

## Deverenian

✓	Name	Lev	Rarity	Class	Sub-class	ATK	AC	S	W	RS	Alig	Text	
<input type="checkbox"/>	Duchess Brymin	5	Deck	Fighter		7/2	15	5	3			Good	Deverenian Warlord • Unique. May start the game with fighters from other factions. Fighters joining this army suffer no loyalty penalty. React: Once per turn, after Brymin kills a character with a melee strike, draw a card.
<input type="checkbox"/>	Alhana Genecourt	3	Rare	Cleric	Seer	+0	12	+4	1			Evil	Deverenian • Seer. After Alhana enters play, reveal the top card of your deck. If it is a character you may immediately put him or her into play as long as you can follow all normal rules for bringing that character into play. Otherwise it is shuffled back into your deck.
<input type="checkbox"/>	Baroness Lucana	3	Rare	Fighter	Ranger	+1	13	+2	2	+0		Evil	Deverenian • Ranger. Order of the Fourth Wind. Spend Order: Perform a +0 ranged strike that inflicts an additional wound.
<input type="checkbox"/>	Uriens the Defiant	3	Uncommon	Wizard		+3	12	+7	2			Evil	Deverenian • War Mage. Uriens can equip one fighter item.
<input type="checkbox"/>	Rhydin	2	Uncommon	Wizard	Illusionist	2	11	4	1			Evil	Deverenian • Illusionist. Rhydin had +4 AC while he is adjacent to one or more fighters.
<input type="checkbox"/>	Sir Delevere	2	Common	Fighter		+2	13	+1	1			Evil	Deverenian • Rellion. Whenever Delevere moves into your 1st Rank, you may rearrange the position of all your 1st rank characters.
<input type="checkbox"/>	Cador	1	Common	Wizard		+1	10	+4	1			Evil	Deverenian • Myrdeth. Spend Order: Discard a card from your hand to perform a +4 ranged strike.

## Dwarf

✓	Name	Lev	Rarity	Class	Sub-class	ATK	AC	S	W	RS	Alig	Text	
<input type="checkbox"/>	Rac Ironbone	5	Rare	Fighter	Warlord	+9/+6	15	+7	4			Good	Dwarf • Warlord • Unique. Lord of Rockhome. Order: Until the end of the turn, Rac gains +4 ATK and his melee strikes inflict an additional wound. Rac suffers one wound. This ability can be used once per turn.
<input type="checkbox"/>	Saul Tombcarver	4	Rare	Rogue	Scout	+4/+0	16	+4	2			Good	Dwarf • After Saul enters play, you may kill a character in your army to give Saul +1 hp permanently.
<input type="checkbox"/>	Basalt Gargoyle	3	Uncommon	Fighter	Gargoyle	+6	15	+3	3			Good	Dwarf • Gargoyle • You must have a cleric in your army to bring Basalt Gargoyle into play. If Basalt Gargoyle has one or more wounds, it does not become ready during the ready phase.
<input type="checkbox"/>	Heart	3	Uncommon	Cleric	Seer	+1	14	+5	1			Good	Dwarf • Seer. React: After players roll initiative, kill Heart to add +10 to your roll.
<input type="checkbox"/>	Sky	3	Uncommon	Cleric		+0	11	+0	1			Good	Dwarf • Priest of Kor. Spend React: Perform before a Dwarf in your army makes a melee strike roll. If the strike hits, the Dwarf inflicts an additional wound.
<input type="checkbox"/>	Stalwart	3	Uncommon	Fighter	Barbarian	+3	15	+2	2			Good	Dwarf • Barbarian. If something causes Stalwart to become stunned, he is spent instead.
<input type="checkbox"/>	Avalanche	2	Common	Fighter		+1	14	+1	1			Evil	Dwarf • Blackstone Raider. Whenever Avalanche is targeting a monster with a melee strike, add +5 to the die roll.

