

Dagger



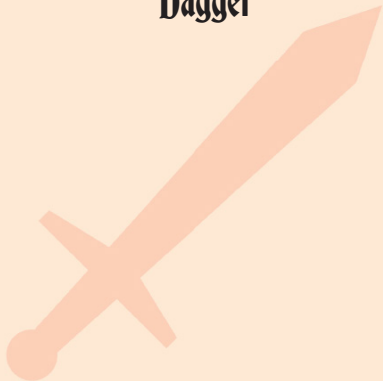
2	3	4	5	6	7	8	9	10	11	
0	0	0	0	0	0	1	1	1	1	2

Dagger



2	3	4	5	6	7	8	9	10	11	★
0	0	0	0	0	0	1	1	1	1	2

Dagger



2	3	4	5	6	7	8	9	10	11	
0	0	0	0	0	0	1	1	1	1	2

Bow



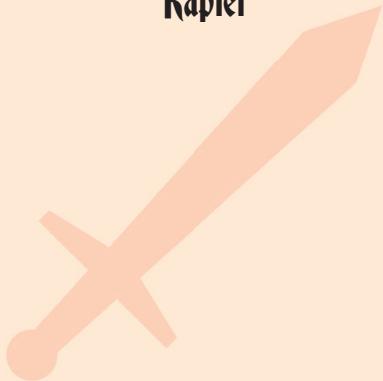
2	3	4	5	6	7	8	9	10	11	
0	0	0	0	1	1	1	1	2	2	3

Bow



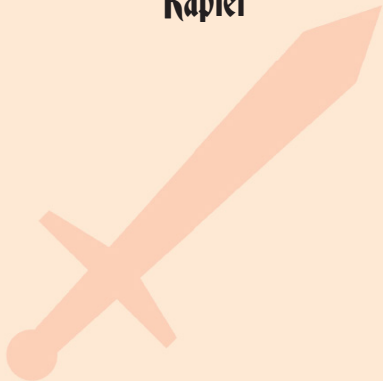
2	3	4	5	6	7	8	9	10	11	
0	0	0	0	1	1	1	1	2	2	3

Rapier



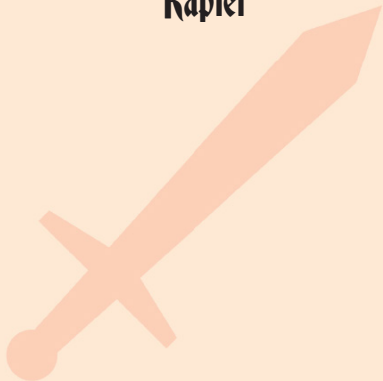
2	3	4	5	6	7	8	9	10	11	★
0	0	0	0	1	1	1	1	2	2	4

Rapier



2	3	4	5	6	7	8	9	10	11	★
0	0	0	0	1	1	1	1	2	2	4

Rapier



2	3	4	5	6	7	8	9	10	11	★
0	0	0	0	1	1	1	1	2	2	4

Silver Rune Blade

You may spend an additional 2 Stamina when attacking with this blade to perform a heightened attack.

If you spend 3 stamina to attack, on a hit, the target cannot Escape during their next turn unless they cast Darkness.

Sta	2	3	4	5	6	7	8	9	10	11	★
1	0	0	0	0	0	0	1	1	1	2	2
3	0	0	1	1	1	2	2	3	3	3	4

Throwing Axe

Thrown! Discard after use.



2	3	4	5	6	7	8	9	10	11	★
0	0	0	0	0	1	1	1	2	2	2

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Thrown! Discard after use.



2	3	4	5	6	7	8	9	10	11	★
0	0	0	0	0	1	1	1	2	2	2

Throwing Axe

Thrown! Discard after use.



