Reference

Stunned characters: can't activate abilities; don't contribute their abilities to challenges; can't hold attachments; and drop anything they've captured
Captured things: treat as out of the game. They go back to their owner when the thing capturing them leaves play or gets stunned. They retain all counters/attachments
Maybe something at end of round as a bonus for most remaining coins? 1 trophy?

The Legendary Warrior

Reference

The Legendary Warrior
Character

Power: 5 Knowledge: 1
Deftness: 4 Fortune: 3

Cleave (When this wins a Power challenge, you may do 1 damage to an additional ally.)
(1): Ancient Language ((1), Activate: Draw two cards)
Heroic Legacy (When this leaves play, you gain 1 trophy.)

6 coins, 5 cards
Priority: 100

(3) Blood of the Ancestors
Tactic

+3 bonus, plus an additional +2 for each character in your retired pile.

Power: 5 Knowledge: 1
Deftness: 4 Fortune: 3
The Legendary Warrior

(1) Skillful Swipe
Tactic

+2 bonus, or +3 Power

Power: 5 Knowledge: 1
Deftness: 4 Fortune: 3
The Legendary Warrior

(3) Sword of the Champion
Attachment (Character)

+3 Power, or +3 to all stats when attached to The Legendary Warrior.

Power: 5 Knowledge: 1
Deftness: 4 Fortune: 3
The Legendary Warrior

(2) 2 TC Sidekick
Ally

Round start: +1 coin

Support: Power/Fortune +2

Power: 5 Knowledge: 1
Deftness: 4 Fortune: 3
The Legendary Warrior

(2) 2 TC Protector of the Realm
Ally

Your other allies can't be captured by opposing effects.

Support: Knowledge/Fortune +2

Power: 5 Knowledge: 1
Deftness: 4 Fortune: 3
The Legendary Warrior

Jungle Ambassador

Reference

Jungle Ambassador Character

Power: 4 Knowledge: 3
Deftness: 4 Fortune: 2

Entangling Vines (When this comes into play, the first time your opponent chooses a challenge this round, they must choose its type before flipping the card from their deck.)
Jungle Call (Activate: Look at the top five cards of your deck. You may play an ally from them, reducing its cost by 1. Put the rest on bottom in a random order.)

6 coins, 6 cards
Priority: 90

(1) Skillful Swipe Tactic

+2 bonus, or +3 Power

Power: 4 Knowledge: 3
Deftness: 4 Fortune: 2
Jungle Ambassador

(2) Entangle Tactic

+2 bonus. If you've played two or more other cards this challenge, your opponent can't play any more cards during this challenge.

Power: 4 Knowledge: 3
Deftness: 4 Fortune: 2
Jungle Ambassador

(3) Hidden Leopard Ally

3 TC

Quick (You may play this ally during a challenge and have it join in.)

Support: All +2

Power: 4 Knowledge: 3
Deftness: 4 Fortune: 2
Jungle Ambassador

(3) Taunting Gorilla Ally

2 TC

When this comes into play: Do 2 damage to an opposing ally.

Support: Power/Deftness +2

Power: 4 Knowledge: 3
Deftness: 4 Fortune: 2
Jungle Ambassador

(3) Taunting Gorilla Ally

2 TC

When this comes into play: Do 2 damage to an opposing ally.

Support: Power/Deftness +2

Power: 4 Knowledge: 3
Deftness: 4 Fortune: 2
Jungle Ambassador

Ocean Ambassador

Reference

Ocean Ambassador Character

Power: 3 Knowledge: 5
Deftness: 4 Fortune: 2

Sea's Claim (Once per turn, when your opponent discards a card to one of your effects, you may play that card, reducing its cost by 1.)

6 coins, 5 cards
Priority: 80

(3) Tidal Wave Tactic

+2 bonus. Your opponent either discards a Tactic card from their hand, or reveals a hand with no Tactic cards.

Power: 3 Knowledge: 5
Deftness: 4 Fortune: 2
Ocean Ambassador

(3) **Tidal Wave**
Tactic

+2 bonus. Your opponent either discards a Tactic card from their hand, or reveals a hand with no Tactic cards.

