







	<div>Scavenge</div> <div>If there is a treasure node in this area you may find treasure on any black card</div> <div>Rogue0</div>		<div>Misdirection</div> <div>When this character deals damage, the enemy must discard an action. If they can't, draw a card.</div> <div>Rogue1</div>		<div>Lucky</div> <div>When a friendly character crits, gain a treasure and draw a card.</div> <div>Rogue1</div>
	<div>Stealth</div> <div>This character cannot be targeted by enemies unless they discard a card.</div> <div>Rogue1</div>		<div>Poisoned Weapons</div> <div>When this character deals damage, the target discards a card. If they cannot, they take an extra point of damage.</div> <div>Rogue1</div>	○	<div>Mug</div> <div>2,0 damage if your initiative is better, they lose one treasure and you gain one treasure</div> <div>Rogue1</div>
	<div>Lay of the Land</div> <div>During the harvest phase, this character can move a node to an adjacent area.</div> <div>Ranger1</div>	○	<div>Hunter's Mark</div> <div>Empower. Allies gain advantage on attacks. This ends if you target more than one enemy character.</div> <div>Ranger1</div>	○	<div>Trap</div> <div>Create a black node in this area. Characters suffer one damage during the harvest phase if they control it.</div> <div>Ranger1</div>
○ ○	<div>Healing Spring</div> <div>Create a white node in this area. Characters heal 1 damage from every white node in an area during the harvest phase if they control it.</div> <div>Ranger1</div>	○	<div>Ranger's Harvest</div> <div>Create a copy of a node that is in this area</div> <div>Ranger1</div>	○ ○	<div>Aimed Attack</div> <div>1/2 damage. Ranged Attack..</div> <div>Ranger1</div>
○	<div>Imminent Threat</div> <div>Reaction. 2/1 This attack is performed against nearby enemy characters that leave this character's area.</div> <div>Warrior0</div>		<div>Large and Imposing</div> <div>This character doubles their remaining wounds when determining if they control an area.</div> <div>Warrior1</div>	○	<div>Rage Attack</div> <div>X,1 This character adds the amount of wounds it has lost to its attack.</div> <div>Warrior1</div>
○	<div>Charge</div> <div>2/1 You may place this character in an adjacent area before using this attack.</div> <div>Warrior1</div>	○	<div>Cleaving Attack</div> <div>2/1 Make two attacks.</div> <div>Warrior1</div>	○	<div>Reckless Attack</div> <div>2/2 If this attack is unsuccessful, it deals one damage to this character.</div> <div>Warrior1</div>

	<div>Calculated Attack</div> <div>1/1 The defender plays their defense card and reveals it before this character plays their attack card</div> <div>Warrior1</div>		<div>Throw</div> <div>2/1 If this attack is successful, place the target of the attack in an adjacent area.</div> <div>Warrior1</div>		<div>Cover</div> <div>This character may become the target of any attack targeting a nearby friendly model.</div> <div>Knight0</div>
	<div>Defensive Aura</div> <div>Empower. Friendly characters in this area gaining Advantage defense if an enemy damages them, you may draw a card.</div> <div>Knight1</div>		<div>Arcane Warding Aura</div> <div>Empower. Friendly characters in this area gain +1 Warding. Draw a card.</div> <div>Knight1</div>		<div>Mighty Aura</div> <div>Empower. Friendly characters in this area gaining Advantage Attack. if they damage an enemy, you may draw a card.</div> <div>Knight1</div>
	<div>Heal</div> <div>Play a card. Black:2 health Red:1 to a friendly nearby character.</div> <div>Knight1</div>		<div>Courage</div> <div>Empower. This character has advantage defense. If its defense is black heal one.</div> <div>Knight1</div>		<div>Intellect</div> <div>Increase hand size by 1</div> <div>Wizard1</div>
	<div>Cunning</div> <div>Draw 2 cards</div> <div>Wizard1</div>		<div>Confuse</div> <div>2/0. Magic. If the attack is successful, the target character's owner discards 1 activation token. Place that token on an action that character could perform. It may not use that action this turn.</div> <div>Wizard1</div>	 <div>X</div>	<div>Polymorph</div> <div>2/0 Magic. If the attack is successful, the attack and damage characteristic of all attacks the character can perform becomes X until the end of the turn. X must at least be 1.</div> <div>Wizard1</div>
 	<div>Teleport</div> <div>If this ability targets an enemy: 2/0 Magic. If the attack is successful, move the character to any area. If this character targets an ally move the character to any area</div> <div>Wizard1</div>		<div>Magic Blast</div> <div>2/1 Ranged. Magic.</div> <div>Wizard1</div>	 <div>X3</div>	<div>Magic Explosion</div> <div>3/1 To every enemy character in the area. Make one attack and everyone plays a card that is affected.</div> <div>Wizard1</div>
 <div>X3</div>	<div>Drain</div> <div>1/1 Ranged. Magic. Gain health equal to damage done.</div> <div>Wizard1</div>		<div>Primal Blast</div> <div>0/2 Magic. Overclock.</div> <div>Wizard1</div>		<div>Mender</div> <div>Whenever it becomes your turn, heal one damage on any friendly nearby model.</div> <div>Oracle1</div>

<div><div></div><div></div><div></div></div> <div><div>Cure</div><div>Heal an ally in L.O.S. 2 health</div><div><div>Oracle</div><div>1</div></div></div>	<div><div></div><div></div><div></div></div> <div><div>Resurrect</div><div>Summon a slain character that costs X in this character's area.</div><div><div>X</div><div>Oracle</div><div>1</div></div></div>	<div><div></div><div></div><div></div></div> <div><div>Summon Familiar</div><div>Summon a Familiar anywhere on the battlefield.</div><div><div>Oracle</div><div>1</div></div></div>
<div><div></div><div></div><div></div></div> <div><div>Summon Elemental</div><div>Summon an elemental in this character's area.</div><div><div>X7</div><div>Oracle</div><div>1</div></div></div>	<div><div></div><div></div><div></div></div> <div><div>Summon Spirit</div><div>Summon a Spirit in this character's area.</div><div><div>X3</div><div>Oracle</div><div>1</div></div></div>	<div><div></div><div></div><div></div></div> <div><div>Summon Undead</div><div>Summon an undead in this character's area</div><div><div>X3</div><div>Oracle</div><div>1</div></div></div>
<div><div></div><div></div><div></div></div> <div><div>Focus</div><div>Friendly characters can perform abilities as if they were used in this character's area.</div><div><div>Monster</div><div>1</div></div></div>	<div><div></div><div></div><div></div></div> <div><div>Ethereal</div><div>Black attacks that target this character are unsuccessful.</div><div><div>Monster</div><div>1</div></div></div>	<div><div></div><div></div><div></div></div> <div><div>Fly</div><div>If this character passes a sprint check it may be placed in any area.</div><div><div>Monster</div><div></div></div></div>
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The image displays a 6x3 grid of 18 identical empty form templates. Each template is designed for a 'Formal Request for Information' and is divided into several sections by black lines. The sections include: a header area with a title 'Formal Request for Information' and a date field; a section for 'Requester Information' with fields for name, address, and phone number; a section for 'Request Details' with fields for item number, description, and quantity; a section for 'Requester's Organization' with fields for name and address; and a footer area with a date field and a signature line. The forms are arranged in three columns and six rows, with a small gap between each form.