## Elf

✓	Name	Lev	Rarity	Class	Sub-class	ATK	AC	S	W	RS	Alig	Text	
<input type="checkbox"/>	Behlial	5	Deck	Cleric	Warlord, Seer	+4/+0	14	+10	3			Evil	Elf Warlord • Unique • Seer. May start the game with clerics from other factions. Clerics joining your army suffer no loyalty penalty. Order: Once per turn, look at the top five cards of your deck. You may return them to the top of the deck in the same order, or shuffle them into the deck. Draw a card.
<input type="checkbox"/>	Daedalia	3	Rare	Rogue	Bard	+1	12	+1	1			Evil	Elf • Bard. After Daedalia enters play, draw a card.
<input type="checkbox"/>	Sedwin Elfhunter	3	Rare	Wizard		+0	11	+3	1			Evil	Elf • House Syneri. Whenever Sedwin kills a good character with a melee strike or action, he gains +1 skill permanently. Whenever Sedwin kills an Elf with a melee strike or action, he gains +1 level and +1 skill permanently. Sedwin's level cannot exceed 5 using this ability.
<input type="checkbox"/>	Magheline	2	Uncommon	Cleric	Druid	+0	11	+3	1				Order: Once per turn, target a stunned character. The target becomes spent.
<input type="checkbox"/>	Wythien	2	Uncommon	Fighter	Ranger	+1	12	+1	1	+2		Evil	Elf • Ranger. Spend Order: Perform a +2 ranged strike. Spend Order: When Wythien is in a 1st rank, move him into a player's 1st rank. Wythien can spend as an order to move forward or backward one rank while in an opposing rank. He can target and be targeted with melee strikes by characters 0 and 1 rank away.
<input type="checkbox"/>	Kether	1	Common	Rogue	Scout	+5	11	+0	1			Good	Elf • Scout • Rowan. Kether may not target ready characters with melee strikes.
<input type="checkbox"/>	Nemeseth	1	Common	Wizard		+0	8	+1	1			Evil	Elf • Tomb Guardian. If your Warlord is an Elf, Nemeseth may enter play in any rank of your army when you are putting him into play from your hand.

## Free Kingdoms

✓	Name	Lev	Rarity	Class	Sub-class	ATK	AC	S	W	RS	Alig	Text	
<input type="checkbox"/>	Anton Cyldragen	5	Deck	Wizard	Warlord	+4	12	+9	3			Good	Free Kingdoms • Warlord • Unique. May start the game with wizards from other factions. Wizards joining your army suffer no loyalty penalty. Spend React: Perform before equipping a wizard in your army with an item. The wizard is +2 levels for equipping this item.
<input type="checkbox"/>	Vorgurn	4	Rare	Cleric	Druid	+2	14	+7	2			Evil	Free Kingdoms • Druid. Spend Order: Target a rank in your army. Until the end of the turn, all of your characters gain +4 AC while in that rank.
<input type="checkbox"/>	Fauve Mightyheart	3	Rare	Rogue	Bard	+1	14	+5	1			Good	Free Kingdoms • Bard. Spend Order: Target a player, who must select one of his or her ready characters. The selected character becomes spent.
<input type="checkbox"/>	Jack Casey	3	Uncommon	Fighter	Ranger	+4/+0	13	+4	2			Good	Free Kingdoms • Ranger. Spend Order: Target and move a character in this rank forward or backward one rank.
<input type="checkbox"/>	Azamereth Flamekeeper	2	Uncommon	Wizard		+5	10	+0	1			Good	Free Kingdoms • Narawat. Spend React: Before a melee strike roll targeting Azamereth, Azamereth performs a melee strike targeting the attacker.
<input type="checkbox"/>	Jemman	2	Common	Fighter		+3	11	+3	1			Good	Free Kingdoms • Baraxton Refugee. React: After Jemman hits a character with a melee strike, randomly select an item equipped by the target. The item is discarded.
<input type="checkbox"/>	Rora Blackmane	1	Common	Rogue	Scout	+1	10	+2	1			Good	Free Kingdoms • Scout. Bandit Queen. Spend React: After Rora enters play, she may perform a melee strike with a -2 penalty to the strike roll.