Power: 3 Knowledge: 5
Deftness: 4 Fortune: 2
Ocean Ambassador

(3) **Trident**
Attachment (Character)

Attached character gets +3 knowledge.
Inheritance (When attached character leaves play, move this to your next new character.)

Power: 3 Knowledge: 5
Deftness: 4 Fortune: 2
Ocean Ambassador

(2) 2 TC **Luremaid**
Ally

When this comes into play: Your opponent either discards an Ally or Attachment card from their hand, or reveals a hand with no Ally or Attachment cards.

Support: Deftness/Knowledge +2

Power: 3 Knowledge: 5
Deftness: 4 Fortune: 2
Ocean Ambassador

(2) 2 TC **Luremaid**
Ally

When this comes into play: Your opponent either discards an Ally or Attachment card from their hand, or reveals a hand with no Ally or Attachment cards.

Support: Deftness/Knowledge +2

Power: 3 Knowledge: 5
Deftness: 4 Fortune: 2
Ocean Ambassador

Hero in Training
Reference

Hero in Training
Character

Power: 3 Knowledge: 2
Deftness: 3 Fortune: 2

Underdog Status (When Hero in Training wins a challenge, collect an additional trophy.)
Cheer On (Hero in Training gets an extra +1 for each tactic card you've played this challenge.)

5 coins, 5 cards
Priority: 10

(1) **Training Day**
Tactic

+2 bonus

Power: 3 Knowledge: 2
Deftness: 3 Fortune: 2
Hero in Training

(2) **Training Week**
Tactic

+3 bonus

Power: 3 Knowledge: 2
Deftness: 3 Fortune: 2
Hero in Training

(3) **Training Month**
Tactic

+4 bonus

Power: 3 Knowledge: 2
Deftness: 3 Fortune: 2
Hero in Training

(2) **Family Sword**
Attachment (Character)

Attached character gets +1 to each challenge.
Inheritance (When attached character leaves play, move this to your next new character.)

Power: 3 Knowledge: 2
Deftness: 3 Fortune: 2
Hero in Training

(1) 3 TC **Shieldcarrier**
Ally

Shieldcarrier gets an additional +2 bonus when supporting Hero in Training.

Support: All +1

Power: 3 Knowledge: 2
Deftness: 3 Fortune: 2
Hero in Training

Greenhouse Biomancer
Reference

Greenhouse Biomancer
Character

Power: 3 Knowledge: 4
Deftness: 2 Fortune: 4

Cooperation (Your allies add an additional +1 in challenges this character participates in.)
(1): Continued Growth ((1), Activate: Put two time counters on an ally.)

6 coins, 6 cards
Priority: 70

(2) **Biomancy**
Tactic

+2 bonus, or +3 Fortune. Put a time counter on an ally you control in this challenge.

Power: 3 Knowledge: 4
Deftness: 2 Fortune: 4
Greenhouse Biomancer

(2) **Biomancy**
Tactic

+2 bonus, or +3 Fortune. Put a time counter on an ally you control in this challenge.

Power: 3 Knowledge: 4
Deftness: 2 Fortune: 4
Greenhouse Biomancer

(3) 2 TC **Flytrap**
Ally

When this comes into play: Capture an opposing ally.

Support: Power/Knowledge +2

Power: 3 Knowledge: 4
Deftness: 2 Fortune: 4
Greenhouse Biomancer

(3) 2 TC **Flytrap**
Ally

When this comes into play: Capture an opposing ally.

Support: Power/Knowledge +2

Power: 3 Knowledge: 4
Deftness: 2 Fortune: 4
Greenhouse Biomancer

(1) 2 TC Whispering Mushroom
Ally

(No abilities)

Support: Power/Knowledge +2

Power: 3 Knowledge: 4
Deftness: 2 Fortune: 4
Greenhouse Biomancer

Guardian of the Library

Reference

Guardian of the Library

Character

Power: 2 Knowledge: 5
Deftness: 3 Fortune: 4

Expertise (All your characters get +1 to knowledge challenges, including this one.)

