

Name	Apprentice Mage				Tarot	Rods 4	Points	39	Name	Shambling Soldier				Tarot	Swords 3	Points	27	
Att	2	Armor	5	Move	3	Values	Neutrality		Att	3	Armor	5	Move	2	Values	Civilization		
Def	6	Tuf	3	End	3	Race	Human		Def	6	Tuf	3	End	3	Race	Shambler		
S-Pow	2	Mana	5	Command	1	Restriction			S-Pow	1	Mana	1	Command	0	Restriction			
Weapon 1	Mace				Effects				Weapon 1	Javelin				Effects				
EC	3	W-Att	3	W-Pow	4				EC	2	W-Att	5	W-Pow	2	Immune to Slay			
Reach	1	Type	Mace						Reach	2	Type	Mundane						
Crit	Stun										Crit	Injury+1						
Special											Special	1E: Throw						
Weapon 2					Abilities				Weapon 2	Shield				Abilities				
EC	W-Att	W-Pow							EC	W-Att	W-Pow				2E: Parry (RE)			
Reach	Type				2E: Dazzle						Reach	Type				1E: Block 2 (RE)		
Crit					2E1M: Static Jolt						Crit							
Special					1E1M: Metalize (RE)						Special							
Name	Towering Deathguard				Tarot	Swords 6	Points	83	Name	Vampiric Crusher				Tarot	Swords 9	Points	100	
Att	1	Armor	9	Move	3	Values	Darkness, Warfare		Att	3	Armor	6	Move	5	Values	Darkness, Warfare, Civilization		
Def	3	Tuf	5	End	4	Race	Undead Construct		Def	8	Tuf	4	End	4	Race	Red Elf		
S-Pow	1	Mana	3	Command	1	Restriction			S-Pow	1	Mana	4	Command	3	Restriction	301+		
Weapon 1	Shadow Longsword				Effects				Weapon 1	Vampiric Dire Blade				Effects				
EC	2	W-Att	4	W-Pow	6	Immune to Slay			EC	4	W-Att	5	W-Pow	8	Vicious			
Reach	2	Type	Dark						Reach	2	Type	Acid			Immune to Dark			
Crit	Pow+3										Crit	Pow+4				Challenge		
Special	On Hit: Hex 1										Special	On Injury: Recover 1 Injury						
Weapon 2	Heavy Shield				Abilities				Weapon 2					Abilities				
EC	W-Att	W-Pow				2E: Block 4 (RE)			EC	W-Att	W-Pow				2M: Hyper Cutter			
Reach	Type				1M: Guided Strike						Reach	Type				2E: Parry (RE)		
Crit					1E1M: Butcher						Crit							
Special											Special							

Name	Black Bladed Sentry				Tarot	Coins 6	Points 70	Name	Reaper Imp				Tarot	Coins 9	Points 97
Att	2	Armor 7	Move 3		Values	Darkness		Att	2	Armor 6	Move 6		Values	Warfare, Darkness	
Def	6	Tuf 3	End 4		Race	Preserved		Def	10	Tuf 3	End 4		Race	Imp	
S-Pow	1	Mana 4	Command 2		Restriction			S-Pow	2	Mana 5	Command 2		Restriction	301+	
Weapon 1	Shadow Shiv				Effects	Immune to Slay		Weapon 1	Bone Scythe				Effects	Vicious Flame Wreath Super Stealth	
EC	2	W-Att 4	W-Pow 3												
Reach	1	Type	Dark												
Crit	Injury+1														
Special	On Hit: Hex 1														
Weapon 2	Shield				Abilities	1E: Block 2 (RE) 2M: Gouge 1E: Mana Theft		Weapon 2					Abilities	2M: Shadow Hop (RE) 1M: Backstab	
EC		W-Att	W-Pow												
Reach		Type													
Crit															
Special															
Name	Noble Tactician				Tarot	Cups 6	Points 77	Name	Frozen Guardian				Tarot	Cups 9	Points 117
Att	2	Armor 8	Move 5		Values	Warfare, Civilization		Att	1	Armor 9	Move 3		Values	Civilization, Warfare	
Def	6	Tuf 2	End 4		Race	Red Elf		Def	4	Tuf 5	End 4		Race	Preserved	
S-Pow	0	Mana 4	Command 5		Restriction			S-Pow	3	Mana 5	Command 5		Restriction	301+	
Weapon 1	Spear				Effects	Vicious		Weapon 1	Silver Scepter				Effects	Immune to Slay Voodoo Swift Assault	
EC	2	W-Att 4	W-Pow 3												
Reach	2	Type	Mundane												
Crit	Injury+1														
Special															
Weapon 2	Heavy Shield				Abilities	1E1M: Castle (RE) 2E: Plan Ahead 2E: Block 4 (RE)		Weapon 2	Heavy Shield				Abilities	2M: Chilling Strike 3M: Checkmate 2E: Block 4 (RE)	
EC		W-Att	W-Pow												
Reach		Type													
Crit															
Special															

