

Basic E1 <i>Edge Skill</i> [E1] One of your cards is worth +1 or -1	Basic E2 <i>Edge Skill</i> [E2] Before busting, you may nullify (reduce to 0) one of your cards and draw another	Basic E3 <i>Edge Skill</i> [E3] One Face Card may be changed to be worth between 1 and 5
Overbear <i>Edge Skill</i> Strength [E2] Everyone draws one card	Weightlifting <i>Edge Skill</i> Strength You may hold an additional point of weight in each hand	Lean Into <i>Edge Skill</i> Strength [E1] All Clubs are now worth +1
Power Strike <i>Edge Skill</i> Strength Delay 1; attack with Edge+1	Critical <i>Edge Skill</i> Dexterity [E2] If you hit 21 exactly, your opponent draws a card	Strike Weakness <i>Edge Skill</i> Dexterity [E1] If your opponent busts, he immediately draws another card
Advantage <i>Edge Skill</i> Dexterity [E1] Reduce enemy Edge by 1.	Flanking <i>Edge Skill</i> Dexterity If target has not yet attacked you, that target may not retaliate	Recompense <i>Edge Skill</i> Endurance [E3] Instead of drawing from your deck, draw the top card of your Damage Pile
Sturdy <i>Edge Skill</i> Endurance [E2] If you exceed 21, each card you've drawn is worth -1	Encumbrance <i>Edge Skill</i> Endurance You may wear armor 1 heavier. Your armor can carry +1 items	Vitality <i>Edge Skill</i> Endurance You can take 10 cards in your Damage pile before being incapacitated
Guidance <i>Edge Skill</i> Hope [E2] Play this deal with the top card of your deck revealed	Light <i>Edge Skill</i> Hope [E1] One of your cards is worth +1 or -1	Cheer <i>Edge Skill</i> Hope [E2] If you hit 21, all allies may discard one Heart from their Damage Piles

Refreshment <i>Edge Skill</i> Hope Whenever you discard from your Damage pile, you may discard one more	Optimism <i>Edge Skill</i> Hope Edge+1 on any non-combat deals	Lucky Lady <i>Edge Skill</i> Wit [E0] Any Queens may be treated as 2s
Stealth Specialty <i>Edge Skill</i> Wit Edge+1 while evading detection	Memory <i>Edge Skill</i> Wit Remember an additional spell	Charm <i>Edge Skill</i> Wit Edge+1 while convincing others
Power Spell <i>Edge Skill</i> Power [E2] When attacking with a spell, target draws 2 additional cards if you hit	Great Spell <i>Edge Skill</i> Power Delay+2; spell gains Edge+1	Aura <i>Edge Skill</i> Power [E3] Switch the value of the first card you've drawn with the first card your opponent drew
Mastered Spell <i>Edge Skill</i> Power [E2] Reduce the required roll of a spell by 2 (does not work on contested rolls)	Lingering Spell <i>Edge Skill</i> Power [E1] A spell with a Duration lasts 1 additional turn	Demon's Prank <i>Sorcery</i> Delay 0 Wits 15 Rarity: 0 Make a loud, distracting noise at target location. Targets immediately next to the noise are Stunned
Soul Arrow <i>Sorcery</i> Delay 1 Power vs Dexterity Rarity: 0 A ranged magic attack which can be fired at any target within line of sight	Magic Weapon <i>Sorcery</i> Delay 2 Wits/Power 17 Rarity: 1 For the next 2 turns, Gain Edge+1 while Attacking or Defending with a weapon	Magic Shield <i>Sorcery</i> Delay 2 Wits/Power 17 Rarity: 1 For the next 2 turns, if you hold a Shield, gain: [E2]: Take No damage from this Deal
Hush <i>Sorcery</i> Delay 2 Wits 17 Rarity: 1 For the next 2 turns, you emit no sound. You gain Edge+2 while trying to evade detection	Light <i>Sorcery</i> Delay 2 Wits/Power 12 Rarity: 1 Create a Light which follows you for the encounter	Fall Control <i>Sorcery</i> Delay 3 Wits 17 Rarity: 1 For the encounter, you may fall exceptional distances silently and without injury.