6 coins, 5 cards
Priority: 60

(1) Study Tactic

+2 bonus, or +3 Knowledge

Power: 2 Knowledge: 5
Deftness: 3 Fortune: 4
Guardian of the Library

(1) Study Tactic

+2 bonus, or +3 Knowledge

Power: 2 Knowledge: 5
Deftness: 3 Fortune: 4
Guardian of the Library

(2) Book of True Knowledge

Attachment (Character)

Attached character gets +2 Knowledge.
Inheritance (When attached character leaves play, move this to your next new character.)

Power: 2 Knowledge: 5
Deftness: 3 Fortune: 4
Guardian of the Library

(1) 4 TC Studious Student

Ally

Round start: +1 card

Support: (None)

Power: 2 Knowledge: 5
Deftness: 3 Fortune: 4
Guardian of the Library

(1) 4 TC Studious Student

Ally

Round start: +1 card

Support: (None)

Power: 2 Knowledge: 5
Deftness: 3 Fortune: 4
Guardian of the Library

Weaponmaster

Reference

Weaponmaster

Character

Power: 5 Knowledge: 3
Deftness: 4 Fortune: 3

Three-Handed (Weaponmaster can hold 3 attachments instead of the usual 1 attachment limit.)
Magnetic Hands (Attachments you play onto Weaponmaster cost 1 less.)

6 coins, 6 cards
Priority: 50

(2) **Martial Awe Tactic**

+2 bonus, or +5 if your character has an attachment.

Power: 5 Knowledge: 3
Deftness: 4 Fortune: 3
Weaponmaster

(2) **Martial Awe Tactic**

+2 bonus, or +5 if your character has an attachment.

Power: 5 Knowledge: 3
Deftness: 4 Fortune: 3
Weaponmaster

(3) **Exoskeleton**
Attachment (Character)

Attached character gets +2 to each challenge.
Inheritance (When attached character leaves play, move this to your next new character.)

Power: 5 Knowledge: 3
Deftness: 4 Fortune: 3
Weaponmaster

(4) **Plus Four Sword**
Attachment (Character)

Attached character gets +4 Power and +4 Fortune.

Power: 5 Knowledge: 3
Deftness: 4 Fortune: 3
Weaponmaster

(1) 4 TC **Blacksmith Ally**

You may do 1 damage to Blacksmith to reduce the cost of an attachment by 1.

Support: Knowledge +1

Power: 5 Knowledge: 3
Deftness: 4 Fortune: 3
Weaponmaster

Royal Treasurer Reference

Royal Treasurer Character

Power: 2 Knowledge: 3
Deftness: 4 Fortune: 5

(No abilities)

7 coins, 7 cards
Priority: 40

(2) **Flaunt Wealth Tactic**

If you have the most coins (not tied), +4 bonus. Otherwise, +2 bonus and gain a coin.

Power: 2 Knowledge: 3
Deftness: 4 Fortune: 5
Royal Treasurer

(2) **Flaunt Wealth Tactic**

If you have the most coins (not tied), +4 bonus. Otherwise, +2 bonus and gain a coin.

Power: 2 Knowledge: 3
Deftness: 4 Fortune: 5
Royal Treasurer

(1) 1 TC | Coin Tossing Bandit
Ally

When this comes into play: Pay X coins. Target X different characters and/or allies. Stun each targeted character; do 1 damage to each targeted ally.

Support: Fortune +1

Power: 2 Knowledge: 3
Deftness: 4 Fortune: 5
Royal Treasurer

(1) 1 TC | Coin Tossing Bandit
Ally

When this comes into play: Pay X coins. Target X different characters and/or allies. Stun each targeted character; do 1 damage to each targeted ally.

Support: Fortune +1

Power: 2 Knowledge: 3
Deftness: 4 Fortune: 5
Royal Treasurer

(3) 1 TC | Banker
Ally

Start of round: +4 coins and +1 card. Sacrifice Banker.

Support: Fortune +1

Power: 2 Knowledge: 3
Deftness: 4 Fortune: 5
Royal Treasurer

Pirate King
Reference

Pirate King
Character

Power: 4 Knowledge: 2
Deftness: 5 Fortune: 3

Plunder (When this wins a Deftness challenge, steal a coin.)

