The number in the top left corner on the blue circle represents the mana cost to play that card. The number in the top right on the silver circle represents the monetary cost to play that card. The monetary cost is taken from your health pool and placed into the betting pool. Both costs must be paid to play said card.

Each card has up to 5 possible classifications. The first two are *Card Types*. These Types can be one or more of the following, and has the associating properties:

* Summon
  + This type of card is generally used when other cards call them into play. These cards are never put into youwr deck.
* Creature (Unit)
  + This is the most basic type of card to be played. They may only be played during your mobilization phase. 3 copies of any one creature card may be put into your deck.
* Legendary Hero (Unit)
  + A rare and unique card with special abilities. Only one may be out in play at a single time. Only 2 copies of any one Legendary Hero may be put into your deck. Legendary Heroes are not discarded during the *Draw Phase*.
* Minion (Unit)
  + A Minion is a classification of a Summon, played as a Unit.
* Boon
  + A magical effect that can be applied to a single unit. Card is destroyed once the unit it is attached to dies. These types may be played during the *Mobilization Phase*.
* Magical Item
  + A magical effect that can be applied to a single unit. Card is placed back in hand once the unit it is attached to dies. These types may be played during the *Mobilization Phase*.
* Ritual
  + A magical effect that can take time to fully activate. These types may be played during the *Mobilization Phase*.
* Spell
  + A strong magical effect that can be played during any player’s *Mobilization Phase* and *Skirmish Phase*.

The second classification is *Magical Study*. There are in total 4 *Magical Studies*, but you may only choose one when building your deck. Card you pick to be in your deck may have no denoted *Magical Study* or must match the one you’ve chosen.

* Arcane
  + Magic that involves the manipulation of the weave.
* Divine
  + Magic that involves Gods, Deities, etc.
* Primal
  + Magic channeled through the wild life on the material plane.

The third classification is *Origin*. A card may have up to two *Origins*, and as such you may pick 2 *Origins* upon building your deck, but unlike *Magical Studies*, you are only required to match one of the *Origins* presented on a card.

* Fey
* Mortal
* Undead
* Dragon
* Beast
* Flora
* Fiend
* Terrain

Some cards will have descriptions on what else they can do when played. Many of these will have *Traits* that have shared definitions between other cards, no matter if it's *Magical Study* or *Origin*.

* Black Magic.
  + If I have more than 1 health and am dealt fatal damage, reduce me to 1 instead.
* Blood Magic X.
  + Heal me X when you cast a *Spell.*
* Charming.
  + I am immune to Taunt.
* Cleave.
  + When I am blocked, deal half my Attack to the next defender.
* Cure Wounds.
  + Heal an ally 2
* Decay.
  + At the start of your Mobilization, deal one damage to me.
* Incorporeal.
  + Enemy Units without a *Magical Item* do half damage to me.
* Invisible.
  + I cannot be targeted by *Spells*.
* Foresight.
  + Add a d4 to your next mana roll. It only adds to your mana, and not your opponent’s.
* Loyal.
  + Do not discard me during the *Draw Phase*.
* Mirage.
  + Pick an enemy Unit. Give me their stats upon mobilization.
* Pack X.
  + Mobilize a number of Beast Minions equal to X.
* Paralyzing.
  + When I attack, blockers hit me after I hit them.
* Pillage.
  + When I strike the opponent (not a card, the player) increase your Treasure Horde by 1.
* Poisonous.
  + When I deal damage to a Unit, give them -1/-1.
* Reanimation.
  + At the start of your *Mobilization Phase*, mobilize an Undead Minion
* Recruiter.
  + Mobilize 2 Mortal Minions.
* Researcher.
  + Search your deck for a Spell, Ritual, or Magic Item up to equal to my cost and place it in hand.
* Siege.
  + My Attack overflows onto the opponent
* Soul Siphon.
  + When I strike and kill a Unit, mobilize an Undead Minion
* Stun.
  + Upon Mobilization, stun a Unit whose Health is equal to or lower than my Attack. A Unit that is stunned cannot be used to block or attack. This lasts until the end of the Skirmishing phase.
* Swarm.
  + I cost 1 less mana if there is already an allied Unit of the same Subtype in play.
* Taunt.
  + When I Skirmish, can I decide who blocks me, if I don’t, the other player is free to choose.
* Terror.
  + Units with a total stat score of 4 or lower cannot block me.
* Undying.
  + When I die, shuffle me back into your deck.
* Unquippable.
  + I cannot possess a *Magical Item*.

The 2 large numbers represent the Attack and Health. Attack left, Health right. Self explanatory. Health does not regenerate.