON Ace 1/V

STR +30
COR 0
DEF +8
SPD 0
WIS 0
HP 0
CAP +10

Prime Dragon Form 1

Play to shape shift a dragon character into Prime Dragon form. Shifted dragons may not use weapons, armor or humanoid languages. A character may only play one form card at a time.
Flight Time: 4 hours per day.

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Prime Gargoyle 1

14



GARGOYLE Ace 1/V

STR +15
COR 0
DEF +10
SPD 0
WIS 0
HP 0
CAP +2

Prime Gargoyle 1

Play to shape shift a gargoyle character into Prime gargoyle form. A shifted gargoyle may not use armor. Only one form card may be in play at a time.
Flight Time: 4 hours per day.

GAR-004 ILLUSTRATION © 2001 SUSAN VAN CAMP

Prime Griffon

12



GRIFFON Ace 1/V

STR +14
COR 0
DEF +5
SPD +2
WIS 0
HP 0
CAP +5

Prime Griffon

Play to shape shift a griffon character into Prime Griffon. Shifted griffons may not use weapons, armor or humanoid languages. Griffons may fly. They find walking uncomfortable, and are limited to two legged walk rates. A Character may only play one form card at a time.

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Prime Pegasus Form 1

10



PEGASUS Ace 0/V

STR +10
COR +2
DEF +6
SPD +4
WIS 0
HP 0
CAP +12

Prime Pegasus Form 1

Independent card. Play to shape shift a pegasus character into Prime Pegasus form. A shifted Pegasus may not use weapons, armor, humanoid languages, or items which require hands to use. Only one form card may be in play at a time.
Flight Time: 4 hours per day.
Special: +2 Magic Spell Resistance

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Prime Phoenix Form

18



PHOENIX Ace 1/V (U)

STR +15
COR 0
DEF +4
SPD +1
WIS 0
HP 0
CAP +12

Prime Phoenix Form

Play with an Action to shape shift into Phoenix Form. In Phoenix forms you may only speak Drakentongue and you may only use items designed for phoenixes. A Phoenix in this form may fly. A Phoenix in this form has a fire shield which does 2d6+6 magic damage to anyone who uses a melee attack against the Phoenix. May Not Hide.
Taint DEF: -4 Magic Damage

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Prime Unicorn Form 1

12



UNICORN Ace 1/V

STR +12
COR +2
DEF +4
SPD +3
WIS 0
HP 0
CAP +20

Prime Unicorn Form 1

Play to shape shift a unicorn character into Prime Unicorn form. A shifted Unicorn may not use weapons, armor, humanoid languages, or items which require hands to use. Only one form card may be in play at a time.

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Prime Tiger Form 1

12



WERECAT Ace 1/V

STR +14
COR 0
DEF +6
SPD +3
WIS 0
HP 0
CAP +2

Prime Tiger Form 1

Play to shape shift a tiger character into Prime Tiger form. A shifted tiger may not use weapons, armor, humanoid languages, or items which require hands to use. Only one form card may be in play at a time.
Flight Time: 4 hours per day.

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Prime Werewolf 2

10



WEREWOLF Ace 1/V

STR +12
COR 0
DEF +4
SPD +3
WIS 0
HP 0
CAP +3

Prime Werewolf 2

Play to shape shift a werewolf character into Prime Werewolf form. A character may only play one form card at a time.
Special: +2 to Perception rolls.
Special: Nightvision when in this form.

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Prime Centaur Form

15



UNICORN Ace 1/V

STR +10
COR +2
DEF +4
SPD +2
WIS 0
HP 0
CAP +15

Prime Centaur Form

Play to shape shift a unicorn character into Prime Centaur form. Shifted centaurs may not wear armor except for helms and arm guards. They may not use any unicorn cards starting with "Horn of". A character may only play one form card at a time. Morovians may not use this form.

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