

Classless

✓	Name	Lev	Rarity	Sub-class	ATK	AC	S	W	RS	Text
<input type="checkbox"/>	Barbed Lash	1	Common							React: Play before you bring a character into play. If your Warlord is Evil, the character does not suffer a loyalty penalty.
<input type="checkbox"/>	Leveled!	1	Common		3	3			1	React: Play after a character in your army kills another player's character of equal or higher level with a melee strike, ranged strike, or action. Attach this card to your character. As long as this card is attached, the character is +1 level and gains the following bonuses: +3 ATK, +3 AC, +1 hit point, and +2 skill.
<input type="checkbox"/>	Meet at the Inn!	1	Common							Order: All players may draw a card. You may draw an additional card (2 total).
<input type="checkbox"/>	Reserves	1	Common							React: Play after a character in your army is killed, creating an illegal rank. Put a character from your hand into play in the rank in front of the illegal rank. If the character's level is greater than the rank, the character is stunned.

Cleric

✓	Name	Lev	Rarity	Sub-class	ATK	AC	S	W	RS	Text
<input type="checkbox"/>	Cure Lethal Wounds	5	Rare							Spend Order: This cleric targets a character and removes all wounds from that character • Spend React: Play after a character suffers wounds. This cleric reduces the number of wounds to zero.
<input type="checkbox"/>	Grey Elf's Gratitude	5	Rare							Spend Order: This cleric targets a character in your discard pile. Put the character into your hand
<input type="checkbox"/>	Summon Avatar	5	Rare		10	20				Spend Order: Put this card in your 1st rank as a level 5 fighter with ATK +10, AC 20, and 3 hit points. The Avatar is killed at the end of the turn. The Avatar has the ability: "Spend Order: Target any character of level 3 or less in the 1st rank. Kill the target."
<input type="checkbox"/>	Divine Protection	4	Rare							Order: This cleric targets a character. Until the end of the turn, the target has the ability "Spend React: Before a melee strike roll targeting this character, make a melee strike roll targeting the opponent."
<input type="checkbox"/>	Mass Blessing	4	Rare							Order: Target one rank in your army. Until the end of the turn, all characters gain ATK and AC bonuses equal to this cleric's level while in that rank.
<input type="checkbox"/>	Test of Faith	4	Rare							React: Play after this cleric makes a melee strike roll to reroll the die.
<input type="checkbox"/>	Banish the Wound	3	Uncommon							Spend React: Play immediately after a character suffers wounds. Reduce the wounds by one.
<input type="checkbox"/>	Circle of Protection	3	Rare			6				Order: Target this cleric or a character in this or an adjacent rank. The target gains +6 AC and +6 to magic saves until the end of the turn.
<input type="checkbox"/>	Divine Guidance	3	Uncommon							Order: Discard a card from your hand to ready this cleric.
<input type="checkbox"/>	Gift From Above	3	Uncommon							Order: This cleric targets a character in play. That character gains ATK and AC bonuses equal to this cleric's level until the end of the turn.
<input type="checkbox"/>	Holy Energy	3	Rare							Spend Order: This cleric targets a spent character in this or an adjacent rank. That character is readied, but may not attack if he or she has already attacked this turn.
<input type="checkbox"/>	Virtue	3	Rare							React: Play before a character in this cleric's army makes a melee strike roll. The character gains +5 ATK for this strike.
<input type="checkbox"/>	Blind	2	Uncommon							Order: This cleric targets a character in the 1st rank. The target must succeed with a magic save (DC 17) or have their ATK changed to -5 until the end of the turn.
<input type="checkbox"/>	Calm	2	Uncommon							Spend Order: This cleric targets a character of equal or lower level in the 1st rank of another army. Spend the target character.
<input type="checkbox"/>	Cure Serious Wounds	2	Uncommon							Spend Order: This cleric targets a character in this rank. Remove one wound from that character.
<input type="checkbox"/>	Divine Intervention	2	Uncommon							Spend React: Play after an action (not a strike) targets a character in this cleric's army. The character performing the action must succeed with a magic save (DC 18) or the action is canceled.
<input type="checkbox"/>	Smite	2	Uncommon							React: Play after a character in this cleric's army makes a melee strike roll targeting a character of opposite alignment to this cleric's. Reroll the die.
<input type="checkbox"/>	Wall of Air	2	Uncommon							Spend Order: Until the end of the turn, all characters in this cleric's army have +8 AC versus ranged strikes.
