

Deverenian												
✓	Name	Lev	Rarity	Class	Sub-class	ATK	AC	S	W	RS	Alig	Text
<input type="checkbox"/>	Lord Gahid Rellion	5	Rare	Fighter		9/4	16	7	3		Evil	Deverenian Warlord • Unique • Rellion • Your army rolls two dice for initiative, keeping either one.
<input type="checkbox"/>	Slayer the Unkind	5	Deck	Wizard		3	11	10	3		Evil	Deverenian Warlord • Unique Order: Once per turn, kill another character in your army to ready Slayer the Unkind.
<input type="checkbox"/>	Count Damien	4	Rare	Fighter		5/2/2	13	5	2		Evil	Deverenian • Huntsman
<input type="checkbox"/>	Master Anandale	4	Rare	Fighter		7	14	5	2		Evil	Deverenian • Aedroud • React: Once per turn, before Anandale makes a melee strike roll, his opponent becomes spent.
<input type="checkbox"/>	Princess Dashkova	4	Rare	Classless		3	15	5	3		Evil	Deverenian • Unique Spend React: After any die roll, reroll the die.
<input type="checkbox"/>	Elaneor Tremayne	3	Uncommon	Rogue		2	13	4	3		Evil	Deverenian • Lady of Tremayne • Elaneor is +1 level for using rogue action cards.
<input type="checkbox"/>	Sir Sorlons d'llchant	3	Rare	Fighter		5	14	3	2		Evil	Deverenian • Rellion • The Azure Knight • Order: Discard an equipped item from Sir Sorlons to move forward or backward one rank.
<input type="checkbox"/>	The Beast Knight	3	Rare	Fighter		4	15	4	2		Evil	Deverenian Your army gains +2 to its initiative roll.
<input type="checkbox"/>	Theoloc	3	Uncommon	Wizard		1	9	5	1		Evil	Deverenian • Theoloc has +1 level while Slayer the Unkind is in his army. This does not affect Theoloc entering play.
<input type="checkbox"/>	Bishop Koenraad	2	Uncommon	Cleric		1	12	3	1		Evil	Deverenian • Priest of the Storm • Other Deverenians in this rank have +2 AC.
<input type="checkbox"/>	Bruin Lenoire	2	Uncommon	Wizard		1	10	4	1		Good	Deverenian • Illusionist • Myerdeth • Spend React: Before a Deverenian makes a melee strike roll, he or she gains +3 ATK for this strike.
<input type="checkbox"/>	Imperial Guard	2	Uncommon	Fighter		2	13	1	1		Evil	Deverenian • Imperial Guard has +2 ATK and +2 AC while Princess Dashkova is in play.
<input type="checkbox"/>	Lady Beatrix	2	Uncommon	Fighter		2	14	3	1		Good	Deverenian • Aedroud
<input type="checkbox"/>	Lady Meleagrance	2	Common	Classless		0	10	0	2		Evil	Deverenian • Knight of the Moon
<input type="checkbox"/>	Marcos Genecourt	2	Uncommon	Rogue		1	13	2	1		Evil	Deverenian • Lord of Genecourt • Marcos has +1 level for equipping items.
<input type="checkbox"/>	Baudwyn the Troubador	1	Common	Rogue	Bard	0	13	0	1		Evil	Deverenian • Bard
<input type="checkbox"/>	Darius	1	Common	Fighter		1	11	0	1		Evil	Deverenian • Blacksmith • Darius and Deverenians adjacent to him are +1 level for equipping Weapons.
<input type="checkbox"/>	Sir Diotram	1	Common	Fighter		0	11	0	1		Evil	Deverenian • Sir Diotram is +1 level for equipping items.
<input type="checkbox"/>	Sir Euain	1	Common	Wizard		0	10	1	1		Evil	Deverenian • Euain may enter play in any rank of your army.
<input type="checkbox"/>	Squire Edonloc	1	Common	Cleric		0	11	2	1		Evil	Deverenian
<input type="checkbox"/>	Squire Kelanor	1	Common	Fighter		0	12	1	1		Evil	Deverenian

Dwarf												
✓	Name	Lev	Rarity	Class	Sub-class	ATK	AC	S	W	RS	Alig	Text
<input type="checkbox"/>	Gnorrow Yaw	5	Deck	Cleric		5/0	15	9	3		Good	Dwarf Warlord • Unique • Priest of Kor • Spend Order: Discard a card from your hand to search your deck for a card with the Gargoyle trait, show it to the other players, then add it to your hand.