5 coins, 5 cards
Priority: 75

(2) | Pirate Attack
Tactic

+3 bonus, or +4 Deftness

Power: 4 Knowledge: 2
Deftness: 5 Fortune: 3
Pirate King

(2) | Pirate Attack
Tactic

+3 bonus, or +4 Deftness

Power: 4 Knowledge: 2
Deftness: 5 Fortune: 3
Pirate King

(3) | Hook Hand
Attachment (Character)

When you play Hook Hand, steal a coin from an opponent.
Attached character can't be stunned and gets +2 Deftness.

Power: 4 Knowledge: 2
Deftness: 5 Fortune: 3
Pirate King

(2) 3 TC | Scallawag
Ally

When Scallawag comes into play, capture 2 coins on it.

Support: Power/Fortune +2

Power: 4 Knowledge: 2
Deftness: 5 Fortune: 3
Pirate King

(2) 3 TC | Scallawag Ally

When Scallawag comes into play, capture 2 coins on it.

Support: Power/Fortune +2

Power: 4 Knowledge: 2
Deftness: 5 Fortune: 3
Pirate King

Cave Dragon Reference

Cave Dragon Character

Power: 4 Knowledge: 3
Deftness: 2 Fortune: 5

Hoard 1 (Hold an additional unused card between rounds.)
Stash 2 (Hold 2 unused coins between rounds.)

7 coins, 6 cards
Priority: 35

(1) | Fire Snort Tactic

+1 bonus. Fire Snort does 1 damage to an ally in this challenge.

Power: 4 Knowledge: 3
Deftness: 2 Fortune: 5
Cave Dragon

(1) | Fire Snort Tactic

+1 bonus. Fire Snort does 1 damage to an ally in this challenge.

Power: 4 Knowledge: 3
Deftness: 2 Fortune: 5
Cave Dragon

(2) 3 TC | Goblin with a Closet Ally

Hoard 1 (Hold an additional unused card between rounds.)
Stash 1 (Hold an unused coin between rounds.)

Support: Fortune +2

Power: 4 Knowledge: 3
Deftness: 2 Fortune: 5
Cave Dragon

(1) 3 TC | Cave Bat Ally

(No abilities)

Support: Deftness +2

Power: 4 Knowledge: 3
Deftness: 2 Fortune: 5
Cave Dragon

(1) 3 TC | Cave Bat Ally

(No abilities)

Support: Deftness +2

Power: 4 Knowledge: 3
Deftness: 2 Fortune: 5
Cave Dragon

Hungry Demon Reference

Hungry Demon Character

Power: 5 Knowledge: 4
Deftness: 3 Fortune: 3

Gobble (As many times as you want, during a challenge when you could play a tactic, sacrifice an ally: Hungry Demon gets +2 this challenge. Put the sacrificed ally face-down under Hungry Demon.)
Spit Up (When this leaves play, put one ally from under Hungry Demon under play and discard the rest.)

5 coins, 5 cards
Priority: 25

(2) Soul Feed Tactic

+2 bonus. You may sacrifice an ally to get an additional +3.

Power: 5 Knowledge: 4
Deftness: 3 Fortune: 3
Hungry Demon

(2) Soul Feed Tactic

+2 bonus. You may sacrifice an ally to get an additional +3.

Power: 5 Knowledge: 4
Deftness: 3 Fortune: 3
Hungry Demon

(4) 4 TC Ogre Overseer Ally

Quick (You may play this ally during a challenge and have it join in.)
When Ogre Overseer comes into play, you may sacrifice another ally. If you do, each opponent must sacrifice an ally in this challenge.

Support: Power/Knowledge +3

Power: 5 Knowledge: 4
Deftness: 3 Fortune: 3
Hungry Demon

(1) 2 TC Cultist Ally

When Cultist is sacrificed during a challenge, you get a +3 bonus.

Support: Power +1

Power: 5 Knowledge: 4
Deftness: 3 Fortune: 3
Hungry Demon

(1) 2 TC Cultist Ally

When Cultist is sacrificed during a challenge, you get a +3 bonus.