<input type="checkbox"/>	Aura of Protection	1	Common							React: Play after this cleric is targeted with an action (not a strike). The action is canceled.
<input type="checkbox"/>	Bless	1	Common							Order: Target a character in this cleric's army. The target gains +4 AC until the end of the turn. • Spend React: Play before a melee strike roll targeting a character in this cleric's army. The character gains +4 AC for this strike.
<input type="checkbox"/>	Bull Strength	1	Common							Order: Target a character in this cleric's army. The target gains +3 ATK until the end of the turn.
<input type="checkbox"/>	Cause Fear	1	Common							React: Play before a melee strike roll targeting this cleric. The cleric's opponent must succeed with a magic save (DC 15 + this cleric's level) or the strike automatically fails.
<input type="checkbox"/>	Minor Regeneration	1	Common							Spend React: Play after a character in this cleric's army (including the cleric) is killed. Shuffle the character back into your deck.
<input type="checkbox"/>	Righteous Faith	1	Common							React: Play after this cleric rolls a die to add 3 to the result.
<input type="checkbox"/>	Sacrifice	1	Common							React: Play after a character in this cleric's army suffers one or more wounds. The cleric suffers the wounds instead.
<input type="checkbox"/>	Summon Imp	1	Common		2	10				Spend Order: Put this card in your 1st rank as a level 1 fighter with ATK +2, AC 10, and 2 hit points. The Imp is killed at the end of the turn.
<input type="checkbox"/>	Turn Undead	1	Common							Order: Target an Undead character of equal or lower level than this cleric. Stun the target.

Fighter										
✓	Name	Lev	Rarity	Sub-class	ATK	AC	S	W	RS	Text
<input type="checkbox"/>	Final Stand	5	Rare							Spend Order: If this fighter is in the 1st rank, target any number of characters in another army's 1st rank. This fighter performs consecutive melee strikes against each target with a penalty to his or her ATK equal to the number of targets. If the fighter fails to kill a target with a strike, the remaining strikes are lost.
<input type="checkbox"/>	Great Cleave	5	Rare							React: Play before this fighter makes a melee strike roll. The fighter's opponent suffers one wound.
<input type="checkbox"/>	Bar Fight	4	Rare							Spend Order: This fighter targets a 1st rank character in an opposing army. The fighter performs a melee strike against the target, regardless of the fighter's current rank.
<input type="checkbox"/>	Loyalty's Reward	4	Rare							Spend Order: Draw two cards.
<input type="checkbox"/>	Prepared for Battle	4	Rare							Order: If this fighter has an Armor, a Weapon, and a Steed equipped, then he or she gets +6 ATK and +6 AC until the end of the turn.
<input type="checkbox"/>	Tales at the Inn	4	Rare							React: Play after a character with less than half of this fighter's ATK hits him or her with a strike (negative ATK is considered a zero). The strike automatically fails.
<input type="checkbox"/>	Cleave	3	Rare							React: Play before this fighter makes a melee strike roll. If the strike hits, the fighter inflicts an additional wound.
<input type="checkbox"/>	Critical Strike	3	Uncommon							React: Play after this fighter fails a melee strike roll. You may reroll the strike.
<input type="checkbox"/>	Madriga's Defense	3	Uncommon							React: Play after a melee strike roll targeting this fighter. Roll the die. If your opponent's melee strike roll is not higher than your roll (ignoring all modifiers), the strike automatically fails.
<input type="checkbox"/>	Shield Bash	3	Uncommon							React: Play before this fighter makes a melee strike roll. The fighter gains +6 ATK for this strike.
<input type="checkbox"/>	Spite	3	Uncommon							React: Play after a character adjacent to this fighter is killed by a melee strike. The fighter immediately targets the attacking character with a melee strike. Only one Spite may be played for each character killed.
<input type="checkbox"/>	Strike True	3	Rare		10					React: Play before this fighter makes a melee strike roll. The fighter gains +10 ATK for this strike but suffers one wound after the strike.
<input type="checkbox"/>	True Aim	3	Common							React: Play before this fighter makes a ranged strike roll. Add +2 to the die roll. Add an additional +3 (+5 total) to the die roll if this fighter is a Ranger.
<input type="checkbox"/>	Charge	2	Uncommon							Order: Move this fighter forward one rank.
