

Bran Stark

A character card for Bran Stark. On the left is a portrait of Bran Stark with wings. To the right is a 6x6 grid of numbers 1 through 11. The top row contains numbers 1-5, the middle two rows contain numbers 6-11, and the bottom row contains a red dot in the rightmost cell. A bow icon is visible in the bottom right corner of the card's frame.

Hodor

A character card for Hodor. On the left is a portrait of Hodor. To the right is a 6x6 grid of numbers 1 through 12. The top row contains numbers 1-5, the middle two rows contain numbers 6-11, and the bottom row contains the number 12 and a red dot in the rightmost cell. A sword icon is visible in the bottom right corner of the card's frame.

A character card for Bran Stark. On the left is a portrait of Bran Stark. To the right of the portrait are two circular icons: a red one with the number '1' labeled 'Attack' and a blue one with the number '4' labeled 'Defend'.

**ENIGMATIC**  
**Bran Stark**  
**WARGING**  
 Play anytime on your turn. Choose and opponent to reveal their hand to you. Select a card. You may now use that card to attack from that character's position, or use it's effects to benefit Bran.

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**Attack**  
6

**Bran Stark**

**SKINCHANGE SUMMER**

Play when Bran is attacking.  
This card can be used to attack any character.



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6

**Bran Stark**

**SKINCHANGE SUMMER**

Play when Bran is attacking.  
This card can be used to attack any character.

**INITIATIVE**



**Bran Stark**

**THREE EYED RAVEN**

Play anytime on your turn.  
Take the three cards from the top of your deck. Discard one, add one to your hand, and play one immediately without being charged an action.

**INITIATIVE**



**Bran Stark**

**THREE EYED RAVEN**

Play anytime on your turn.  
Take the three cards from the top of your deck. Discard one, add one to your hand, and play one immediately without being charged an action.

**INITIATIVE**



**Bran Stark**

**YOU WILL FLY**

Play anytime on your turn.  
Move Bran to any open space on the board. Discard a Bran card from your hand. Draw a card for each attack value.

**3**  
Defend



**Hodor**

**HOLD THE DOOR!**

Play when defending.  
This card can be played when Bran is attacked. Before calculating damage, switch places on the board between the two characters. Hodor is now the designated target.

**3**  
Defend



**Hodor**

**HOLD THE DOOR!**

Play when defending.  
This card can be played when Bran is attacked. Before calculating damage, switch places on the board between the two characters. Hodor is now the designated target.

**Attack**  
3\*

**3\***  
Defend

**FIELD**



**Hodor**

**WARG INTO HODOR**

Play in combat.  
If Bran is alive, you may play an additional Bran basic combat card and add the attack and defense values to this card.  
Field: Until Bran moves, attacks, defends or takes damage, Hodor may use Bran basic combat cards with an +1/1 bonus.

**Attack**  
3\*

**3\***  
Defend

**FIELD**



**Hodor**

**WARG INTO HODOR**

Play in combat.  
If Bran is alive, you may play an additional Bran basic combat card and add the attack and defense values to this card.  
Field: Until Bran moves, attacks, defends or takes damage, Hodor may use Bran basic combat cards with an +1/1 bonus.





