



## LYCANTHROPE

*You gain the following abilities during the Night:*

Add 2 to your attack score during battle and psychic combat.

---

Whenever you land on a space with another character (except in the Inner Region), you must attack him instead of encountering the space.

---

Whenever you defeat another character in battle or psychic combat, in addition to claiming your normal reward, he must roll 1 die on the Werewolf's chart.



## LYCANTHROPE

*You gain the following abilities during the Night:*

Add 2 to your attack score during battle and psychic combat.

---

Whenever you land on a space with another character (except in the Inner Region), you must attack him instead of encountering the space.

---

Whenever you defeat another character in battle or psychic combat, in addition to claiming your normal reward, he must roll 1 die on the Werewolf's chart.





## LYCANTHROPE

*You gain the following abilities during the Night:*

Add 2 to your attack score during battle and psychic combat.

---

Whenever you land on a space with another character (except in the Inner Region), you must attack him instead of encountering the space.

---

Whenever you defeat another character in battle or psychic combat, in addition to claiming your normal reward, he must roll 1 die on the Werewolf's chart.



## LYCANTHROPE

*You gain the following abilities during the Night:*

Add 2 to your attack score during battle and psychic combat.

---

Whenever you land on a space with another character (except in the Inner Region), you must attack him instead of encountering the space.

---

Whenever you defeat another character in battle or psychic combat, in addition to claiming your normal reward, he must roll 1 die on the Werewolf's chart.



## LYCANTHROPE

*You gain the following abilities during the Night:*

Add 2 to your attack score during battle and psychic combat.

---

Whenever you land on a space with another character (except in the Inner Region), you must attack him instead of encountering the space.

---

Whenever you defeat another character in battle or psychic combat, in addition to claiming your normal reward, he must roll 1 die on the Werewolf's chart.



## LYCANTHROPE

*You gain the following abilities during the Night:*

Add 2 to your attack score during battle and psychic combat.

---

Whenever you land on a space with another character (except in the Inner Region), you must attack him instead of encountering the space.

---

Whenever you defeat another character in battle or psychic combat, in addition to claiming your normal reward, he must roll 1 die on the Werewolf's chart.