<input type="checkbox"/>	Follow Through	2	Uncommon							React: Play before this fighter makes a melee strike roll. If this fighter's opponent does not have Armor equipped, this fighter gains +5 ATK for this strike.
<input type="checkbox"/>	Frenzied Skirmish	2	Uncommon							Spend Order: This fighter gains +8 AC until the end of the turn. The fighter is killed at the end of the turn.
<input type="checkbox"/>	Nice Try	2	Uncommon							React: Play after an opponent performs a react during a melee strike targeting this fighter. If the fighter succeeds with a Perception skill check (DC 10), the react is canceled.
<input type="checkbox"/>	Shield Block	2	Uncommon							React: Play after this fighter suffers wounds. Discard a Shield the fighter has equipped to reduce the wounds to zero.
<input type="checkbox"/>	Come Get Some	1	Common							Order: Until this fighter is killed or the turn ends, other characters in the same rank can't be targeted with melee strikes. Until the turn ends, this fighter can be targeted with melee strikes regardless of card effects.
<input type="checkbox"/>	Death Blow	1	Common							Order: This fighter does not become spent the next time he or she attacks. The fighter is killed at the end of this turn.
<input type="checkbox"/>	Finesse	1	Common							React: Play before this fighter makes a melee strike roll. If this fighter has a Weapon equipped, the AC bonus of the opponent's items are negated for this strike.
<input type="checkbox"/>	I Have Your Back	1	Common							React: Play after a character in the same rank as this fighter is targeted with a melee strike or ranged strike. This fighter becomes the new target.
<input type="checkbox"/>	Improvised Weapon	1	Common							React: Play before this fighter makes a melee strike roll. The fighter gains +3 ATK for this strike. The fighter has a Weapon for this strike (even if he or she already had one equipped).
<input type="checkbox"/>	Only Ruined My Shield	1	Common							React: Play after this fighter suffers wounds. Discard a Shield or Armor the fighter has equipped to reduce the wounds by one.
<input type="checkbox"/>	Overhand	1	Common							React: Play after a melee strike roll targeting this fighter. The fighter gains +2 AC for this strike.
<input type="checkbox"/>	Put to the Test	1	Common							React: Play before this fighter equips an item. The fighter has +1 level for equipping this item.
<input type="checkbox"/>	To Me!!	1	Common							Spend Order: Until the end of the turn, all other characters gain +1 ATK and +1 AC bonuses while in the same rank as this fighter

Rogue										
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<input type="checkbox"/>	Assassination	5	Rare							React: Play before this rogue makes a melee strike roll targeting a spent opponent. The strike roll is automatically a 'natural 20' and inflicts an additional wound.
<input type="checkbox"/>	If You Still Breathe...	5	Rare							React: Play before this rogue makes a melee strike roll. If the rogue and his or her opponent are both still alive after the strike, the rogue may immediately make an additional melee strike targeting the opponent.
<input type="checkbox"/>	Too Fast to See	5	Rare							React: Play after a melee strike roll or ranged strike roll targeting this rogue. The die result is changed to a 'natural 1'.
<input type="checkbox"/>	Poisoned Blade	4	Rare							React: Play before this rogue makes a melee strike roll. The target of the rogue's strike must roll a die. If the roll is greater than their printed AC (without modifiers), the target immediately has -4 ATK and -3 AC permanently.
<input type="checkbox"/>	Precise Shot	4	Rare							React: Play before this rogue makes a ranged strike roll. Add the rogue's ATK (without bonuses from Weapons) to the die roll.
<input type="checkbox"/>	Relentless	4	Rare							Order: Move this rogue forward or backward one rank. If the rogue moves into the 1st rank, he or she may immediately attack.
<input type="checkbox"/>	Below the Helm	3	Uncommon							React: Play after a melee strike by this rogue hits a character. The character is stunned instead of wounded.
<input type="checkbox"/>	Dodge	3	Uncommon							React: Play before a melee strike or ranged strike roll targeting this rogue. The rogue gains +8 AC until the end of this strike.
<input type="checkbox"/>	Jack of All Trades	3	Rare							Order: This rogue is +1 level until the end of the turn.
<input type="checkbox"/>	Smoke Bomb	3	Rare							Order: Until the end of the turn, before each melee strike roll or ranged strike roll targeting this rogue, the opposing character must succeed with a Perception check (DC 15) or else the rogue gains +7 AC for the strike.