2	3	4	5	6	7	8	9	10	11	★
0	0	0	0	0	1	1	1	2	2	2

Greataxe



2	3	4	5	6	7	8	9	10	11	★
0	0	1	1	2	2	2	3	3	3	4

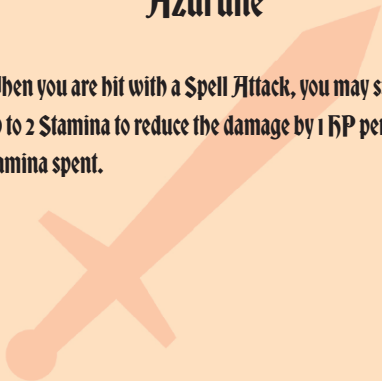
Greataxe



2	3	4	5	6	7	8	9	10	11	★
0	0	1	1	2	2	2	3	3	3	4

Azurune

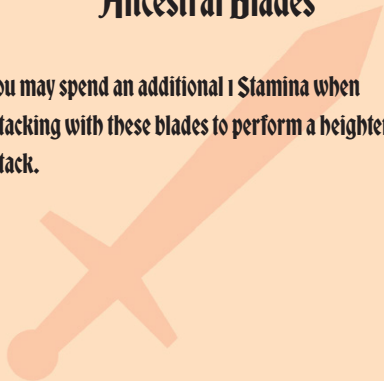
When you are hit with a Spell Attack, you may spend up to 2 Stamina to reduce the damage by 1 HP per stamina spent.



2	3	4	5	6	7	8	9	10	11	★
0	0	0	0	1	1	1	1	2	2	4

Ancestral Blades

You may spend an additional 1 Stamina when attacking with these blades to perform a heightened attack.



Sta	2	3	4	5	6	7	8	9	10	11	★
2	0	0	0	0	1	1	1	1	2	2	4
3	0	0	1	1	2	2	2	3	3	3	4

Magic Throwing Hammer



2	3	4	5	6	7	8	9	10	11	★
0	0	0	1	1	1	1	2	2	2	4

Crossbow



2	3	4	5	6	7	8	9	10	11	★
0	0	0	0	1	1	1	2	2	2	3

Crossbow



2	3	4	5	6	7	8	9	10	11	★
0	0	0	0	1	1	1	2	2	2	3

Lance of the Twin Diamonds

On a Critical Hit, restore 2 HP.



2	3	4	5	6	7	8	9	10	11	★
0	0	0	1	1	1	1	2	2	3	3

Blade of Orcish Fury

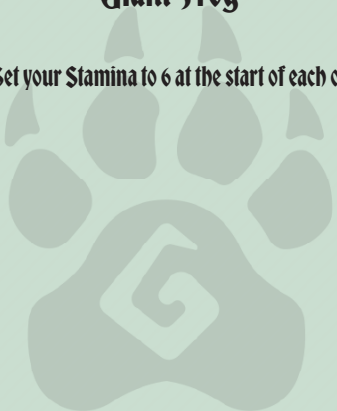
Take 1 point of damage after each Attack



2	3	4	5	6	7	8	9	10	11	★
0	0	0	1	1	2	2	3	3	3	4

Giant Frog

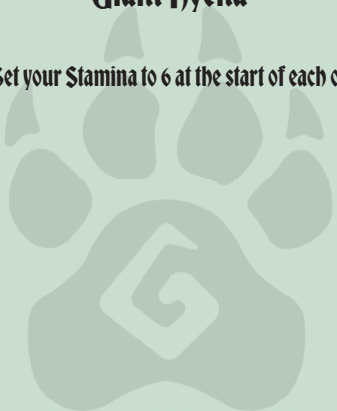
3 HP. Set your Stamina to 6 at the start of each of your turns.



2	3	4	5	6	7	8	9	10	11	★
0	0	0	1	1	1	1	2	2	2	3

Giant Hyena

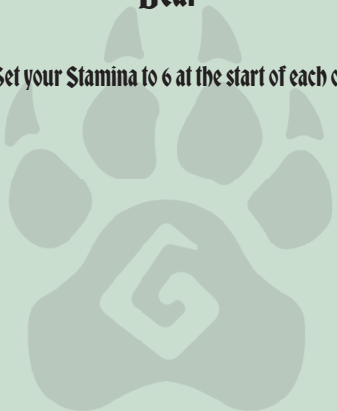
3 HP. Set your Stamina to 6 at the start of each of your turns.



2	3	4	5	6	7	8	9	10	11	★
0	0	1	1	1	1	1	2	2	2	3

Bear

4 HP. Set your Stamina to 6 at the start of each of your turns.



2	3	4	5	6	7	8	9	10	11	
0	0	0	1	1	2	2	2	3	3	4

Frostbite

Ignores Escape.



2	3	4	5	6	7	8	9	10	11	
0	0	0	0	1	1	1	1	2	2	2

Frostbite

Ignores Escape.



2	3	4	5	6	7	8	9	10	11	★
0	0	0	0	1	1	1	1	2	2	2

Frostbite

Ignores Escape.



