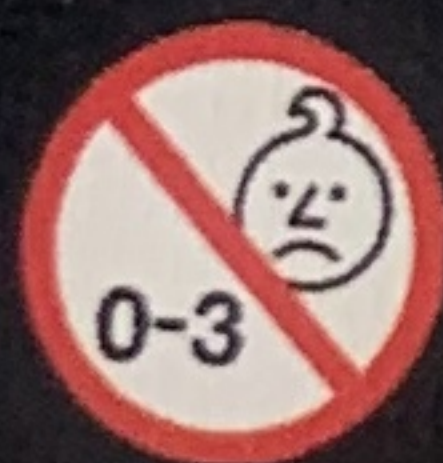


- Discover monsters hiding in your clan
- Leverage legendary creatures' powers
- Chase away the monsters, securing your freedom and mess up your opponents' plans

An easy to learn card game for chieftains with great memory who dare to take strategic risks

"Your clan is in danger. There are monsters hiding in the lake. They come out at night to torment you people. At the same time, rival clans are trying to gain more ground. You have to step up as the chieftain and free your clans from these dangers by chasing the monsters into the Highlands or rival clans."



**Warning!** This game contains small pieces and is not suitable for children under 3 years of age.



Key  
Card  
Games

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Contents:  
52 cards  
4 Victory Tokens  
8 Baby Monster Tokens  
8 Seer Stone Tokens  
50 Scorecards  
1 Rulebook



Made in Poland