<input type="checkbox"/>	The Better Part of Valor	3	Rare							React: Play before a melee strike roll targeting this rogue. The strike is canceled. The rogue must move back at least one rank, but may move back any number of ranks.
<input type="checkbox"/>	Backstab	2	Uncommon							React: Play before this rogue makes a melee strike roll. If the rogue's opponent is spent, the rogue gains +5 ATK for this strike, and the strike inflicts an additional wound if it hits.
<input type="checkbox"/>	Caltrops	2	Uncommon							Spend Order: Can only be performed by a rogue in the 1st rank. Until the end of the turn, this rogue has the ability: React: Once per strike, before a melee strike roll targeting a character in this rank, perform a strike with an ATK of +0 (+3 versus characters with a steed equipped) targeting the opponent.
<input type="checkbox"/>	Faith Will Provide	2	Uncommon							Order: This rogue may immediately equip an item that he or she could not normally equip because of class. The item is discarded at the end of the turn.
<input type="checkbox"/>	Hiding in Plain Sight	2	Uncommon							Order: Characters of equal or lower level may not target this rogue with melee strikes. This effect ends when this rogue attacks, performs an order, or when the turn ends - whichever occurs first.
<input type="checkbox"/>	Poison Dart	2	Uncommon							Spend Order: Perform a +0 ranged strike that ignores AC bonuses from items.
<input type="checkbox"/>	Scavenge	2	Common							React: Play when this rogue is equipping an item. The rogue has +1 level for equipping this item.
<input type="checkbox"/>	To Fight Another Day	2	Uncommon							React: Play before a melee strike roll targeting this rogue. If moving back one rank will not create an illegal rank, the strike is canceled and this rogue moves back one rank.
<input type="checkbox"/>	Distraction	1	Common							Spend Order: Until the end of the turn, only higher level characters may target this rogue with melee strikes.
<input type="checkbox"/>	Hamstring	1	Common							React: Play before this rogue makes a melee strike roll. The rogue makes an additional melee strike to the same target with ATK equal to the impending strike roll. If the additional strike hits, it does not cause a wound, but the target suffers a -5 AC penalty until the end of the turn.
<input type="checkbox"/>	Nimble Fingers	1	Common							Order: If this rogue is in the 1st rank, the rogue performs a sneak test (DC 9). If successful, the rogue targets an item up to two ranks away which is discarded. If unsuccessful, the rogue is killed.
<input type="checkbox"/>	Not Fast Enough	1	Common							React: Play before this rogue makes a melee strike roll. Choose one item on the defender. The item has no effect on play (is considered blank) until the end of the strike.
<input type="checkbox"/>	Run Him Through	1	Common							Spend React: Play before a character in this rank makes a melee strike roll. The character gains +3 ATK for this strike.
<input type="checkbox"/>	Sand in Your Eyes	1	Common							React: Play before a melee strike roll targeting this rogue. The rogue's opponent suffers a -5 ATK penalty until the end of this turn.
<input type="checkbox"/>	Swift	1	Common							Order: Move this rogue forward or backward one rank.
<input type="checkbox"/>	Taunt	1	Common							Order: This rogue targets a character in the 1st rank of another army. The target must attack and target the rogue with a melee strike at his or her first opportunity this turn.
<input type="checkbox"/>	Throw	1	Common							Order: Perform a +2 ranged strike.

Wizard										
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<input type="checkbox"/>	Chain Lightning	5	Rare							Spend Order: Select a target for a +7 ranged strike, then target a 2nd character in the rank behind the 1st, and a 3rd target in the rank behind the 2nd. Chain Lightning strikes cause 2 wounds. If the 1st strike kills its target, perform a +4 ranged strike against the 2nd target. If the second strike kills its target, perform a +0 ranged strike against the 3rd target.
<input type="checkbox"/>	Meteor Swarm	5	Rare							Spend Order: This wizard targets a character up to two ranks away. All characters in the target's rank must succeed with a magic save (DC 13) or suffer one wound.
<input type="checkbox"/>	Power Word: Kill	5	Rare							React: Play before a melee strike roll targeting this wizard. The wizard's opponent must succeed with a magic save (DC 20) or suffer 2 wounds.
<input type="checkbox"/>	Turned to Stone	5	Rare							Spend Order: This wizard targets a character up to two ranks away. The target must succeed with a magic save (DC 17) or suffer two wounds.