2	3	4	5	6	7	8	9	10	11	★
0	0	0	0	1	1	1	1	2	2	2

Eldritch Blast



2	3	4	5	6	7	8	9	10	11	
0	0	0	1	1	1	1	1	1	1	2

Eldritch Blast



2	3	4	5	6	7	8	9	10	11	
0	0	0	1	1	1	1	1	1	1	2

Firebolt

On a Critical Hit, Destroy a weapon.



2	3	4	5	6	7	8	9	10	11	★
0	0	0	0	1	1	1	1	1	1	2

Firebolt

On a Critical Hit, Destroy a weapon.



2	3	4	5	6	7	8	9	10	11	✦
0	0	0	0	1	1	1	1	1	1	2

Firebolt

On a Critical Hit, Destroy a weapon.



2	3	4	5	6	7	8	9	10	11	✦
0	0	0	0	1	1	1	1	1	1	2

Thunderclap

Attack up to 2 other players.



2	3	4	5	6	7	8	9	10	11	★
0	0	0	0	0	0	1	1	1	1	2

Thunderclap

Attack up to 2 other players.



2	3	4	5	6	7	8	9	10	11	★
0	0	0	0	0	0	1	1	1	1	2

Thunderclap

Attack up to 2 other players.



2	3	4	5	6	7	8	9	10	11	★
0	0	0	0	0	0	1	1	1	1	2

Shatter

Choose any number of players and attack each one.
Destroy a Weapon or Keepsake belonging to a player hit by this attack. Ignore Escape.

2	3	4	5	6	7	8	9	10	11	★
0	0	0	1	1	1	1	2	2	3	3

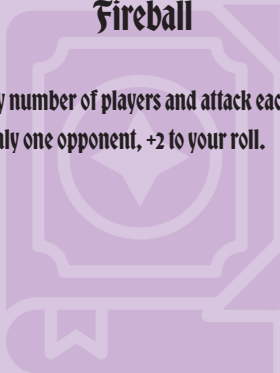
Shatter

Choose any number of players and attack each one.
Destroy a Weapon or Keepsake belonging to a player hit by this attack. Ignore Escape.

2	3	4	5	6	7	8	9	10	11	★
0	0	0	1	1	1	1	2	2	3	3

Fireball

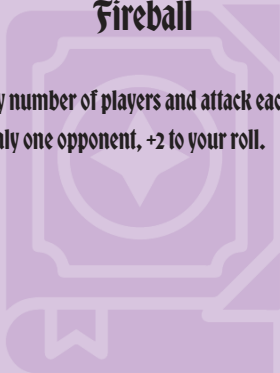
Chose any number of players and attack each one. If there is only one opponent, +2 to your roll.



2	3	4	5	6	7	8	9	10	11	★
1	1	1	1	1	2	2	2	3	3	3

Fireball

Chose any number of players and attack each one. If there is only one opponent, +2 to your roll.



2	3	4	5	6	7	8	9	10	11	★
1	1	1	1	1	2	2	2	3	3	3

Ice Knife

After you roll, deal 1 damage to all opposing players.



2	3	4	5	6	7	8	9	10	11	★
0	0	0	0	1	1	1	1	1	2	2

Ice Knife

After you roll, deal 1 damage to all opposing players.




2	3	4	5	6	7	8	9	10	11	★
0	0	0	0	1	1	1	1	1	2	2

Moonbeam

Ignores Escape




2	3	4	5	6	7	8	9	10	11	
1	1	1	1	1	2	2	2	2	3	3

Moonbeam

Ignores Escape



2	3	4	5	6	7	8	9	10	11	
1	1	1	1	1	2	2	2	2	3	3

Dissonant Whispers

On a hit, look at the target player's hand and choose a card to discard.



2	3	4	5	6	7	8	9	10	11	★
0	0	0	1	1	1	1	2	2	2	3

Dissonant Whispers

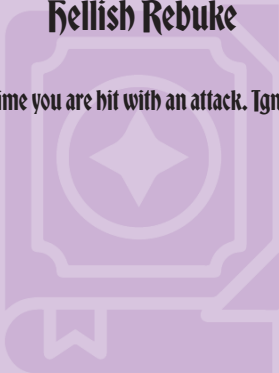
On a hit, look at the target player's hand and choose a card to discard.



