

Classless										
✓	Name	Lev	Rarity	Sub-class	ATK	AC	S	W	RS	Text
<input type="checkbox"/>	Bracers of Ogre Power	7	Rare							This character inflicts an additional wound whenever he or she hits with a melee strike.
<input type="checkbox"/>	Vorpal Blade	7	Rare		+4					Weapon • Fighter and rogue only. React: after this character rolls a natural '20' on a melee roll, kill the target of the strike.
<input type="checkbox"/>	Dwarven Warhammer	6	Uncommon	Weapon						Weapon • Fighter and Cleric only. The Warhammer gives an additional +1 ATK while equipped by a Dwarf.
<input type="checkbox"/>	Heavy Crossbow	5	Common							Bow • Fighter and rogue only. Spend Order: Perform a +4 ranged strike. Spend Order: Perform a +2 ranged strike.
<input type="checkbox"/>	Flail	4	Common		+2					Weapon • Fighter, rogue or cleric only. Melee strikes performed by this character ignore any AC bonus from Shields or Weapons.
<input type="checkbox"/>	Horn of Fog	3	Common			+5				Spend Order: Until the end of turn, all characters have +5 AC versus ranged strikes.
<input type="checkbox"/>	Breastplate	2	Common	Armor		+2	-2			Armor • Fighter and Cleric only.
Cleric										
✓	Name	Lev	Rarity	Sub-class	ATK	AC	S	W	RS	Text
<input type="checkbox"/>	Tome of Divine Wisdom	9	Deck		+2	+2	+2	+1		While the Tome is equipped, this character has +1 lvl, +1 HP, and +2 skill.
<input type="checkbox"/>	Blessed Vestments	5	Uncommon			+1		+1		Armor. +1 hit point.
<input type="checkbox"/>	Valorous Shield	4	Uncommon			+2				Shield • Only good characters. This character may not perform multiple melee strikes. React: Spend the Valorous Shield before an evil character targets this character with a melee strike roll. The die roll is automatically a '1'.
<input type="checkbox"/>	Blue Willow Staff	3	Common		+2					Weapon. React: Before a character in your army makes a magic save or poison save, spend the Blue Willow Staff to add +10 to the die roll.
<input type="checkbox"/>	Holy Symbol	3	Common			+1				Order: This cleric is +1 level until the end of the turn. Discard the Holy Symbol.
Fighter										
✓	Name	Lev	Rarity	Sub-class	ATK	AC	S	W	RS	Text
<input type="checkbox"/>	Thunderhammer	10	Rare	Weapon	+6					Weapon This character inflicts an additional wound whenever he or she hits with a melee strike. Order: Spend the Thunderhammer to perform a +6 ranged strike.
<input type="checkbox"/>	Tome of Champions	9	Deck		+2	+2	+2	+1		While the Tome is equipped, this character has +1 level, +1 hit point, and +2 skill.
<input type="checkbox"/>	Dragonscale Shield	7	Rare							May not use multiple strikes. Order: spend shield to have it attack as a level 1 warrior with AC 10, ATK +1, and 1 HP.
<input type="checkbox"/>	Havat-Iahn Stance	5	Uncommon							This character gains an additional melee strike with ATK of +1 (items and actions modify this strike normally).
<input type="checkbox"/>	Scale Mail	5	Uncommon	Armor						Scale Mail gives an additional +2 AC versus ranged strikes.
<input type="checkbox"/>	Shield of the Ancient Kings	5	Rare		-1	+3				Shield. This fighter may not perform more than one melee strike per turn.
<input type="checkbox"/>	Hand Axe	3	Common		+2					Weapon • Wounds inflicted from melee strikes by this character may not be reduced or negated.
Rogue										
✓	Name	Lev	Rarity	Sub-class	ATK	AC	S	W	RS	Text
<input type="checkbox"/>	Nightmist Cloak	10	Rare		+2	+3	+4			+4 Stealth skill. This rogue gains +5 Atk and inflicts an additional wound whil performing a melee strike against a spent character.
<input type="checkbox"/>	Tome of Shadows	9	Deck		+2	+2	+2	+1		While the Tome is equipped, this character has +1 level, +1 hit point, and +2 skill.
<input type="checkbox"/>	BreastPlate of Power	7	Rare	Armor	+2	+3				Armor • Other characters gain +2 ATK and +2 AC while in the same rank as this character.
<input type="checkbox"/>	Portable Hole	7	Rare							Order: Spend the Portable Hole to move this rogue to any rank in your army, as long as the move will not create an illegal rank. Order: Once per turn, discard an item equipped by this rogue to draw a card.
<input type="checkbox"/>	Invisibility Potion	4	Uncommon			+6				Discard the Invisibility Potion at the end of the turn or the next time this character performs a strike or action, whichever comes first.
<input type="checkbox"/>	Keziah's Ioris daggers	4	Rare		+1					Weapon : Order: Until the end of the turn, this rogue suffers a -3 ATK, then gains an additional melee strike equal to his or her highest ATK. This order can be performed once per turn.
<input type="checkbox"/>	Misearan Poison	4	Uncommon	Assassin						Assassin only. Order: Discard Misearan Poison to target a character in this rank. The next melee strike performed by the target this turn inflicts an additional wound if it hits.

Wizard										
<input checked="" type="checkbox"/>	Name	Lev	Rarity	Sub-class	ATK	AC	S	W	RS	Text
<input type="checkbox"/>	Tome of the Archmage	9	Deck		+2	+2	+2	+1		While the Tome is equipped, this character has +1 level, +1 hit point, and +2 skill.
<input type="checkbox"/>	Doombringer	8	Rare							Order: Spend Doombringer to target one or two characters that are up to two ranks away and are adjacent to each other. Select the order of attack, then perform a +2 ranged strike against each target.
<input type="checkbox"/>	Amulet of Force	7	Rare							Order:Spend the Amulet to perform a +3 ranged Strike. Order:Discard the Amulet to perform a +5 ranged strike.
<input type="checkbox"/>	Robe of Eyes	4	Uncommon							Order: Spend the Robe of Eyes and discard a card to draw a card.
<input type="checkbox"/>	Rod of Resistance	4	Uncommon							+1 hit point
<input type="checkbox"/>	Black Journal	3	Common							Only evil characters. This character is a Necromancer while the Black Journal is equipped.