

Classless

✓	Name	Lev	Rarity	Sub-class	ATK	AC	S	W	RS	Text
<input type="checkbox"/>	Andover's Quill	10	Deck		7	2				Weapon • Unique • Only Free Kingdoms may equip. While equipped, this character gains +1 hit point and an extra melee strike when attacking equal to his or her highest ATK strike. • Order: Discard to ready this character.
<input type="checkbox"/>	Blade of Syneri	10	Rare		7	2				Weapon • Unique • Only Mercenaries may equip. While equipped, this character gains +1 hit point and an extra melee strike when attacking equal to his or her highest ATK strike. • Order: Discard to ready this character.
<input type="checkbox"/>	Edge of Silverflame	10	Deck		7	2				Weapon • Unique • Only Elves may equip. While equipped, this character gains +1 hit point and an extra melee strike when attacking equal to his or her highest ATK strike. • Order: Discard to ready this character.
<input type="checkbox"/>	Grimsteel	10	Deck		7	2				Weapon • Unique • Only Nothrogs may equip. While equipped, this character gains +1 hit point and an extra melee strike when attacking equal to his or her highest ATK strike. • Order: Discard to ready this character.
<input type="checkbox"/>	Hember's Fist	10	Deck		7	2				Weapon • Unique • Only Dwarves may equip. While equipped, this character gains +1 hit point and an extra melee strike when attacking equal to his or her highest ATK strike. • Order: Discard to ready this character.
<input type="checkbox"/>	Lothian, the Law-Hammer	10	Deck		7	2				Weapon • Unique • Only Deverenians may equip. While equipped, this character gains +1 hit point and an extra melee strike when attacking equal to his or her highest ATK strike. • Order: Discard to ready this character.
<input type="checkbox"/>	Balmtear's Potion	5	Rare							A character may not equip more than one Balmtear's Potion per game. React: Discard Balmtear's Potion after this character suffers wounds. Reduce the wounds by one.
<input type="checkbox"/>	Chain Mail	5	Uncommon			3				Armor • Fighter and cleric only.
<input type="checkbox"/>	Deverinian Shield	4	Uncommon			2				Shield • Fighter and Cleric only. • This character may not use multiple attacks.
<input type="checkbox"/>	Long Sword	4	Uncommon		3					Weapon • Fighter and rogue only.
<input type="checkbox"/>	Riding Horse	3	Uncommon							Steed • Order: Spend the Riding Horse to move forward one rank.
<input type="checkbox"/>	Rod of Striking	3	Fixed		1				1	Weapon. Treasure. (If you put this card into play, the game's winner keeps it). Spend Order: Perform a +1 ranged strike. The ranged strike is +3 if this character is a wizard.
<input type="checkbox"/>	Soft Leather Armor	3	Uncommon			2				Armor • May not be equipped by a wizard.
<input type="checkbox"/>	Buckler	2	Common		-2	2				Shield
<input type="checkbox"/>	Dagger	2	Common		1				0	Weapon • Spend Order: Discard the dagger to perform a +0 ranged strike. Order: If this character is a rogue, discard the dagger to perform a +0 ranged strike.
<input type="checkbox"/>	Leather Cap	2	Common			1				Helm
<input type="checkbox"/>	Short Sword	2	Common		2					Weapon • Fighter and Rogue only.

