

MAN'S RED FLOWER

+1

DEMO ONLY.

Skirmish: Add 2 → each minion skirmishing bearer is strength -1 (limit once).

To Complete Quest: If bearer is alive at site 6 when the regroup phase begins → you win the game.

By Red Flower Bagheera meant fire, only no creature in the jungle will call fire by its proper name.

by Chirag Nayak

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•MOWGLI
LITTLE FROG



COMPANION • HUMAN

3

2

7

Hero [Man's Red Flower].

Quest-bound.

"Then, by the Bull that bought me, I will pay Shere Khan full tale for this, and it may be a little over."

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1 DJB 7

4

•BALOO
JUNGLE TEACHER



COMPANION • ANIMAL

6

4

6

To Play: Spot [Mowgli].

Defender +1. (The Protagonist may assign 1 additional minion to skirmish this companion.) **Thumbless.**

Then from the ruined wall nearest the jungle rose up the rumbling war-shout of Baloo.

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1 DJB 3

WOLF DEN

Demo Only.

When the game begins, each player places up to 3 cards from their hand on the bottom of their book → draw the same number of cards.

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BALOO'S CLASSROOM

Demo Only.

While you can spot [Baloo] → each other companion is strength +1.

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DARK HEART OF THE JUNGLE

Demo Only.

Sanctuary 3. (When your campaign phase begins → heal up to 3 wounds from your party.)

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THE COLD LAIRS

Demo Only.

Adversary: Fetch a bandar-log minion from your scrap pile (limit once).

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VILLAGE OF MAN

Demo Only.

Regroup: Shuffle your scrap pile into your book (limit once per game per player).

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THE COUNCIL ROCK

Demo Only.

Adversary: Play [Shere Khan] from your hand (or scrap pile) → he is risk cost -1.

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3

BAGHEERA

MOWGLI'S ADVOCATE

COMPANION • ANIMAL

6

3

5

To Play: Spot [Mowgli].

Damage +1. (When this character wins a skirmish → the losing character(s) receives +1 wounds.) **Thumbless.**

A crash and a splash told Mowgli that Bagheera had fought his way to the tank where the monkeys could not follow. The Panther lay gasping for breath, his head just out of the water, while the monkeys stood three deep on the red steps, dancing up and down with rage, ready to spring upon him from all sides if he came out to help Baloo.

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1 DJB 2

3

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1 DJB 2

0

HUNTING FOR PLEASURE

EVENT

Skirmish: Make a minion strength +2.

And the answer is, "Hunt then for food, but not for pleasure."

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1 DJB 8

0

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1 DJB 8

4

•KAA

PRISON BREAKER

COMPANION • ANIMAL

8

4

4

To Play: Exert [Bagheera] (or [Baloo]).
Thumbless.
 When the regroup phase begins → banish Kaa and choose an Antagonist. That Antagonist must scrap one of their minions.
"Stand back, Manling; and hide you, O Poison People. I break down the wall."

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I DJB 5

4

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COMPANION • ANIMAL

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I DJB 5

5

•SHERE KHAN

MINION • ANIMAL

8

3

5

Damage +1. (When this character wins a skirmish → the losing character(s) receives +1 wounds.) **Thumbless.**
[T]he voice of Shere Khan crying: "The cub is mine. Give him to me. What have the Free People to do with a man's cub?"

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I DJB 12

5

•SHERE KHAN

MINION • ANIMAL

8

3

5

Damage +1. (When this character wins a skirmish → the losing character(s) receives +1 wounds.) **Thumbless.**
[T]he voice of Shere Khan crying: "The cub is mine. Give him to me. What have the Free People to do with a man's cub?"

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I DJB 12

1

HUNTING FOR FOOD

CONDITION — SUPPORT AREA

(Plays to your Support Area.)

Skirmish: Scrap this condition → make a companion strength +2. You may exert that companion to make them

Damage +1. (When this character wins a skirmish → the losing character(s) receives +1 wounds.)

It means, translated, "Give me leave to hunt here because I am hungry."

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1 DJB 4

1

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1 DJB 4

1

MASTER WORDS OF THE JUNGLE

EVENT

Skirmish: Make a companion strength +1 for each companion you spot (limit +5).

"I am now teaching him the Master Words of the Jungle that shall protect him with the birds and the Snake People, and all that hunt on four feet, except his own pack. He can now claim protection, if he will only remember the words, from all in the jungle."

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1 DJB 6

1

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1 DJB 6

1

JUNGLE ANARCHIST

MINION • ANIMAL

5

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4

Bandar-log.

While you can spot 3 or more bandar-log → this minion is strength +2.

"[T]he Monkey-Folk who live in the trees. They have no law. They are outcasts. They have no speech of their own, but use the stolen words which they overhear when they listen, and peep, and wait up above in the branches. Their way is not our way. They are without leaders."

art by Elena Terzi

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1 DJB 9

1

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MINION • ANIMAL

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1 DJB 9

3

JUNGLE TROOP

MINION • ANIMAL

7

2

4

Bandar-log.

What Baloo had said about the monkeys was perfectly true. They belonged to the tree-tops, and as beasts very seldom look up, there was no occasion for the monkeys and the Jungle-People to cross each other's path. They were always just going to have a leader, and laws and customs of their own, but they never did, because their memories would not hold over from day to day, and so they compromised things by making up a saying, "What the Bandar-log think now the jungle will think later," and that comforted them a great deal.

art by Elena Terzi

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1 DJB 10

3

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ROAD SONG OF THE BANDAR-LOG

EVENT

When you play this event → it is risk cost -1 for each bandar-log you can spot.

Skirmish: Make a bandar-log strength +3.

*Here we go in a flung festoon,
Half-way up to the jealous moon!
Don't you envy our pranceful bands?
Don't you wish you had extra hands?*

art by Elena Terzi

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1 DJB 11

1

HUNTING FOR FOOD

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