

<p><b>Strike</b></p> <p>Deal 3 damage.</p> <p>If you are attacking an enemy who attacked you this Round, deal 5 damage instead.</p>	<p>⚡ <b>Block</b></p> <p>Prevent up to 2 damage from an enemy attack.</p> <p>If you <b>Block</b> a <b>Forced Attacked</b>, you are attacked instead and gain <b>Inspiration</b>.</p>	<p><b>Bash</b></p> <p><b>Stun</b> an enemy you are engaged with.</p> <p><i>Combo</i> <b>Slash</b></p> <p>Deal 5 damage to that enemy.</p>
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<p><b>Shoot</b></p> <p>Deal 3 damage.</p> <p>If you took no damage this Round, deal 5 damage instead.</p>	<p>⚡ <b>Evade</b></p> <p>Prevent 2 damage to you.</p> <p>~~ and/or ~~</p> <p>Prevent 1 status from being applied to you.</p>	<p><b>Hasten</b></p> <p>Draw 2 cards. You may take another Action.</p> <p><i>You cannot <b>Hasten</b> more than once per Round.</i></p>

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<p><b>Burn</b></p> <p><b>Scorch</b> an enemy. Deal 3 damage to each enemy for each <b>Scorch</b> on them.</p> <p><i>Each enemy cannot be <b>Scorched</b> more than three times.</i></p>	<p>⚡ <b>Shock</b></p> <p>Draw a card.</p> <p>Deal 2 damage to all <b>Scorched</b> enemies.</p> <p>Prevent 2 damage from all <b>Chilled</b> enemies.</p>	<p><b>Freeze</b></p> <p>Deal 3 damage and <b>Chill</b> the target.</p> <p>If the target is already <b>Chilled</b>, <b>Stun</b> them.</p>
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<p><b>Bolster</b></p> <p>Restore 2 Health to any player.</p> <p>Remove or duplicate 1 status on any player.</p>	<p><b>Inspire</b></p> <p>All players draw a card and gain <b>Inspiration</b>.</p>	<p>⚡ <b>Coordinate</b></p> <p>Play when an ally deals 5 or more damage to deal 5 damage.</p> <p><i>You may target a different enemy.</i></p>
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<p><b>Tackle</b></p> <p>Deal 6 damage. Take 1 damage.</p> <p><i>Combo</i> <b>Takedown</b> Stun the target.</p>	<p><b>Flurry</b></p> <p><i>Multi-target</i></p> <p>Deal 1 damage.</p> <p><b>Mill</b> up to 5 cards to deal 1 more damage per card.</p>	<p>⚡ <b>Counter</b></p> <p>Play when you are attacked to deal 2 damage to your attacker and draw a card.</p> <p>If this damage defeats them, they deal no damage.</p>

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<p><b>Mimic</b></p> <p>While this card is in your hand, treat it as if it were any card in an ally's hand.</p>	<p>⚡ <b>Misdirect</b></p> <p>Play when an enemy attacks to prevent up to 2 damage and deal 2 damage to a different enemy.</p>	<p><b>Drain</b></p> <p>Deal 3 damage. Gain 1 health. Draw a card.</p>
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<p><b>Blast</b></p> <p>Deal 4 damage.</p> <p><i>Combo</i> <b>Energize</b></p> <p>Draw 2 cards.</p>	<p>⚡ <b>Protect</b></p> <p><i>Multi-target</i></p> <p>Prevent 1 damage. You may discard up to two cards to prevent 3 more damage per card.</p>	<p><b>Unleash</b></p> <p><i>Multi-target</i></p> <p>Deal 2 damage. You may discard up to 2 cards to deal 3 more damage per card.</p>
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<p><b>Resupply</b></p> <p>An ally draws 2 cards. You may take another Action.</p> <p><i>You cannot Resupply more than once per Round.</i></p>	<p><b>Fetch</b></p> <p>Restore 1 Health to each player.</p> <p>Each player may place 1 of their discarded cards (other than Fetch) on top of its deck.</p>	<p>⚡ <b>Accompany</b></p> <p>Play when an ally is attacked to prevent 1 damage, deal 1 damage to the attacker, and draw a card.</p>

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<p><b>Hurricane</b></p> <p>All players must discard 4 cards. If you cannot, discard as many as you can and take 2 damage for each card you could not discard.</p>	<p><b>Hailstorm</b></p> <p>Remove all discarded cards from the game.</p> <p>Completely <b>Mill</b> all decks.</p>	<p><b>Flood</b></p> <p>Increase the maximum number of enemies by 1.</p> <p>Put a random, defeated, enemy into the Battlefield.</p>

