


 **Rogue**  x2

The Rogue may split its movement up to use it before and after its action, to a total of 2 lanes.

2+, Melee Attack  x4  x1

2+, Backstab  x8  x1


2+, Dash
Move one additional lane in any direction.

☠1+, Poisoned Blade  x8  x1

 **Ranger**  x1

The Ranger cannot attack targets at close range.

10+, Precise Shot  x6  x1

2+, Volley  x2  x1

2+, Ranged Attack  x4  x1



☠1+, Poison Arrow  x8  x1



 **Wizard**  x1



Every time the Wizard casts a spell, reduce its HP by 1. The Wizard cannot use an action after moving, but can move after its action.

4+, Fireball  x6  x2
Lanes must be adjoining and both in range.

3+, Lightning Bolt  x8  x1

2+, Frost Shock  x3  x1
The targeted enemy cannot move or take an action next turn. If the target is another player's selected character for this round, it cannot move but does get to act.

1, Magic Missile  x1  x3
The three magic missiles can hit different targets, the same target multiple times, or a combination.

☠1+, Fire Blast  x6  x3

This action affects both allies and enemies in the targeted lanes.

 **Cleric**  x1

Every time the Cleric casts a spell, reduce its HP by 2.

5+, Healing Word  x4  x1

3+, Healing Touch  x8  x1

3+, Sacred Flame  x3  x1

2, Cure Wounds  x3
Instead of healing an ally the Cleric heals themselves. At the end of this turn set the Cleric to 5HP.

☠1+, Martyr  x4  x3



Dragon



The Dragon's signature move is its Flame Breath. Take a token whenever it gains this ability.

-, Flame Breath x6 / x3



2+, Melee Attack x4 x2



2+, Tail Swipe x3 / x2



All enemies hit by this attack are moved into the Dragon's lane, or die if they cannot move.

👤1, Immolate x5 / x3



This action affects both allies and enemies in the targeted lanes.



Paladin



The Paladin's aura is always active.

-, Aura of Protection / x1



Whenever any ally in your lane takes damage, it only takes half the damage value rounded up.

6+, Holy Smite x4 x1



2+, Melee Attack x4 x1



👤1+, Sacrifice x1

The Paladin's spirit protects an ally in range. Use a token to show this. If this ally dies for any reason, it remains on 1HP but loses protection.



Fighter



The Fighter cannot retreat unless no enemies are in range or in front of it.

4+, Reckless Attack x6 x2
After taking this action, the Fighter loses 2HP.

1+, Charge
Move one lane forwards, then take any other valid action.

2+, Melee Attack x4 x1

👤1+, Enrage x4 / x2



After first taking this action, the Fighter remains alive. On your next turn you must choose the Fighter again unless it has already died. Repeat this action without moving first, then the Fighter dies.