Support: Power +1

Power: 5 Knowledge: 4
Deftness: 3 Fortune: 3
Hungry Demon

Ice Wizard Reference

Ice Wizard Character

Power: 2 Knowledge: 5
Deftness: 3 Fortune: 4

Frost Touch (Pay (1), activate: Stun an opposing main character without a stun counter on it.)
Kidnap (When this comes into play, it captures an opposing ally. Return the ally when this is stunned or leaves play.)

5 coins, 5 cards
Priority: 65

(1) Freeze Tactic

+1 bonus, or +3 Knowledge. Your opponent must pay (1) before they can play any more cards this challenge.

Power: 2 Knowledge: 5
Deftness: 3 Fortune: 4
Ice Wizard

(1) **Freeze**
Tactic

+1 bonus, or +3 Knowledge. Your opponent must pay (1) before they can play any more cards this challenge.

Power: 2 Knowledge: 5
Deftness: 3 Fortune: 4
Ice Wizard

(3) **Ice Over**
Tactic

+3 bonus, or +5 Deftness. Your opponent must pay (2) before they can play any more cards this challenge.

Power: 2 Knowledge: 5
Deftness: 3 Fortune: 4
Ice Wizard

(2) 3 TC **Penguin**
Ally

(No abilities)

Support: Knowledge/Fortune +2

Power: 2 Knowledge: 5
Deftness: 3 Fortune: 4
Ice Wizard

(2) 3 TC **Penguin**
Ally

(No abilities)

Support: Knowledge/Fortune +2

Power: 2 Knowledge: 5
Deftness: 3 Fortune: 4
Ice Wizard

Reality Wizard
Reference

Reality Wizard
Character

Power: 1 Knowledge: 4
Deftness: 4 Fortune: 4

Bend Reality (Pay (1), discard a card, activate Reality Wizard: Capture a challenge until the end of the round. This doesn't work if it would leave you with fewer than 3 challenges.)

5 coins, 5 cards
Priority: 85

(1) **Illusion**
Tactic

+2 Knowledge/Fortune. If your opponent has more cards in hand than you, they discard a card at random.

Power: 1 Knowledge: 4
Deftness: 4 Fortune: 4
Reality Wizard

(1) **Illusion**
Tactic

+2 Knowledge/Fortune. If your opponent has more cards in hand than you, they discard a card at random.

Power: 1 Knowledge: 4
Deftness: 4 Fortune: 4
Reality Wizard

(2) **Shall We Gamble?**
Attachment (Character)

When this character wins a Fortune challenge, put 4 coins on that Fortune challenge. You gain those at the start of next turn. Then sacrifice this card.

Power: 1 Knowledge: 4
Deftness: 4 Fortune: 4
Reality Wizard

(2) **Prove Yourself**
Attachment (Character)

When this character wins a Deftness challenge, stun each opposing character. (Then stun one again, using the Deftness challenge's text.) Then sacrifice this card.

Power: 1 Knowledge: 4
Deftness: 4 Fortune: 4
Reality Wizard

(2) 2 TC **Gatekeeper**
Ally

Round start: +1 card

Support: Deftness/Fortune +2

Power: 1 Knowledge: 4
Deftness: 4 Fortune: 4
Reality Wizard

Stone Wizard Reference

Stone Wizard Character

Power: 3 Knowledge: 4
Deftness: 3 Fortune: 2

Geomancy (Once per challenge, you can play an ally as a tactic. It costs (1) and it gives you a bonus equal to its Support value.)

6 coins, 6 cards
Priority: 55

(2) **Landslide**
Tactic

+2 bonus. If you already played a Tactic this challenge, this gives an extra +2.

Power: 3 Knowledge: 4
Deftness: 3 Fortune: 2
Stone Wizard

(2) **Landslide**
Tactic

+2 bonus. If you already played a Tactic this challenge, this gives an extra +2.

Power: 3 Knowledge: 4
Deftness: 3 Fortune: 2
Stone Wizard

(4) **Avalanche**
Tactic

+2 bonus, or +5 Power. You may immediately play another tactic with cost 3 or less without paying its cost.

Power: 3 Knowledge: 4
Deftness: 3 Fortune: 2
Stone Wizard

(3) 2 TC **Rock Golem**
Ally

When this comes into play: Do 1 damage to an opposing ally.