## Mercenary

✓	Name	Lev	Rarity	Class	Sub-class	ATK	AC	S	W	RS	Alig	Text	
<input type="checkbox"/>	Blackwind	6	Rare	Wizard	Dragon	+9/+9	18	+12	4			Evil	Mercenary • Unique • Dragon. May not equip items. Order: Once per turn, move forward or backward one rank. Spend Order: Target an adjacent rank. All Characters in the target rank must succeed with a magic save (DC 14) or suffer on wound.
<input type="checkbox"/>	Black Tom of Corinth	5	Deck	Rogue	Assassin	+6/+1	16	+8	3			Evil	Mercenary Warlord • Unique • Assassin • May start the game with rogues from other armies. Rogues joining this army have no loyalty penalty. Spend React: After a character misses a character with a melee strike, the attacking character suffers one wound.
<input type="checkbox"/>	Senek the Poisoner	4	Rare	Rogue	Assassin	+6	15	+5	1			Evil	Mercenary • Assassin. Whenever Senek hits a character with a melee strike, the character must succeed with a poison save (DC 11) or be killed.
<input type="checkbox"/>	Belsamoreth	3	Uncommon	Fighter	Monster	+3	12	+2	2			Good	Mercenary • Monster • Forest Troll. Order: Once per turn, remove a wound from Belsamoreth.
<input type="checkbox"/>	Invisible Servant	3	Uncommon	Fighter	Monster	+0	10	+3	2				Mercenary • Monster. Invisible Servant gains +8 ATK, +8 AC, and +1 hit point while adjacent to a wizard of 3rd level or higher.
<input type="checkbox"/>	SS-saurth	2	Common	Fighter	Barbarian, Mons	+1	13	+1	1			Evil	Mercenary • Barbarian • Monster. SS-saurth may not equip Armor. Order: Once per turn, perform a melee strike with an ATK of +3. Weapons equipped by SS-saurth are considered blank for this strike.
<input type="checkbox"/>	Tyren Ruskin	2	Common	Cleric		+0	9	+0	2			Good	Mercenary • Priest of Neus • Andover. Spend React: After a character in this rank suffers wounds, reduce the wounds by one. Tyren suffers one wound.
<input type="checkbox"/>	Tek and Ket	1	Common	Fighter		+1	10	+1	1			Good	Mercenary • Tek and Ket are considered 2 characters for determining illegal ranks.

## Nothrog

✓	Name	Lev	Rarity	Class	Sub-class	ATK	AC	S	W	RS	Alig	Text	
<input type="checkbox"/>	Taoth	5		Wizard	Shaman	+4	13	+9	3			Evil	Nothrog Warlord : Shaman : Unique :
<input type="checkbox"/>	Hechun	3	Uncommon	Wizard	Summoner	+2	12	+6	1			Evil	Nothrog • Summoner • Krun's Legion. Hechun may equip items as if he were a level 1 fighter.
<input type="checkbox"/>	Maakh	3		Fighter	Ranger	+5	12	+2	2	+5		Good	Nothrog • Ranger. Spend Order: Perform a +5 ranged strike.
<input type="checkbox"/>	Orazhuk	3	Rare	Cleric	Druid	+3	11	+4	1			Evil	Nothrog • Druid. Spend Order: Move forward or backward two ranks. Spend order: Target and move a character in your army forward or backward one rack.
<input type="checkbox"/>	Ballista Crew	2	Common	Classless		-	13	+1	1	+3		Evil	Nothrog • May not attack. Spend Order: Perform a +3 ranged strike that ignores any AC bonus from Armor, Shield or Helm items. This ranged strike inflicts two wounds. Stun the Ballista crew.
<input type="checkbox"/>	Timmuk	1	Common	Fighter		+0	9	+1	1			Evil	Nothrog • Timmuk inflicts an additional wound whenever he hits with a melee strike.
<input type="checkbox"/>	Urg	1	Common	Fighter	Bodyguard	+1	11	+1	1			Evil	Nothrog • Bodyguard. React: Once per turn, after an adjacent character is targeted with a strike or ranged strike, make Urg the target instead.