<input type="checkbox"/>	King Xod	5	Rare	Fighter		8/3	17	7	3		Good	Dwarf Warlord • Unique • Dwarves in your army are +1 level for equipping items. • Order: Once per turn, search your deck for an item of level 5 or less, show it to the other players, then add it to your hand.
<input type="checkbox"/>	Duncan Kinslayer	4	Rare	Fighter		6/1	18	6	2		Good	Dwarf • Exile • Duncan has -1 AC for each other character in his rank.
<input type="checkbox"/>	Kohn Peacehand	4	Rare	Cleric		0	16	6	2		Good	Dwarf • Unique • Spend Order: Target a character in this or an adjacent rank. Remove one wound from that character.
<input type="checkbox"/>	Poison	4	Rare	Rogue		5/0	15	8	2		Evil	Dwarf • Assassin
<input type="checkbox"/>	Prince Alaric	3	Rare	Fighter		3	15	5	2		Good	Dwarf • Alaric has +1 AC for each adjacent Cleric. • When you have an illegal rank, you may immediately put Prince Alaric into play from your hand into the rank in front of the illegal rank.
<input type="checkbox"/>	Sandstone Gargoyle	3	Uncommon	Fighter	Gargoyle	6	16	2	1		Good	Dwarf • Gargoyle • You must have a cleric in your army to bring Sandstone Gargoyle into play.
<input type="checkbox"/>	Strongarm	3	Rare	Wizard		0	10	8	3		Good	Dwarf • Roll a die after each time Strongarm casts a spell. If the roll is odd, he suffers one wound.
<input type="checkbox"/>	Truth	3	Uncommon	Cleric		1	13	4	2		Good	Dwarf • Priest of Kor • Spend Order: Give a target character either +3 ATK or +3 AC until the end of the turn.
<input type="checkbox"/>	Ash	2	Uncommon	Rogue		1	15	2	1		Good	Dwarf • Order: Discard two cards from your hand to move Ash backward one rank.
<input type="checkbox"/>	Claw	2	Uncommon	Fighter		1/1	11	0	1		Good	Dwarf • Cavebear Master
<input type="checkbox"/>	Guardian	2	Common	Fighter		1	11	0	2		Good	Dwarf
<input type="checkbox"/>	Knowledge	2	Uncommon	Cleric		1	13	3	1		Good	Dwarf • Order: Kill Knowledge to search your deck for a card with the Gargoyle trait. Show it to the other players, then place the Gargoyle on top of the deck.
<input type="checkbox"/>	Rage	2	Uncommon	Fighter		1	14	1	1		Good	Dwarf • Blackstone Raider • Order: Once per turn, Rage gains +4 ATK and -4 AC until the end of the turn.
<input type="checkbox"/>	Axe	1	Common	Fighter		0	12	0	1		Good	Dwarf • Axe has +2 ATK while he is adjacent to Hammer.
<input type="checkbox"/>	Dirge	1	Common	Cleric		0	10	1	1		Good	Dwarf • Dirge is +1 level for equipping items.
<input type="checkbox"/>	Faith	1	Common	Cleric		0	12	1	1		Good	Dwarf
<input type="checkbox"/>	Hammer	1	Common	Fighter		0	12	0	1		Good	Dwarf • Hammer has +2 AC while he is adjacent to Axe.
<input type="checkbox"/>	Loner	1	Common	Fighter		0	13	1	1		Evil	Dwarf
<input type="checkbox"/>	Stone	1	Common	Rogue		0	13	1	1		Good	Dwarf

Elf												
✓	Name	Lev	Rarity	Class	Sub-class	ATK	AC	S	W	RS	Alig	Text
<input type="checkbox"/>	Rathe	5	Deck	Rogue		7/2	16	8	3		Evil	Elf Warlord • Unique • Order: Discard a card from your hand to move forward or backward one rank.