Combustion <i>Pyromancy</i> Delay 1 Power/Endurance vs Dexterity/Endurance Rarity: 0 <p>A burst of flame, damaging anything within 10ft in front of you. If you bust, take half the cards you played as Damage.</p>	Fireball <i>Pyromancy</i> Delay 2 Power vs Dexterity Rarity: 0 <p>Lob a ball of fire at a location within 15ft. Hit anything within 5ft of target location.</p>	Power Within <i>Pyromancy</i> Delay 3 Power/Endurance 17 Rarity: 1 <p>For two turns, gain Edge+1 on all deals and use Power in place of Strength, but add 1 card to your damage pile after each check</p>
Flash Sweat <i>Pyromancy</i> Delay 3 Endurance 16 Rarity: 0 <p>For two turns, take only half damage from Fire. Additionally, gain Edge+1 to all deals against Fire.</p>	Firestorm <i>Pyromancy</i> Delay 5 Power vs Dexterity-1 Rarity: 1 <p>Flame erupts from the ground, damaging anything within 20ft</p>	Force <i>Miracle</i> Delay 0 Power vs Endurance Rarity: 0 <p>Stun and force backwards everything within 10ft. Allies gain +1 Edge against this check.</p>
Heal <i>Miracle</i> Delay 2 Hope/Power 15 Rarity: 0 <p>Remove either all Face cards or all Non-Face Cards from your damage pile</p>	Tranquil Walk <i>Miracle</i> Delay 2 Hope/Power 17 Rarity: 1 <p>For your next 2 Turns, all enemies within 15ft of you have their Dexterity and Move Speed halved (rounded down)</p>	Group Heal <i>Miracle</i> Delay 3 Hope/Power 17 Rarity: 1 <p>Choose a suit. Remove all cards of that suit from all players' damage piles.</p>
Great Heal <i>Miracle</i> Delay 4 Hope 20 Rarity: 1 <p>Discard the damage piles of yourself and all players within arms reach</p>	Second Chance <i>Miracle</i> Delay 4 Hope 21 Rarity: 5 <p>For this encounter, the next time your damage pile would exceed its maximum, you may discard one suit of cards.</p>	Homing Soulmass <i>Sorcery</i> Delay 2 Wits/Power 18 Rarity: 3 <p>For the next 2 turns, Retaliate against all attacks with Power (even if you would be otherwise unable to retaliate)</p>
Chameleon <i>Sorcery</i> Delay 3 Wits 17 Rarity: 2 <p>Disguise yourself as a roughly man-sized inanimate object you can see. You remain this way until you act or are attacked. You can move.</p>	Lightning Spear <i>Miracle</i> Delay 2 Hope/Power vs Dexterity Rarity: 3 <p>A ranged magic attack which can be fired at any target within line of sight</p>	Homeward <i>Miracle</i> Delay 4 Hope 20 Rarity: 3 <p>Return to a recently visited place in which you felt safe</p>
Warmth <i>Pyromancy</i> Delay 2 Endurance/Power/Hope 17 Rarity: 3 <p>Create a comforting ball of flame. For 2 turns, everyone within 10ft of it discards 2 damage on their turn. May pacify enemies.</p>	Immolate <i>Pyromancy</i> Delay 1 Endurance/Power 17 Rarity: 3 <p>For the next 2 turns, anyone who ends their turn within 5ft of you (including you) draws 2 damage cards.</p>	Dagger <i>Weapon</i> Wgt: 0 Dexterity Value: 0 <p>Edge-1 while defending. While defending, [E0]: If you draw 2 or more face cards, opponent draws a card.</p>