2	3	4	5	6	7	8	9	10	11	★
0	0	0	1	1	1	1	2	2	2	3

Hellish Rebuke

Play anytime you are hit with an attack. Ignores Escape.



2	3	4	5	6	7	8	9	10	11	★
0	0	1	1	1	1	2	2	2	2	3

Darkness

Escape.



Darkness

Escape.



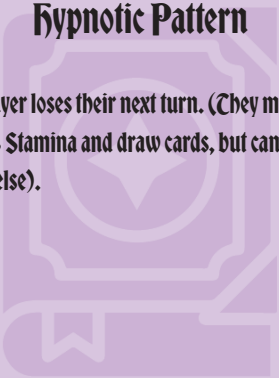
Darkness

Escape.



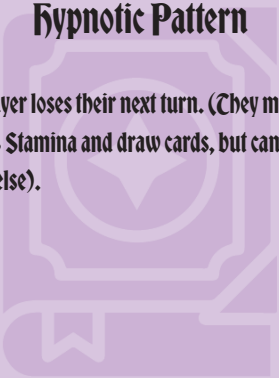
Hypnotic Pattern

Target player loses their next turn. (They may still gain 3 Stamina and draw cards, but cannot do anything else).



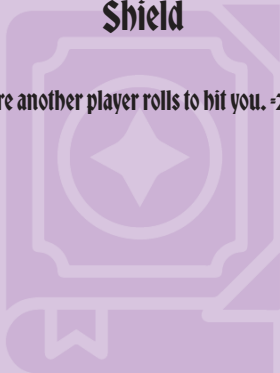
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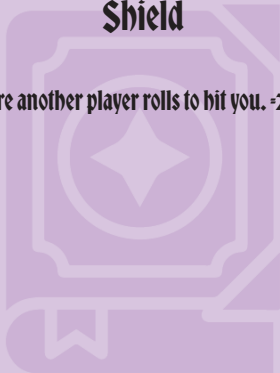
Shield

Play before another player rolls to hit you. =2 to their roll.



Shield

Play before another player rolls to hit you. =2 to their roll.



Faerie Fire

End all Escapes.



Faerie Fire

End all Escapes.



Mage Hand

Steal a card from another player's hand (without looking).



Mage Hand

Steal a card from another player's hand (without looking).



Mage Hand

Steal a card from another player's hand (without looking).



Heat Metal

Destroy a weapon or item card in play.



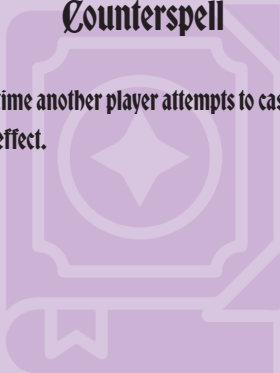
Heat Metal

Destroy a weapon or item card in play.



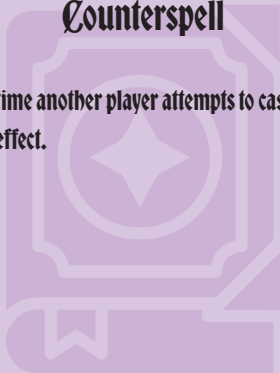
Counterspell

**Play any time another player attempts to cast a spell.
It has no effect.**



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**Play any time another player attempts to cast a spell.
It has no effect.**



Bow of Wonder

**Draw cards until you find a Spell. Cast that Spell.
Shuffle the deck after, including any cards that were
above the Spell.**

Keepsake Item

Dragonlayer's Helm

Add 1 to all your Attack rolls.

Ring of Shielding

Before an opponent rolls to *Attack* you, you may spend 1 stamina to subtract 1 from their roll.

Banjo

Before any other player's roll, you may spend 1 stamina to add 1 to that roll.

Magic Rope

When you Seek, you can draw 3 cards, add one to your hand, and discard the others.

Magic Rope

When you Seek, you can draw 3 cards, add one to your hand, and discard the others.

Frog's Eye Pendant

Escape. You may also choose an additional player to
Escape.

Goodberry

Restore 1 HP

Goodberry

Restore 1 HP

Goodberry

Restore 1 HP

Goodberry

Restore 1 HP

Health Potion

Restore 2 HP

Health Potion

Restore 2 HP

Denarii Tanner's Special Brew

Restore 3 HP and 1 Stamina. Escape.

Ring of Spell Storing

Search the deck for an advanced Spell and add it to your hand.