<input type="checkbox"/>	Tepheroth	5	Rare	Wizard	Necromancer	9	12	10	3		Evil	Elf Warlord • Unique • Necromancer • High Queen • House Calix • All Elves in this rank can cast level 1 wizard spells.
<input type="checkbox"/>	Alesandressa	4	Rare	Rogue		0	15	5	3	4	Evil	Elf • Spend Order: Perform two consecutive +4 ranged strikes.
<input type="checkbox"/>	Cordeos	4	Rare	Wizard	Necromancer	0	9	8	1		Evil	Elf • Necromancer • House Dythanus • Spend Order: Target a character up to 3 ranks away. Cordeos and the target each suffer one wound.
<input type="checkbox"/>	Slovien	4	Rare	Cleric	Undead	4	13	5	1		Evil	Elf • Undead • Whenever Slovien kills a character with a melee strike or spell, he gains 1 hit point permanently.
<input type="checkbox"/>	Elenitakis	3	Uncommon	Cleric		3	12	6	2		Evil	Elf • House Syneri • Priest of Blood • Spend Order: Target a character, who gains +4 ATK until the end of the turn.
<input type="checkbox"/>	Hassimal	3	Uncommon	Rogue		3	12	5	1		Evil	Elf • Assassin • Order: Spend Hassimal and another character in your army to draw a card.
<input type="checkbox"/>	Lathos	3	Rare	Fighter		3	12	2	2		Evil	Elf • House Calix • React: Once per strike, after a melee strike against Lathos, Lathos may make a melee strike against his opponent.
<input type="checkbox"/>	Vedissaloron	3	Rare	Wizard	Necromancer	1	9	6	1		Evil	Elf • Undead • Necromancer • Spiritkeeper • Spend Order: Inflict a wound on a character in your army to target a character. The target character gains +5 ATK until the end of the turn
<input type="checkbox"/>	Artheon	2	Uncommon	Wizard		0	10	3	1	5	Evil	Elf • House Syneri • Spend Order: Perform a +5 ranged strike.
<input type="checkbox"/>	Gueniveure	2	Uncommon	Rogue		1	12	2	1	3	Evil	Elf • House Glyn • Spend Order: Perform a +3 ranged strike.
<input type="checkbox"/>	Valanthe	2	Uncommon	Fighter		0/0/0	9	0	1		Evil	Elf • House Calix
<input type="checkbox"/>	Yanthorine	2	Common	Cleric		1	11	1	1		Good	Elf • Yanthorine is +1 level for casting spells.
<input type="checkbox"/>	Absinthe	1	Common	Cleric		0	11	0	1		Evil	Elf • House Calix • Order: Once per turn, Absinthe may make a skill test (DC 12). If successful, search your deck for a spell that Absinthe may cast, show it to the other players, and add it to your hand. If unsuccessful, Absinthe suffers one wound.
<input type="checkbox"/>	Fethinos	1	Common	Cleric		1	11	2	1		Evil	Elf • Priest of Bone
<input type="checkbox"/>	Jigoral	1	Common	Rogue		0	12	0	1	0	Evil	Elf • Spend Order: Perform a +0 ranged strike.
<input type="checkbox"/>	Lucien Stormcrow	1	Common	Fighter		1	11	1	1		Evil	Elf • Ranger
<input type="checkbox"/>	Palethis	1	Common	Rogue	Scout	0	10	0	1		Good	Elf • Spend Order: Move to any rank in your army if the move will not create an illegal rank.
<input type="checkbox"/>	Quinthe	1	Common	Wizard		0	10	2	1		Evil	Elf • House Syneri • Whenever Quinthe kills a wizard of the same level or higher with a melee strike or spell, he gains +1 level, permanently.
<input type="checkbox"/>	Whispershot	1	Common	Fighter		1	10	0	1	1	Evil	Elf • Spend Order: Perform a +1 ranged strike.

Free Kingdoms

✓	Name	Lev	Rarity	Class	Sub-class	ATK	AC	S	W	RS	Alig	Text
<input type="checkbox"/>	Logan Ebonwouffe	5	Deck	Rogue		6/1	17	8	3			Good Free Kingdoms Warlord • Unique • Scout • React: Once per turn, after another player makes a melee strike roll, that player must reroll the die.