Rapier <i>Weapon</i> Wgt: 0 Dexterity Value: 1 While defending, you may use an Edge more than once	Scimitar <i>Weapon</i> Wgt: 0 Dexterity Value: 1 You may interrupt your movement with an attack	Shortsword <i>Weapon</i> Wgt: 0 Strength / Dexterity Value: 1 While Attacking, [E1]: Subtract 1 from a card
Broadsword <i>Weapon</i> Wgt: 1 Strength / Dexterity Value: 1 While attacking or defending, [E1]: Add 2 to a card	Mace <i>Weapon</i> Wgt: 1 Strength Value: 1 If you damage an opponent, that opponent is Stunned (half dexterity, can't retaliate until next turn)	Spear <i>Weapon</i> Wgt: 2 Strength / Dexterity Value: 0 You may attack an opponent from 5ft away. If you do, the opponent can't retaliate.
Battleaxe <i>Weapon</i> Wgt: 2 Strength Value: 1 You can't retaliate. Edge+1 when attacking, and your target draws 1 extra card if they fail.	Greatsword <i>Weapon</i> Wgt: 4 Strength Value: 2 You can't retaliate. Delay 1 to gain Edge+2 when attacking, and attack several targets at once.	Buckler <i>Weapon</i> Wgt: 0 Dexterity Value: 1 While Defending, [E1]: Subtract 2 from an opponent's card
Kite Shield <i>Weapon</i> Wgt: 1 Strength / Dexterity Value: 1 On taking Damage, you may discard any Clubs	Greatshield <i>Weapon</i> Wgt: 2 Endurance Value: 2 If you bust while defending, you may discard 2 damage	Catalyst <i>Weapon</i> Wgt: 1 Value: 1 Allows you to use Sorceries
Talisman <i>Weapon</i> Wgt: 0 Value: 0 Allows you to use Miracles	Pyromancy Flame <i>Weapon</i> Wgt: 0 Value: 0 Allows you to use Pyromancies	Shortbow <i>Weapon</i> Wgt: 1 Dexterity Value: 1 Requires 2 hands. Retaliate against Ranged attacks. Delay 1 to attack at a range
Longbow <i>Weapon</i> Wgt: 2 Dexterity Value: 1 Requires 2 hands. Retaliate against Ranged attacks. Delay 2 to attack at range with Edge+1	Crossbow <i>Weapon</i> Wgt: 2 Dexterity / Wits Value: 2 Retaliate against Ranged attacks Delay 2 to attack at a range	Explorer's Gear <i>Armor</i> Wgt: 1 Value: 2 Holds 3 Items Swapping and using items does not require a delay

Shadow Gear <i>Armor</i> Wgt: 1 Holds 1 Items Value: 3 Edge+1 when Defending with Dexterity	Leather Armor <i>Armor</i> Wgt: 2 Holds 2 Items Value: 2 Your damage pile can hold 2 more cards	Chainmail <i>Armor</i> Wgt: 3 Holds 1 Items Value: 3 Your damage pile can hold 4 more cards
Platemail <i>Armor</i> Wgt: 4 Holds 1 Items Value: 4 Your damage pile can hold 4 more cards. You take 1 less card of damage from regular attacks.	Crescent Moon Grass <i>Item</i> Stack 10 Value: 1 Remove one card from your Damage pile	Half Moon Grass <i>Item</i> Stack 5 Value: 2 Remove either all Face Cards or Non Face Cards from your Damage Pile
Throwing Knife <i>Item</i> Stack 5 Value: 1 Allows an attack with Dexterity at range. Take a knife into an empty hand to allow retaliation against Ranged attacks	Firebomb <i>Item</i> Stack 3 Value: 1 Attack with Dexterity within 15ft. All targets within 5ft of target location are hit.	Turpentine <i>Item</i> Stack 2 Value: 2 For the next 2 turns, your weapon attacks cause opponents to draw one extra card when damaged