Encantite

Before casting a spell, discard this to add 1 to your roll.

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Before casting a spell, discard this to add 1 to your roll.

Encantite

Before casting a spell, discard this to add 1 to your roll.

Dodge (3)

Play before a player rolls to Attack you. -3 to the roll.

Dodge (2)

Play before a player rolls to Attack you. -2 to the roll.

Dodge (2)

Play before a player rolls to Attack you. -2 to the roll.

Dodge (1)

Play before a player rolls to Attack you. -1 to the roll.

Dodge (1)

Play before a player rolls to Attack you. -1 to the roll.

Dodge (1)

Play before a player rolls to Attack you. -1 to the roll.

Dodge (1)

Play before a player rolls to Attack you. -1 to the roll.

Power Strike

Play before making an Attack roll. +1 to that roll.

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Power Strike

Play before making an Attack roll. +1 to that roll.

Sneak Attack

Play before making an Attack roll. +2 to that roll.

Costs 0 while Escaped.

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Play before making an Attack roll. +2 to that roll.

Costs 0 while Escaped.

Sneak Attack

Play before making an Attack roll. +2 to that roll.

Costs 0 while Escaped.

Divine Smite

Play after rolling an Attack, +2 to your roll.

Distraction

Play before any roll. -1 to that roll.

Distraction

Play before any roll. -1 to that roll.

Distraction

Play before any roll. -1 to that roll.

Inspiring Words

Play before any roll. +1 to that roll.

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Play before any roll. +1 to that roll.

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Play before any roll. +1 to that roll.

Inspiring Words

Play before any roll. +1 to that roll.

Twinned Spell

Play when you Cast a Spell. Instead of discarding that Spell card, discard this card. You cannot Cast that spell this turn.

Twinned Spell

Play when you Cast a Spell. Instead of discarding that Spell card, discard this card. You cannot Cast that spell this turn.

Stubborn Determination

Play at any time. Restore 1 Stamina.

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Stubborn Determination

Play at any time. Restore 1 Stamina.

Action Surge

Play during your turn. Restore 2 Stamina.

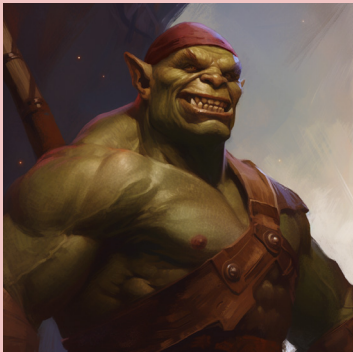
Action Surge

Play during your turn. Restore 2 Stamina.

Hero

Roc

When you make an attack that increases your Vulnerability, add your new Vulnerability score to your Attack roll.



Hero

Bahgrim

When you cast a Spell Attack, +1 to your roll.



Hero

Meli

At any time, you can spend 1 Stamina to add +1 to any other player's roll (limit of 1 per roll)



Hero

Wae

If you roll a 10 or more on a **Weapon Attack**, **Seek**.



Hero

Krugephor

Start with an extra 2 Darkness in your hand. Ignore Darkness on other players.



Hero

Brigham

Start with an extra Azurune in your hand. If your Azurune would be destroyed, put it into your hand instead.



Hero

Lacey

If you roll a 10 or more on an **Weapon Attack**, **Escape**.



Hero

Garin

Start with an extra Giant Frog Wild Shape in your hand. When you Recoup, Escape.



Hero

Onira

Start with an extra Sneak Attack in your hand.
Whenever you Escape, roll. On an a 10 or higher,
Seek.



Hero

Cadmeus

When you Seek, you can draw 3 cards, add one to your hand, and discard the others.



On Your Turn

1. Draw cards until you have at least 5 in your hand.
2. Restore 3 Stamina
(Max 8. If you would exceed 8 Stamina, instead restore 1 HP.)
3. Spend Stamina to perform actions:
 - Use a Weapon or Basic Spell to **Attack**
 - Play Cards (Spells, Items, etc.)
 - **Seek** (1 Stamina) -- Look at the top 2 cards of the deck. Take one and discard the other.
 - **Escape** (2 Stamina) -- Subtract 2 from attacks against you while Escape lasts.

Alternatively, you can **Recoup** -- Restore 5 Stamina. You cannot spend any Stamina this turn.
4. Draw cards until you have at least 5 in your hand.

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Stamina



Stamina



Stamina



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Stamina