Name	Mercenary Scout				Tarot	Coins 4	Points	40	Name	Willow Wisp				Tarot	Rods 3	Points	41				
Att	2	Armor	6	Move	4	Values	Neutrality				Att	2	Armor	4	Move	3	Values	Light			
Def	6	Tuf	3	End	3	Race	Human				Def	7	Tuf	2	End	3	Race	Wisp			
S-Pow	1	Mana	4	Command	2	Restriction					S-Pow	3	Mana	5	Command	0	Restriction				
Weapon 1	Bow				Effects					Weapon 1	Staff				Effects	Serenity					
EC	3	W-Att	4	W-Pow	2					EC	2	W-Att	2	W-Pow	1						
Reach	5+	Type	Mundane							Reach	2	Type	Mundane								
Crit	Injury+1								Crit	Stun											
Special									Special												
Weapon 2	Blade				Abilities	1M: Backstab 2E: Dodge (RE)				Weapon 2	Shield				Abilities	2E1M: Static Jolt 1E: Block 2 (RE)					
EC	2	W-Att	4	W-Pow	3					EC		W-Att		W-Pow							
Reach	1	Type	Mundane							Reach		Type									
Crit	Pow+2								Crit												
Special									Special												
Name	Elemental Battlemage				Tarot	Rods 6	Points	89	Name	Order Archwizard				Tarot	Rods 9	Points	104				
Att	2	Armor	8	Move	3	Values	Light, Freedom				Att	3	Armor	5	Move	4	Values	Light, Civilization, Freedom			
Def	3	Tuf	3	End	4	Race	Elemental				Def	9	Tuf	3	End	4	Race	White Elf			
S-Pow	3	Mana	6	Command	3	Restriction					S-Pow	6	Mana	7	Command	3	Restriction				
Weapon 1	Rune Scepter				Effects	Serenity				Weapon 1	Rune Staff				Effects	Serenity Immune to Magic					
EC	2	W-Att	3	W-Pow	3					EC	2	W-Att	3	W-Pow	1						
Reach	2	Type	Magic							Reach	2	Type	Magic								
Crit	Stun								Crit	Stun											
Special									Special	Hit: Drain 1 Mana											
Weapon 2	Bow				Abilities	1E: Block 2 (RE) 1E1M: Heal 2M: Chilling Strike				Weapon 2	Banner				Abilities	1M: Adamant Form (RE) 2E3M: Epic Heal 2E2M: Whirling Gale 1E: Rally					
EC	3	W-Att	4	W-Pow	3					EC		W-Att		W-Pow							
Reach	6+	Type	Mundane							Reach		Type									
Crit	Injury+1								Crit												
Special									Special												

Name	Fae Frightslinger				Tarot	Swords 6	Points	82	Name	Archangel of Judgement				Tarot	Swords 9	Points	125
Att	4	Armor	7	Move	4	Values	Freedom		Att	1	Armor	8	Move	4	Values	Freedom, Light, Civilization	
Def	7	Tuf	3	End	4	Race	Fae		Def	4	Tuf	6	End	4	Race	Archangel	
S-Pow	1	Mana	4	Command	1	Restriction			S-Pow	2	Mana	5	Command	3	Restriction	301+	
Weapon 1	Chaotic Crossbow				Effects	Levitating Move Shrieking Armor			Weapon 1	Silver Halberd				Effects	Levitating Move Serenity Mark of the Titans		
EC	3	W-Att	6	W-Pow	4				EC	2	W-Att	3	W-Pow	6			
Reach	5+	Type	Magic		Reach				3	Type	Magic						
Crit	Injury+1				Crit				Pow+2								
Special	Ranged, On Injury: Flee				Special												
Weapon 2					Abilities	1E: Block 2 (RE) 1E1M: Buckshot 1M: Power Attack			Weapon 2	White Crystal				Abilities	2M: Thunder Strike 1M: Guided Strike 1E1M: Finishing Blow		
EC		W-Att		W-Pow					EC		W-Att		W-Pow				
Reach		Type			Reach					Type							
Crit					Crit												
Special					Special												
Name	Glorious Field Captain				Tarot	Cups 6	Points	67	Name	Winged Paladin				Tarot	Cups 9	Points	116
Att	2	Armor	7	Move	4	Values	Light, Civilization, Freedom		Att	1	Armor	7	Move	4	Values	Civilization, Light	
Def	7	Tuf	2	End	4	Race	White Elf		Def	6	Tuf	5	End	4	Race	Angel	
S-Pow	2	Mana	4	Command	5	Restriction			S-Pow	2	Mana	6	Command	6	Restriction	301+	
Weapon 1	Bright Halberd				Effects	Serenity			Weapon 1	Silver Blade				Effects	Levitating Move Swift Assault Inspire Fortitude Few Stood Against Many		
EC	2	W-Att	4	W-Pow	2				EC	2	W-Att	4	W-Pow	4			
Reach	2	Type	Light		Reach				1	Type	Magic						
Crit	Pow+2				Crit				Pow+2								
Special					Special												
Weapon 2	Shield				Abilities	1M: Attack Now (RE) 1M: Look Out (RE) 1E: Block 2 (RE)			Weapon 2	Banner				Abilities	2M: Smite 1E: Rally		
EC		W-Att		W-Pow					EC		W-Att		W-Pow				
Reach		Type			Reach					Type							
Crit					Crit												
Special					Special												