

WELLSPRING



There are no attacks this Encounter.

Instead, players place their hands face down in a common pile. Scramble them up & Draw Initiative.

On your Turn, draw a card from the pile.

The first player to draw a card with a listed Attack Value is healed for that amount. After all heals are used or after 3 Rounds, the Encounter ends.

3

4

5

6

HEALING CARDS BY ATTACK VALUES

Attack Value
20, 30

Attack Value
10, 20, 30

Attack Value
10, 10, 20, 20

Attack Value
5, 10, 10, 20, 30