<input type="checkbox"/>	Inferno	4	Rare							Spend Order: This wizard targets one to three different characters that are up to two ranks away and adjacent to each other. Select the order of attack, then this wizard performs a +5 ranged strike to each target.
<input type="checkbox"/>	Teleport	4	Rare							Order: This wizard targets a character. Move the character forward or backward one rank, as long as the move will not create an illegal rank. This wizard may not target a character of equal or greater level in an opposing army.
<input type="checkbox"/>	War Rune	4	Rare							Order: This wizard targets a Weapon. The weapon gains +4 ATK permanently. Place this card with the weapon. A weapon may not have more than one War Rune.
<input type="checkbox"/>	Blink	3	Uncommon							React: Play after this wizard is targeted with a melee strike, ranged strike, or action. If this wizard succeeds with a skill check (DC 14), the wizard moves to a different rank and the strike or action is canceled.
<input type="checkbox"/>	Dispel Magic	3	Uncommon							React: Play after a spell is cast. This wizard and the caster both roll a die and add their skill to the roll. If this wizard's total is higher, the spell is canceled.
<input type="checkbox"/>	Extensions	3	Uncommon							Spend Order: This wizard lets you look at the top five cards of your deck. You may put one card in your hand. Return the remaining cards to either the top or bottom of your deck, in any order.
<input type="checkbox"/>	Ice Bolt	3	Uncommon							Spend Order: This wizard targets a character up to three ranks away. The target must succeed with a magic save (DC 16) or suffer one wound.
<input type="checkbox"/>	Stinking Cloud	3	Rare							Order: If this wizard is in the 1st rank, target an army. Until the end of the turn, all characters have -3 ATK and -2 AC penalties while in the target army's first rank.
<input type="checkbox"/>	Summon Champion	3	Rare	Summoner	8	15				Spend Order: Put this card in your 1st rank as a level 3 fighter with ATK +5, AC 14, and 1 hit point. The Champion is killed at the end of the turn. If this wizard has the Summoner trait, the Champion is killed at the end of next turn.
<input type="checkbox"/>	Summon Monster	3	Rare	Summoner						Spend Order: Search your deck for a card with the Monster trait, show it to the other players, and place it on top of your deck. If this wizard has the Summoner trait, the Monster goes into your hand.
<input type="checkbox"/>	Charm Person	2	Uncommon							Order: This wizard targets a character of lower level. That character may not attack this turn.
<input type="checkbox"/>	Flame Arrows	2	Uncommon							Spend Order: This wizard targets one or two characters that are up to two ranks away and adjacent to each other. Select the order of attack, then this wizard performs a +2 ranged strike against each target.
<input type="checkbox"/>	Mirror Image	2	Uncommon							Order: Target this wizard or a character in this rank or an adjacent rank. Until the end of the turn, before any melee strike roll or ranged strike roll targeting Mirror Image's target, the opposing character must succeed with a Perception check (DC 15) or else the strike misses.
<input type="checkbox"/>	Push	2	Uncommon							Spend React: Play after a character moves into or out of the 1st rank to cancel the move.
<input type="checkbox"/>	Shatter	2	Uncommon							Order: If this wizard is in the 1st rank, target an item in any army's 1st rank. The target item is discarded.
<input type="checkbox"/>	Web	2	Uncommon							Spend Order: This wizard targets a character up to 3 ranks away. The target must succeed with a magic save (DC 18) or become stunned.
<input type="checkbox"/>	Blast	1	Common							Order: Perform a +3 ranged strike.
<input type="checkbox"/>	Burning Hands	1	Common							Order: Until the end of this turn, immediately before a melee strike roll targeting this wizard, the wizard performs a melee strike against his or her opponent with an ATK of +5.
<input type="checkbox"/>	Giant Growth	1	Common							React: Play before a character in this wizard's army makes a melee strike roll. The character gains +3 ATK until the end of the turn.
<input type="checkbox"/>	Jump	1	Common							Order: Move this wizard forward or backward one rank.
<input type="checkbox"/>	Mage Armor	1	Common							React: Play before a melee strike or ranged strike roll targeting a character in this wizard's rank. The character gains +3 AC until the end of the turn.
<input type="checkbox"/>	Summon Guardian	1	Common	Summoner	5	12				Spend Order: Put this card in your 1st rank as an Undead Level 2 fighter with ATK +3, AC 12, and 1 hit point. The Guardian is killed at the end of the turn. If this wizard has the Summoner trait, the Guardian is killed at the end of next turn.