



Reptisaur

Animal

Victory: +2

Defeat: -2

Multiples: You must battle Reptisaur for 3 Rounds. If you win 2 of the Rounds you win the battle, otherwise you suffer a defeat.



In the Tropics of Dalmaria the Reptisaur hunt, and they never hunt alone.

Thief

When you draw your first card each turn you may draw 2 cards instead. Choose one, then place the other one on the bottom of the Reward deck.
You cannot equip Heavy Armour.

Pickpocket

When you Explore a location you also gain . If you are in Vace city you gain an additional .



Druid

Cannot equip Bladed weapons.
Gain +2 against Animal creatures.

Gain +1 .

Animal Ally

Discard 2 cards, gain a Basic Animal Ally, place it on an Item slot on your character sheet.
You may only use this ability during your preparation phase, and only if you do not have an animal ally in play.



Wizard

When you draw your first card in a turn you may choose to discard it, then draw another card.

Gain 1 when you successfully a battle.

Spellcasting

Once per turn you may do 1 of the following:

- Gain +1 for the turn.
- Gain +2 for the turn.
- Gain +3 for the turn.



Fighter

Gain +1 when you have two weapons equipped, or have a weapon equipped.

Gain +2 against Monstrosity creatures.

Lose -2 .

Expert Maneuver:

Discard a card, gain +2 for one round of battle.
If you are facing a Quest creature you may repeat this action any number of times.



Aggressive Assassin

You cannot equip Heavy Armour or 2 Handed Weapons.

When you defeat any creature you gain .

Sneak Attack

Discard 2 cards, you gain +5 for the first round of Battle.
If you win the round you win the Battle.



Priest

You cannot be cursed. When you draw a curse, discard it, then draw another card.

Gain +2 against Undead creatures.

Defensive Ward

Gain +2 for the turn. You do not gain any Victory effects for this battle.



Spiritual Saint

Gain +1 if you would escape any battle without rolling, if you do then gain 1 .

When you become Spiritual Saint you gain a Magical Ally (Pegasus). This is placed in one of your Item slots.

Faithful Turning

When you battle an Animal creature from the deck you may discard 2 cards to place that creature into an Item slot as an Ally, and then gain the benefits of a Victory for that creature.

Superior Summoner

Gain +1 .

Draw one card at the beginning of each turn. If it is a Curse card you may discard it.

Summon Ally

Discard one card for each Ally you have in play: Gain a Basic Animal Ally.

Each ally fills up one Item slot on your character sheet (so you have a max of 4 allies).

Time Thaumaturgist

If you would draw an , or card, draw 3 cards instead.

Choose the card you want to draw, then place the other two on the bottom of the deck.

Spellcasting

Once per turn you may do one of the following:

- Discard 3 cards, gain an extra turn.
- Gain +4 for the turn.
- Gain +1 for the turn.

Nefarious Necromancer

Your have the opposite effect of the card.

Once per turn you may exchange a card from your hand with a card of the same type from that discard pile. Remove it from the game if it would be discarded in the future.

Animate Dead

You may discard 3 cards to animate a creature card from the Encounter discard pile and make it an Undead Ally of yours. It retains its Combat value. It has no special abilities.

You may only have 1 Undead Ally in play.

Perfect Paladin

You automatically win the first round of Quest battles (after special abilities resolve).

You cannot choose to Escape a battle.

You cannot be cursed.

Righteousness

Once per turn you may spend to earn 1 .

Divine Light

If you are in the same location as a player who is cursed you may choose to remove that curse.

Relentless Ranger

Gain +2 when you have 2 weapons equipped.

If you gained during the Adventure phase, then at the beginning of the Recovery phase you gain 1 .

Legendary Battle

Discard 3 cards, gain +3 this turn. If you defeated at least one creature you gain +2 in the Recovery phase.

Ballistic Battlemage

You gain +2 against Magical and Demon creatures.

Once per turn you may draw a card of a type in your hand, then discard a card of that type.

Spellcasting

Once per turn you may do one of the following:

- Ignore the effect of a Creature ability.
- Ignore the effects of a Defeat in Battle.
- Gain +4 for the turn.

Brutal Beastform

You may not have any form of Armour or Equipment Rewards equipped.

You automatically win all battles against creatures with 7 or lower.

Ferocious Rage

Discard your hand to gain +5 for the turn.

You must discard at least 2 cards to perform this action.

Mage Monk

You may not have any Armour items equipped.

Gain +1 for each empty equipment slot on your character sheet.

You cannot be cursed.

Mental Force

Place a card from your hand under an equipped Reward card. Gain +1 for each card placed this way, to a maximum of +5 .



Basic Animal Ally

Place this Ally card on an empty Item slot on your Character Sheet.

Ally cards are not treated as Reward or Equipment cards, and are not affected by abilities/effects that refer to those cards.



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Magic Animal Ally

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