<input type="checkbox"/>	Sir Robert the Vigilant	5	Deck	Fighter		7/3/3	14	7	3			Good Free Kingdoms Warlord • Unique • Prince of Andover • You may bring characters higher than 3rd level into play as if they were 1 level lower.
<input type="checkbox"/>	Lieutenant Dunbar	4	Rare	Fighter		5	15	6	2			Good Free Kingdoms • Unique • Andover • React: If Dunbar is adjacent to Sir Robert when Robert is suffering wounds, you may apply the wounds to Dunbar instead.
<input type="checkbox"/>	Uther Killer-of-Bears	4	Rare	Fighter	Barbarian	8/3	15	7	2			Good Free Kingdoms • Barbarian • Tribe of Swords
<input type="checkbox"/>	Alia	3	Uncommon	Rogue		3	14	5	2			Good Free Kingdoms • House Rowan • Alia gains +4 ATK when making a melee strike against a spent opponent.
<input type="checkbox"/>	Darian Windson	3	Rare	Fighter	Ranger	4	13	2	2	0		Good Free Kingdoms • Ranger • Order: Once per turn, perform a +0 ranged strike.
<input type="checkbox"/>	Maxmilian	3	Rare	Wizard	Summoner	3	10	4	1			Good Free Kingdoms • Summoner • Unique • If your Warlord is killed while Maxmilian is in play, Maxmilian gains the Warlord trait and you do not lose the game. If Maxmilian is killed while he has the Warlord trait, you lose the game.
<input type="checkbox"/>	Rahku Mennanakh	3	Rare	Fighter		6/1	11	1	2			Good Free Kingdoms • Rathe • Fighters adjacent to Rahku have +2 ATK.
<input type="checkbox"/>	Taraniel	3	Uncommon	Cleric		2	12	6	2			Evil Free Kingdoms • House Rowan • Order: Once per turn, move backward one rank.
<input type="checkbox"/>	Angus Hammerfall	2	Uncommon	Rogue		1	13	1	1	2		Good Free Kingdoms • Exile • Spend Order: Perform a +2 ranged strike.
<input type="checkbox"/>	Baqbou Umbala	2	Uncommon	Cleric	Seer	2	10	1	1			Good Free Kingdoms • Seer • Najawat • Priest of Amoudosi • Spend Order: Target a character in your army. Baqbou switches places with the target character.
<input type="checkbox"/>	Basil Nemis	2	Common	Rogue		2	12	2	1			Good Free Kingdoms • Basil gains +4 AC if all other armies have more characters in their 1st rank than your army has in its 1st rank.
<input type="checkbox"/>	Halberdier	2	Uncommon	Fighter		3	12	1	1			Good Free Kingdoms • Your army gains +1 to its initiative roll.
<input type="checkbox"/>	Sir Wallence	2	Uncommon	Fighter		1	13	0	1			Evil Free Kingdoms • Spend Order: Stun Sir Wallence to make a melee strike from the 2nd rank as if he were in the 1st rank.
<input type="checkbox"/>	Frederik Lahr	1	Common	Cleric		0	10	0	1			Good Free Kingdoms • Priest of Neus • Spend React: Before a character in this rank makes a melee strike roll, give the character +2 ATK for this strike.
<input type="checkbox"/>	Gabriel of Llyr	1	Common	Fighter		0	11	0	1			Good Free Kingdoms • Llyr • Gabriel of Llyr gains +3 AC while he is the target of a melee strike or ranged strike by a character with a Steed equipped and +3 ATK while attacking a character with a Steed equipped..
<input type="checkbox"/>	Keziah	1	Common	Rogue	Bard	1	12	1	1			Good Free Kingdoms • Bard
<input type="checkbox"/>	Säli	1	Common	Wizard		0	10	2	1			Good Free Kingdoms
<input type="checkbox"/>	Serah ni Fhionn	1	Common	Fighter		0	10	0	1	1		Good Free Kingdoms • Daughter of Llyr • Spend Order: Perform a +1 ranged strike.
