

Cards by Abilities

Name of Ability	Name	Ability name and description
Agile	Celaeno Harpy	Agile: Can be placed in either the Close Combat or the Ranged Combat row. Cannot be moved once placed.
	Harpy	Agile: Can be placed in either the Close Combat or the Ranged Combat row. Cannot be moved once placed.
	Kayran	Agile: Can be placed in either the Close Combat or the Ranged Combat row. Cannot be moved once placed.
	Barclay Els	Agile: Can be placed in either the Close Combat or the Ranged Combat row. Cannot be moved once placed.
	Ciaran aep Easnillien	Agile: Can be placed in either the Close Combat or the Ranged Combat row. Cannot be moved once placed.
	Dol Blathanna Scout	Agile: Can be placed in either the Close Combat or the Ranged Combat row. Cannot be moved once placed.
	Filavandrel aen Fidhail	Agile: Can be placed in either the Close Combat or the Ranged Combat row. Cannot be moved once placed.
	Vrihedd Brigade Veteran	Agile: Can be placed in either the Close Combat or the Ranged Combat row. Cannot be moved once placed.
	Yaevinn	Agile: Can be placed in either the Close Combat or the Ranged Combat row. Cannot be moved once placed.
	Olgierd von Everec	Agile: Can be placed in either the Close Combat or the Ranged Combat row. Cannot be moved once placed.

	Olaf	Agile: Can be placed in either the Close Combat or the Ranged Combat row. Cannot be moved once placed.
Berserker	Berserker	Berserker: Transforms into a bear when a Mardroeme card is on its row.
	Young Berserker	Berserker: Transforms into a bear when a Mardroeme card is on its row.
Biting Frost	Biting Frost	Biting Frost: Sets the strength of all Close Combat cards to 1 for both players.
Clear Weather	Clear Weather	Clear Weather: Removes all Weather Card (Biting Frost, Impenetrable Fog and Torrential Rain) effects.
Commander's Horn	Draig Bon-Dhu	Commander's Horn: Doubles the strength of all unit cards in that row. Limited to 1 per row.
	Dandelion	Commander's Horn: Doubles the strength of all unit cards in that row. Limited to 1 per row.
	Commander's Horn	Commander's Horn: Doubles the strength of all unit cards in that row. Limited to 1 per row.
Decoy	Decoy	Decoy: Swap with a card on the battlefield to return it to your hand.
Hero	Ermion	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.
	Hemdall	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.
	Hjalmar	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.
	Mysterious Elf	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.

Triss Merigold	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.
Yennefer of Vengerberg	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.
Cerys	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.
Geralt of Rivia	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.
Saesenthesis	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.
Cirilla Fiona Elen Riannon	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.
Philippa Eilhart	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.
Vernon Roche	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.
Eithné	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.
Iorveth	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.
Isengrim Faoiltiama	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.
Kayran	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.
Imlerith	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.

	Draug	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.
	Leshen	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.
	Letho of Gulet	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.
	Menno Coehoorn	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.
	Morvran Voorhis	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.
	Tibor Eggebracht	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.
	Esterad Thyssen	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.
	John Natalis	Hero: Not affected by any Special Cards or abilities. Summon Shield Maidens: Summons all Shield Maidens from deck and hand.
Impenetrable Fog	Impenetrable Fog	Impenetrable Fog: Sets the strength of all Ranged Combat cards to 1 for both players.
Mardroeme	Ermion	Mardroeme: Triggers transformation of all Berserker cards on the same row.
	Mardroeme	Mardroeme: Triggers transformation of all Berserker cards on the same row.
Medic	Siege Technician	Medic: Choose one card from your discard pile and play it instantly (no Heroes or Special Cards).
	Menno Coehoorn	Medic: Choose one card from your discard pile and play it instantly (no Heroes or Special Cards).

	Etolian Auxiliary Archers	Medic: Choose one card from your discard pile and play it instantly (no Heroes or Special Cards).
	Dun Banner Medic	Medic: Choose one card from your discard pile and play it instantly (no Heroes or Special Cards).
	Havekar Healer	Medic: Choose one card from your discard pile and play it instantly (no Heroes or Special Cards).
	Yennefer of Vengerberg	Medic: Choose one card from your discard pile and play it instantly (no Heroes or Special Cards).
	Birna Bran	Medic: Choose one card from your discard pile and play it instantly (no Heroes or Special Cards).
Morale boost	Olaf	Morale boost: Adds +1 strength to all units in the row (excluding itself).
	Transformed Vildkaarl	Morale boost: Adds +1 strength to all units in the row (excluding itself).
	Olgierd von Everec	Morale boost: Adds +1 strength to all units in the row (excluding itself).
	Isengrim Faoiltiama	Morale boost: Adds +1 strength to all units in the row (excluding itself).
	Milva	Morale boost: Adds +1 strength to all units in the row (excluding itself).
	Kaedweni Siege Expert	Morale boost: Adds +1 strength to all units in the row (excluding itself).
	Kayran	Morale boost: Adds +1 strength to all units in the row (excluding itself).
Muster	Vampire: Bruxa	Muster: Find any cards with the same name in your deck and play them instantly.