Cleric

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<input type="checkbox"/>	Mail of Virtue	9	Rare			4				Armor • React: Spend the Mail of Virtue after this character suffers wounds. Reduce the wounds by one.
<input type="checkbox"/>	Hammer of Peronor	8	Rare		5	1				Weapon • This character inflicts an additional wound whenever he or she hits characters of opposite alignment with a melee strike.
<input type="checkbox"/>	Bracers of Hember	7	Rare			1				Shield • React: Discard the Bracers immediately after a melee strike roll targeting this character. The strike automatically fails.
<input type="checkbox"/>	Tears of the Storm	7	Rare							Spend Order: Target a character in play and remove one wound from that character.
<input type="checkbox"/>	Signon's Armor	6	Rare			3				Armor • This character may not be targeted by ranged strikes.
<input type="checkbox"/>	Belt of Heroes	4	Uncommon		1	1				+2 Skill
<input type="checkbox"/>	Loyal Nag	4	Uncommon							Steed • Order: Spend the Loyal Nag to move forward or backward one rank.
<input type="checkbox"/>	Healing Potion	3	Uncommon							A character may not equip more than one Healing Potion per game • Order: Discard to remove one wound from a character in this rank. • React: Discard when a character in this rank is suffering wounds. Reduce the wounds to zero.
<input type="checkbox"/>	Phonstone	3	Uncommon			1				This character gains +3 AC while he or she is the target of a melee strike or ranged strike from a character of the opposite alignment
<input type="checkbox"/>	Staff	3	Uncommon		2					Weapon • This character gains +3 AC while he or she is the target of a melee strike or ranged strike by a character of the opposite alignment
<input type="checkbox"/>	Blue Willow Wand	2	Common							Order: Target an adjacent character and discard the Blue Willow Wand to remove one wound from that character.
<input type="checkbox"/>	Symbol of Kor	2	Common							This character is +1 level for casting spells and gains +2 for magic saves.

Fighter

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<input type="checkbox"/>	Anandale's Armor	9	Rare			5				Armor • React: Spend Anandale's Armor after a melee strike roll or ranged strike roll targeting this character. The die is rerolled.
<input type="checkbox"/>	The King's Lady	9	Rare		6					Weapon • This character inflicts an additional wound whenever he or she hits with a melee strike.
<input type="checkbox"/>	Sword of Chaos	8	Rare		5					Weapon • Whenever this character rolls a natural 20 on a melee strike roll, he or she may immediately perform an additional strike after this one.
<input type="checkbox"/>	Deverenian Hound	7	Rare							Order: When in the 1st rank, spend the Hound to have it attack as a Level 1 fighter with AC 10, 1 hit point, and ATK of +5.
<input type="checkbox"/>	Full Plate	6	Rare			4				Armor
<input type="checkbox"/>	Bruntor's Helm	5	Uncommon			1				Helm • This character has +1 hit point while Bruntor's Helm is equipped.
<input type="checkbox"/>	Nothrog Armor	4	Uncommon		1	2				Armor
<input type="checkbox"/>	War Horse	4	Uncommon		1					Steed • Order: Spend the War Horse to move forward one rank. • Order: Spend the War Horse to give this character an additional +2 ATK until the end of the turn.
<input type="checkbox"/>	Battle Axe	3	Uncommon		2					Weapon • React: Spend the Battle Axe before this character makes a melee strike roll. If the strike's target has a Shield equipped, it is discarded.
<input type="checkbox"/>	Poor Man's Bow	3	Uncommon						1	Bow • Spend Order: Perform a +1 ranged strike.