<input type="checkbox"/>	Timothy Windson	1	Common	Fighter		1	11	1	1			Good Free Kingdoms

Mercenary

✓	Name	Lev	Rarity	Class	Sub-class	ATK	AC	S	W	RS	Alig	Text
<input type="checkbox"/>	Sorscha	5	Rare	Wizard	Summoner	5/0	13	10	2		Evil	Mercenary Warlord • Monster • Summoner • Unique • Order: Once per turn, search your deck for a card with the Monster trait, show it to the other players, then put the Monster on top of your deck.
<input type="checkbox"/>	Johan Halfblooded	4	Rare	Rogue		5	15	4	2		Good	Mercenary • Half-Elf • Spend React: Immediately after you perform an order, perform another order
<input type="checkbox"/>	Kerebrus	4	Rare	Cleric/Warrior		8/2	16	9	3		Good	Mercenary Warlord • Unique • Kerebrus is both a fighter and a cleric. Kerebrus enters play from your hand as if he were level 5.
<input type="checkbox"/>	Vahdrok the Crippler	4	Rare	Fighter	Monster	7	10	0	4		Evil	Mercenary • Unique • Monster
<input type="checkbox"/>	Demon of Kvar	3	Rare	Wizard	Monster	0	11	6	1	8	Evil	Mercenary • Monster • Spend Order: Perform a +8 ranged strike. If the strike is successful, the target is stunned instead of wounded.
<input type="checkbox"/>	Fett Anjaran	3	Rare	Wizard	Summoner	2	11	7	1		Good	Mercenary • Summoner • Order: Once per turn, target a character in this or an adjacent rank who gains +2 ATK until the end of the turn.
<input type="checkbox"/>	Lady Ersané	3	Rare	Fighter		5	12	3	2		Good	Mercenary • The Knight of the Steel Rose • Ersané has +2 AC while spent.
<input type="checkbox"/>	Toren Yscar	3	Rare	Cleric	Seer	0	11	5	2		Good	Mercenary • Monster • Seer • Seer of Distant Realms • Order: Once per turn, discard a card from your hand to look at the top five cards of your deck. You may take one of the cards and add it to your hand. Return the remaining cards in the same order.
<input type="checkbox"/>	Zoë	3	Rare	Cleric		3	12	3	1		Good	Mercenary • Spend Order: Target a character, who gains +1 hit point until the end of the turn.
<input type="checkbox"/>	Balian	2	Uncommon	Cleric		1	11	2	1		Evil	Mercenary • Priest of Bascaron • Mercenaries adjacent to Balian have +2 AC
<input type="checkbox"/>	Fireridge Cyclops	2	Uncommon	Fighter	Monster	5	8	2	2		Evil	Mercenary • Monster • Cyclops has -2 to perception skill checks. You may not spend Cyclops to move as an order.
<input type="checkbox"/>	Keridwen	2	Uncommon	Rogue		0	9	0	1	4	Good	Mercenary • Tribe of Stags • Spend Order: Perform a +4 ranged strike.
<input type="checkbox"/>	Maidenhair Serpent	2	Uncommon	Classless	Monster	2/2	10	0	1		Evil	Mercenary • Monster
<input type="checkbox"/>	Thunic Wyvern	2	Uncommon	Classless	Monster	3	13	1	1		Evil	Mercenary • Monster • Wyvern may use rogue action cards. • Order: Once per turn, move forward or backward one rank.
<input type="checkbox"/>	Brindle	1	Common	Wizard	Monster	0	8	0	1		Evil	Mercenary • Monster • Marsh Hag • Spend Order: Look at the top 10 cards of your deck. If one of the cards has the word "potion" in the title, you may show it to the other players and add it to your hand. Shuffle the remaining cards back into your deck.
<input type="checkbox"/>	Brine Fiend	1	Common	Classless		0	8	0	2		Evil	Mercenary • Monster
<input type="checkbox"/>	Devon Harper	1	Common	Rogue		2	11	1	1		Evil	Nightwalker
<input type="checkbox"/>	Shade Harpy	1	Common	Fighter	Monster	0	10	0	1		Evil	Mercenary • Monster • Harpy • Shade Harpy gains +2 ATK for each other Shade Harpy in this rank.
<input type="checkbox"/>	Shield Wall	1	Common	Classless			12	0	1		Good	Mercenary • Shield wall may not attack • Shield Wall and adjacent characters have +10 AC versus ranged strikes.