Vampire: Ekimmara	Muster: Find any cards with the same name in your deck and play them instantly.
Vampire: Fleder	Muster: Find any cards with the same name in your deck and play them instantly.
Vampire: Garkain	Muster: Find any cards with the same name in your deck and play them instantly.
Vampire: Katakan	Muster: Find any cards with the same name in your deck and play them instantly.
Ghoul	Muster: Find any cards with the same name in your deck and play them instantly.
Arachas	Muster: Find any cards with the same name in your deck and play them instantly.
Arachas Behemoth	Muster: Find any cards with the same name in your deck and play them instantly.
Crone: Brewess	Muster: Find any cards with the same name in your deck and play them instantly.
Crone: Weavess	Muster: Find any cards with the same name in your deck and play them instantly.
Crone: Whispess	Muster: Find any cards with the same name in your deck and play them instantly.
Nekker	Muster: Find any cards with the same name in your deck and play them instantly.
Elven Skirmisher	Muster: Find any cards with the same name in your deck and play them instantly.
Dwarven Skirmisher	Muster: Find any cards with the same name in your deck and play them instantly.

	Havekar Smuggler	Muster: Find any cards with the same name in your deck and play them instantly.
	Gaunter O'Dimm	Muster: Find any cards with the same name in your deck and play them instantly.
	Gaunter O'Dimm: Darkness	Muster: Find any cards with the same name in your deck and play them instantly.
	Light Longship	Muster: Find any cards with the same name in your deck and play them instantly.
Scorch - Close Combat	Villentretenmerth	Scorch - Close Combat: Destroy your enemy's strongest Close Combat unit(s) if the combined strength of all his or her Close Combat units is 10 or more.
Scorch - Ranged	Toad	Scorch - Ranged: Destroy your enemy's strongest Ranged Combat unit(s) if the combined strength of all his or her Ranged Combat units is 10 or more.
Scorch - Siege	Schirrá	Scorch - Siege: Destroys your enemy's strongest Siege Combat unit(s) if the combined strength of all his or her Siege Combat units is 10 or more.
Scorch	Clan Dimun Pirate	Scorch: Discards after playing. Kills the strongest card(s) on the battlefield.
	Scorch	Scorch: Discards after playing. Kills the strongest card(s) on the battlefield.
Skellige Storm	Skellige Storm	Skellige Storm: Reduces the Strength of all Range and Siege Units to 1.
Spy	Mysterious Elf	Spy: Place on your opponent's battlefield (counts towards opponent's total) and draw 2 cards from your deck.
	Prince Stennis	Spy: Place on your opponent's battlefield (counts towards opponent's total) and draw 2 cards from your deck.
	Sigismund Dijkstra	Spy: Place on your opponent's battlefield (counts towards opponent's total) and draw 2 cards from your deck.

	Thaler	Spy: Place on your opponent's battlefield (counts towards opponent's total) and draw 2 cards from your deck.
	Shilard Fitz-Oesterlen	Spy: Place on your opponent's battlefield (counts towards opponent's total) and draw 2 cards from your deck.
	Stefan Skellen	Spy: Place on your opponent's battlefield (counts towards opponent's total) and draw 2 cards from your deck.
	Vattier de Rideaux	Spy: Place on your opponent's battlefield (counts towards opponent's total) and draw 2 cards from your deck.
Summon Avenger	Cow	Summon Avenger: When this card is removed from the battlefield, it summons a powerful new Unit Card to take its place.
	Kambi	Summon Avenger: When this card is removed from the battlefield, it summons a powerful new Unit Card to take its place.
Summon Shield Maidens	Cerys	Summon Shield Maidens: Summons all Shield Maidens from deck and hand.
Tight Bond	Young Emissary	Tight Bond: Place next to a card with the same name to double the strength of both cards.
	Blue Stripes Commando	Tight Bond: Place next to a card with the same name to double the strength of both cards.
	Catapult	Tight Bond: Place next to a card with the same name to double the strength of both cards.
	Crinfrid Reavers Dragon Hunter	Tight Bond: Place next to a card with the same name to double the strength of both cards.
	Impera Brigade Guard	Tight Bond: Place next to a card with the same name to double the strength of both cards.
	Poor Fucking Infantry	Tight Bond: Place next to a card with the same name to double the strength of both cards.

	Clan an Craite Warrior	Tight Bond: Place next to a card with the same name to double the strength of both cards.
	Clan Drummond Shield Maiden	Tight Bond: Place next to a card with the same name to double the strength of both cards.
	Transformed Young Vildkaarl	Tight Bond: Place next to a card with the same name to double the strength of both cards.
	War Longship	Tight Bond: Place next to a card with the same name to double the strength of both cards.
Torrential Rain	Torrential Rain	Torrential Rain: Sets the strength of all Siege Combat cards to 1 for both players.