


	<div>Scavenge</div> <div>Whenever a nearby friendly character finds a treasure, draw a 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 nearby 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>If your initiative is better, target character loses one treasure and you gain one treasure</div> <div>Rogue1</div>
	<div>Lay of the Land</div> <div>At the beginning of the harvest phase, this character can move a node to an adjacent area.</div> <div>Ranger1</div>	○	<div>Ranger's Path</div> <div>You may move this character to another area that shares a node type. Draw a card.</div> <div>Ranger1</div>	○	<div>Trap</div> <div>Create a black node in this area. Teams controlling an area with a trap node must allocate 1 dmg to a nearby friendly character.</div> <div>Ranger1</div>
○ ○	<div>Healing Spring</div> <div>Create a white node in this area. Teams controlling an area with a Healing Spring node may heal 1 dmg to a nearby friendly character.</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 gain 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 wound.</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>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>The attack and damage characteristic of all attacks target character can perform becomes X until the end of the turn. X must be at least 1.</div> <div>Wizard1</div>
 	<div>Teleport</div> <div>Move target 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>Cure</div> <div>Heal an ally in L.O.S. 2 health</div> <div>Oracle1</div>	<div></div> <div>Resurrect</div> <div> <div>X</div> <div>Summon a slain character that costs X in this character's area.</div> </div> <div>Oracle1</div>	<div></div> <div>Summon Familiar</div> <div>Summon a Familiar anywhere on the battlefield.</div> <div>Oracle1</div>
<div></div> <div>Summon Elemental</div> <div> <div>X7</div> <div>Summon an elemental in this character's area.</div> </div> <div>Oracle1</div>	<div></div> <div>Summon Spirit</div> <div> <div>X3</div> <div>Summon a Spirit in this character's area.</div> </div> <div>Oracle1</div>	<div></div> <div>Summon Undead</div> <div> <div>X3</div> <div>Summon an undead in this character's area</div> </div> <div>Oracle1</div>
<div></div> <div>Focus</div> <div>Friendly characters can perform abilities as if they were used in this character's area.</div> <div>Monster1</div>	<div></div> <div>Ethereal</div> <div>Black attacks that target this character are unsuccessful.</div> <div>Monster1</div>	<div></div> <div>Fly</div> <div>If this character passes a sprint check it may be placed in any area.</div> <div>Monster</div>
<div></div> <div>Juggernaut</div> <div> <div></div> <div>2/2 Nearby. Physical. Advantage on attacks. (+1 to attacks with red cards)</div> </div> <div>Weapon Skill</div>	<div></div> <div>Frenzied</div> <div> <div></div> <div>2/1 Nearby. Physical. You may make another attack immediatly following this attack.</div> </div> <div>Weapon Skill</div>	<div></div> <div>Weapon Expert</div> <div> <div></div> <div>2/1 Nearby. Physical. Counter (Reaction: You may make an attack immediatly following a nearby enemy attack that targets this character.)</div> </div> <div>Weapon Skill</div>
<div></div> <div>Sentry</div> <div> <div></div> <div>2/1 Nearby. Physical. Advantage on defence. (+1 to defence with black cards)</div> </div> <div>Weapon Skill</div>	<div></div> <div>Sniper</div> <div> <div></div> <div>2/1 Ranged. Physical.</div> </div> <div>Weapon Skill</div>	<div></div> <div>Martial Artist</div> <div> <div></div> <div>0/1 Nearby. Physical. You may make two additional attacks immediatly following this attack.</div> </div> <div>Weapon Skill</div>
<div></div> <div>Melee Magic</div> <div> <div></div> <div>0/1 Nearby. Magic.</div> </div> <div>Weapon Skill</div>	<div></div> <div>Ranged Magic</div> <div> <div></div> <div>2/1 Magic. Ranged.</div> </div> <div>Weapon Skill</div>	