Rogue

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<input type="checkbox"/>	Yedraw's Tooth	9	Rare		5					Weapon • Characters wounded by Yedraw's Tooth are killed.
<input type="checkbox"/>	Dwarven Signet	8	Rare							Order: Spend the Dwarven Signet to give this character +5 AC until the end of the turn.
<input type="checkbox"/>	Sword of the North	7	Rare							Weapon • Order: Spend Sword of the North to move forward one rank. • Order: Spend Sword of the North to gain +4 ATK until the end of the turn. • Order: Spend Sword of the North to gain an additional strike (ATK +0) until the end of the turn.
<input type="checkbox"/>	Wyvernsting Bow	7	Rare						6	Bow • Order: Spend the Wyvernsting Bow to perform a +3 ranged strike. • Spend Order: Perform a +6 ranged strike.
<input type="checkbox"/>	Timber Wolf	6	Rare							Order: When in the 1st rank, spend the Wolf to have it attack as a Level 1 rogue with AC 10, 1 hit point, and ATK of +1.
<input type="checkbox"/>	Long Bow	5	Uncommon						5	Bow • Spend Order: Perform a +5 ranged strike.
<input type="checkbox"/>	Poison dagger	5	Uncommon		3					Weapon • React: Spend the Dagger after this character fails a melee strike roll to make another melee strike roll at ATK +0.
<input type="checkbox"/>	Bag of Holding	4	Uncommon							Order: Spend the Bag of Holding and discard a card from your hand to draw a card.
<input type="checkbox"/>	Boots of Speed	4	Fixed			1				Treasure (If you put this card into play, the game's winner keeps it.) Order: Spend the Boots of Speed to move forward or backward one rank.
<input type="checkbox"/>	Rogue's Blade	3	Uncommon		3					Weapon • Rogue's Blade gives no ATK bonus during a melee strike against an opponent with Armor equipped.
<input type="checkbox"/>	Scout Pony	2	Common							Steed • Order: Spend the Scout Pony to move forward or backward one rank.
<input type="checkbox"/>	Short Bow	2	Common						2	Bow • Spend Order: Perform a +2 ranged strike.

Wizard

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<input type="checkbox"/>	Crystalsphere Staff	9	Rare						4	Spend Order: Perform a +4 ranged strike that can target any character in play, regardless of ranks.
<input type="checkbox"/>	Wyvernskin Robe	8	Rare			4				Armor • Cursed • All other Wizards in your army are +1 level for casting spells.
<input type="checkbox"/>	Rod of Roaring Flames	7	Rare						*	Order: Spend the Rod of Roaring Flames to perform a +0 ranged strike. Add this character's level to the roll.
<input type="checkbox"/>	Amulet of Illusion	6	Rare							React: Spend the Amulet of Illusion before a melee strike roll targeting this character. If the opponent is lower level than this character, the strike automatically misses.
<input type="checkbox"/>	Glyph of Fate	6	Rare							Order: Discard the Glyph to make the next roll your army makes a 'natural 20'.
<input type="checkbox"/>	Staff of War	6	Rare		3					Weapon • You may have 2 more characters in this rank than normal before the rank is illegal, so long as there is at least one character in the rank in front of this one.
<input type="checkbox"/>	Bloodsteed	4	Uncommon							Steed • Order: Spend the Bloodsteed to move forward or backward one rank. • Order: Discard the Bloodsteed to move to any rank.
<input type="checkbox"/>	Robe of the Wind	4	Rare			2				Armor • This character gains an additional +6 AC (+8 AC total) against ranged strikes.
<input type="checkbox"/>	Bloodstained Dagger	3	Uncommon		2					React: Discard Bloodstained Dagger after this character is targeted by a spell. The spell is canceled.
<input type="checkbox"/>	Najawat Ring	3	Uncommon							Whenever this character performs a ranged strike from a spell, add 4 to the die roll.
<input type="checkbox"/>	Ring of Vorn	3	Uncommon							Order: Spend the Ring of Vorn to move any character in this rank forward or backward one rank.
<input type="checkbox"/>	Mixed Potion	2	Common							Order: Once per turn, equip the Potion to another character in this rank, ignoring class. Order: Discard the Mixed Potion to produce a random effect. Roll a die: 1: Turns into a frog and is killed. 2-6: suffers 1 wound. 7-12: +3 ATK/+3AC until the end of the turn. 13-17: +1 hit point, permanently. 18-20: +1 level, +3 ATK, +3 AC, +1 hit point, permanently.
<input type="checkbox"/>	Potion of Shrinking	2	Common							Order: Discard the Potion of Shrinking to target a character in this rank, who gains +5 AC and suffers -5 ATK until the end of the turn.
<input type="checkbox"/>	Spell Book	2	Uncommon							This character is +1 level for casting spells. Whenever this character casts spells, the DC of magic saves for those spells is increased by +2.