Support: Power/Fortune +3

Power: 3 Knowledge: 4
Deftness: 3 Fortune: 2
Stone Wizard

(3) 2 TC **Rock Golem**
Ally

When this comes into play: Do 1 damage to an opposing ally.

Support: Power/Fortune +3

Power: 3 Knowledge: 4
Deftness: 3 Fortune: 2
Stone Wizard

Banker, But Evil
Reference

Banker, But Evil Character

Power: 2 Knowledge: 3
Deftness: 4 Fortune: 5

Connections (Activate: If you have 1 or fewer cards in your hand, draw until you have 2.)
Resourceful (Activate: Gain coins until you have 2.)

7 coins, 5 cards
Priority: 45

(3) Black Market Tactic

+3 bonus, or +5 Fortune

Power: 2 Knowledge: 3
Deftness: 4 Fortune: 5
Banker, But Evil

(3) Black Market Tactic

+3 bonus, or +5 Fortune

Power: 2 Knowledge: 3
Deftness: 4 Fortune: 5
Banker, But Evil

(1) Cashbox
Attachment (Character)

Round start: +1 coin
Inheritance (When attached character leaves play, move this to your next new character.)

Power: 2 Knowledge: 3
Deftness: 4 Fortune: 5
Banker, But Evil

(3) 3 TC Dealer Ally

If you've played another card that costs 3 or more this turn, this gets an additional Knowledge/Fortune +2.

Support: Knowledge/Fortune +2

Power: 2 Knowledge: 3
Deftness: 4 Fortune: 5
Banker, But Evil

(3) 3 TC Dealer Ally

If you've played another card that costs 3 or more this turn, this gets an additional Knowledge/Fortune +2.

Support: Knowledge/Fortune +2

Power: 2 Knowledge: 3
Deftness: 4 Fortune: 5
Banker, But Evil

Dark Mercenary
Reference

Dark Mercenary Character

Power: 5 Knowledge: 3
Deftness: 4 Fortune: 1

Dark Power (When this wins a challenge, stun the opposing character.)
Dark Debt (When this loses a challenge, stun it.)
Darkness Comes (You get a +1 bonus to each challenge if Dark Mercenary has already participated in a challenge this round.)

6 coins, 6 cards
Priority: 95

(2) **Stagger Tactic**

+2 bonus. If it's a Power or Deftness challenge, your opponent can only play one more tactic this challenge.

Power: 5 Knowledge: 3
Deftness: 4 Fortune: 1
Dark Mercenary

(2) **Stagger Tactic**

+2 bonus. If it's a Power or Deftness challenge, your opponent can only play one more tactic this challenge.

Power: 5 Knowledge: 3
Deftness: 4 Fortune: 1
Dark Mercenary

(3) **Dark Swell**
Attachment (Character)

Curse (Attach to an opposing character only. This doesn't count against the attachment limit, but each character can only have 1 curse on it.)
Attached character gets -2 to all abilities.

Power: 5 Knowledge: 3
Deftness: 4 Fortune: 1
Dark Mercenary

(3) 3 TC **Evil Knight Ally**

While Evil Knight is in a challenge, your opponent can't use more than one ally in the challenge. They must remove any extras from the challenge.

Support: Power +3 / Deftness +2

Power: 5 Knowledge: 3
Deftness: 4 Fortune: 1
Dark Mercenary

(3) 3 TC **Evil Knight Ally**

While Evil Knight is in a challenge, your opponent can't use more than one ally in the challenge. They must remove any extras from the challenge.

Support: Power +3 / Deftness +2

Power: 5 Knowledge: 3
Deftness: 4 Fortune: 1
Dark Mercenary

Power Challenge

Do 1 damage to an opposing ally. You may discard two cards to do 2 damage instead.

Deftness Challenge

Stun an opposing character. (Put a stun counter on it. It loses its text and can't hold things. Remove a stun counter at the start of each round.)

Knowledge Challenge

At the start of next round, you draw a card and each opponent discards a card.

Fortune Challenge

At the start of next round, you gain 2 coins.