<p><b>Amulet of Fire Breath</b></p> <p>⚡ 2 Charges</p> <p>Deal 4 damage.</p>	<p><b>Rod of Healing</b></p> <p>⚡ 2 Charges</p> <p>Restore 2 health.</p> <p>~~ or ~~</p> <p>Remove 1 status.</p>	<p><b>Orb of the Seer</b></p> <p>⚡ 3 Charges</p> <p>Look at the top five cards of one of your decks and put them back in any order.</p>
<p><b>Cape of Recovery</b></p> <p><i>Passive</i></p> <p>At the start of your turn, if you have no cards in hand, you may draw a card.</p> <p>Once per turn, you may discard a card.</p>	<p><b>Staff of Secrets</b></p> <p>⚡ 2 Charges</p> <p>Gain a random Artifact.</p>	<p><b>Lightning Crystal</b></p> <p><i>Passive</i></p> <p>Whenever you draw a card outside of your Draw Step, deal 1 damage.</p>
<p><b>Tome of Tactics</b></p> <p><i>X Charges</i></p> <p>Draw X Cards</p> <p><i>Passive</i></p> <p>When you refresh a deck, you may leave up to 5 cards in the discard pile.</p>	<p><b>Token of Luck</b></p> <p>⚡ X Charges</p> <p>Name a card.</p> <p>Reveal the top X cards of one of your decks. If you reveal the named card, you may play it. Discard the rest.</p>	<p><b>Bandana of the Swift</b></p> <p>⚡ 2 Charges</p> <p>Refresh <i>any</i> deck. You and the owner of the deck may draw a card. You cannot draw 2 cards from this effect.</p>

<p><b>Toxic Toad</b></p> <p>HP: 12 Attack: 3</p> <p><b>Stun</b> any player who takes 3 or more damage from this enemy.</p>	<p><b>Harpy</b></p> <p>HP: 14 Attack: 4</p> <p>Forced Attack: <i>most cards in hand</i></p> <p>Engage: Gain <b>Fatigue</b>.</p>	<p><b>Armored Orc</b></p> <p>HP: 10 Attack: 5</p> <p>Cannot take more than 3 damage at a time</p>
<p><b>Pyromancer</b></p> <p>HP: 16 Attack: 3</p> <p>Forced Attack: <i>most health</i></p> <p>Encounter: Deal 3 damage to the player with the most health.</p>	<p><b>Mana Wraith</b></p> <p>HP: 14 Attack: ???</p> <p>Forced Attack: <i>most cards in hand</i></p> <p><i>Deals damage equal to target's hand size (minimum 3 damage)</i></p>	<p><b>Spider Assassin</b></p> <p>HP: 10 Attack: 4</p> <p>Forced Attack: <i>least health</i></p> <p>Encounter: <b>Stun</b> the player with the least health.</p>
<p><b>Barbed Bear</b></p> <p>HP: 16 Attack: 3</p> <p><b>Fatigue</b> any player who takes 1 or more damage from this enemy.</p>	<p><b>Dementor</b></p> <p>HP: 10 Attack: 5</p> <p>Forced Attack: <i>least cards in hand</i></p> <p>Engage: Gain <b>Fatigue</b>.</p>	<p><b>Young Dragon</b> <i>Greater</i></p> <p>HP: 20 Attack: 2</p> <p><i>Attacks all players.</i></p> <p><i>Cannot be engaged.</i></p>



<p><b>Soul Eater</b> <i>Greater</i></p> <p>HP: 20 Attack: 6</p> <p>Whenever this enemy deals damage, it gains health equal to half of the damage dealt, rounded down.</p>	<p><b>Dwarf</b></p> <p>Start the game with 4 more health.</p>	<p>You may spend <b>Inspiration</b> to prevent 2 damage instead of 1.</p> <p>⚡ <i>1 Charge</i> Prevent 1 Stun from being applied to you.</p>
<p><b>Human</b></p> <p>Start the game with 2 <b>Inspiration</b>.</p>	<p><b>Halfling</b></p> <p>Start the game with 1 more card in hand.</p>	<p><b>Elf</b></p> <p>Start the game with 2 <b>Charges</b>.</p>
<p>When you an spend <b>Inspiration</b>, give an ally 1 <b>Inspiration</b>.</p> <p>⚡ <i>1 Charge</i> Discard a card. If you do, trigger the Combo effect of a card you played this turn.</p>	<p>After refreshing a deck, you may draw a card.</p> <p>⚡ <i>1 Charge</i> If you are targeted by a <b>Forced Attack</b>, chose an ally to be targeted instead.</p>	<p>Your max hand size is 8 instead of 6.</p> <p>⚡ <i>1 Charge</i> Look at the top card of one of your decks. Put it on top or bottom of its deck.</p>