<input type="checkbox"/>	Tanner Trollson	1	Common	Fighter		1	11	1	1		Good	Mercenary

Nothrog

✓	Name	Lev	Rarity	Class	Sub-class	ATK	AC	S	W	RS	Alig	Text
<input type="checkbox"/>	Krun	5	Deck	Fighter		11/6	13	7	3		Evil	Nothrog Warlord • Unique • Krun inflicts an additional wound whenever he hits with a melee strike.
<input type="checkbox"/>	Uthanak	5	Deck	Fighter		9/4	15	7	3		Evil	Nothrog Warlord • Unique • Order: Once per turn, move a Nothrog in your army forward or backward one rank.
<input type="checkbox"/>	Fenris the Wolf	4	Rare	Fighter		7/2	14	4	3		Evil	Nothrog • You must spend a Wizard to bring Fenris into play • Order: Kill a character in your army to give Fenris +3 ATK until the end of the turn.
<input type="checkbox"/>	Husuk	4	Rare	Rogue		6	14	3	2		Evil	Nothrog • Unique • Krun's Legion • React: Immediately after Husuk inflicts a wound on a spent character with a melee strike, he may melee strike that character again. This ability may be used any number of times per turn.
<input type="checkbox"/>	Sethusk	4	Rare	Fighter		5	13	6	1		Evil	Nothrog • Krun's Legion • Spend Order: Draw a card
<input type="checkbox"/>	Varg	4	Rare	Fighter	Barbarian	7	14	2	3		Evil	Nothrog • Barbarian • Varg may enter play as if he were 3rd level, but becomes spent.
<input type="checkbox"/>	Catapult Crew	3	Uncommon	Classless		0	10	1	1	5	Evil	Nothrog • Catapult Crew cannot equip items. • Spend Order: Perform a +5 ranged strike that may target a character up to 3 ranks away.
<input type="checkbox"/>	Kenia	3	Uncommon	Fighter		6	12	3	2		Evil	Nothrog • Kenia gains +2 AC while she has a Weapon equipped.
<input type="checkbox"/>	Padrig	3	Rare	Wizard	Shaman	3	11	8	1		Evil	Nothrog • Shaman • Hate's Legion • Spend Order: Look at the top card of any player's deck.
<input type="checkbox"/>	Rren'the	3	Rare	Fighter		6	13	4	2		Evil	Nothrog • Ranger • Elite Hate Guard • Rren'the may equip two Weapons.
<input type="checkbox"/>	Dakat	2	Uncommon	Wizard		0	9	3	1	2	Evil	Nothrog • Uthanak's Legion • Spend Order: Perform a +2 ranged strike.
<input type="checkbox"/>	Gorzhek	2	Uncommon	Fighter	Berserker	7	9	1	1		Evil	Nothrog • Berserker
<input type="checkbox"/>	Orochoff	2	Uncommon	Rogue		3	12	2	1	2	Good	Nothrog • Spend Order: Perform a +2 ranged strike.
<input type="checkbox"/>	Phar'Dunn	2	Uncommon	Fighter		5	13	2	1		Evil	Nothrog • Phar'Dunn may only move backward using a card effect.
<input type="checkbox"/>	Xiat	2	Common	Cleric	Druid	2	11	2	1		Evil	Nothrog • Druid • Spend Order: Target a character in this rank who gains either +3 ATK or +2 AC until the end of the turn.
<input type="checkbox"/>	L'sara	1	Common	Rogue		2	12	1	1		Evil	Nothrog • Krun's Legion • Saboteur
<input type="checkbox"/>	Maddawc	1	Common	Fighter		4	9	0	1		Evil	Nothrog • Krun's Legion
<input type="checkbox"/>	Takh	1	Common	Cleric		1	9	1	1		Evil	Nothrog • Uthanak's Legion • Takh can equip one fighter item.
<input type="checkbox"/>	Taoth's Axemen	1	Common	Fighter		1	9	0	1	1	Evil	Nothrog • Taoth's Legion • Spend Order: Perform a +1 ranged strike.
<input type="checkbox"/>	Tsinanok	1	Common	Fighter		-4	13	0	1		Good	Nothrog • Shieldman • Characters adjacent to Tsinanok have +1 AC.