

	Name	Faction	Alignment	Cost	Power	Quantity	Ability/Card Text	Flavor Text
1	Young Knight	Knight	Good	2	2	3	When you play this, put a shield on one of your units. (Remove the shield to prevent death.)	"Give me strength to protect the weak!"
2	Renowned Knight	Knight	Good	3	4	3	When you play this, put a shield on this and another one of your units.	"Guide my blade to drive back the darkness!"
3	Sir Loinsteak	Knight	Good	4	5	1	When you play this, put a shield on each unit you own.	"Battles are so yucky with all that blood and stuff."
4	Night Stalker	Vampire	Evil	2	2	3	Put a drain token on any enemy in this territory. (This can attack the drained character.)	"I thirst for the glory of blood!"
5	Night Lord	Vampire	Evil	3	4	3	Put 2 drain tokens on any enemy or enemies. (This can attack the drained enemy.)	"I have waited a thousand years for this battle."
6	Sorrowsong	Vampire	Evil	4	5	1	When you play this, kill all enemies in this territory.	"Your enemies cower. Now let them learn true fear!"
7	Grey Wolf	Wolf	Evil	2	2	3	When you play this, all cards you play this turn get +1 power this turn (including this.)	"Grrr!"
8	Black Wolf	Wolf	Evil	3	4	3	When you play this, all cards you play this turn get +2 power this turn (including this.)	"Rrrr. Rarf!"
9	Grarr the Alpha Wolf	Wolf	Evil	4	5	1	When you play this all your cards get +1 attacking power for the rest of the game.	"Ar! Ar! AROOO!"
10	Shambler	Zombie	Evil	2	2	3	If this kills anything, put a Zombie token in this territory with one of your Influence Tokens on it.	"Brains."
11	Skull Biter	Zombie	Evil	3	4	3	If this kills anything, put a Zombie token in this territory with one of your Influence Tokens on it.	"Braaaains."
12	Clementine	Zombie	Evil	5	6	1	When you play this, kill every enemy on the board with power 2 or less. Replace them with a zombie with one of your Influence Tokens.	"In free-for-all combat, political relationships are an important hidden resource."
13	Burglar	Thief	Evil	2	2	3	When you play this you may steal 1 Good or Evil from another player.	"Wanna buy a watch?"
14	Highwayman	Thief	Evil	4	3	3	When you play this you may steal 2 Good or Evil from another player.	"I hates rich people. I wish I was one."
15	Hiz Hyness	Thief	Evil	5	4	1	When you play this you may steal up to 3 random cards from another player's hand. Then they draw 2 cards.	"I'm a Niberian prince and I need your bank account number."
16	Ambush Scout	Ranger	Good	2	3	3	At the start of each of your turns you may move this to an adjacent territory. It can attack an enemy there.	"You can run but you can't hide."
17	Deepwood Hunter	Ranger	Good	3	4	3	At the start of each of your turns you may move this to an adjacent territory. It can attack an enemy there.	"Guess it's fungus for dinner again tonight."
18	Rider Sage	Ranger	Good	4	5	1	At the start of each of your turns you may move this to any territory. It can attack an enemy there. If it does, gain 2 Victory.	"For me, the trail is never cold."
19	Hill Giant	Giant	Evil	3	4	3	When you play this you may kill an enemy of power 2 or less in this area. (In addition to combat.)	"Me hungry."
20	Stone Giant	Giant	Evil	4	5	3	When you play this you may kill an enemy of power 4 or less in this area. (In addition to combat.)	"Me love people. Taste good!"
21	Ymir Mountain Teeth	Giant	Evil	6	6	1	When you play this you may kill all enemies of power 4 or less in this area and adjacent areas.	"Ymir is strongest one there is!"
22	Raptor	Eagle	Good	2	2	3	When you play this you may move an enemy in this territory to an adjacent territory.	"Skraw! Do not trust the ground-dwellers!"
23	Little Roc	Eagle	Good	3	3	3	When you play this you may move up to two enemies in this territory to an adjacent territory.	"Skree! The mudmen approach!"
24	Skree, Enlightened Birdman	Eagle	Good	4	5	1	When you play this you may move all enemies in this territory to adjacent territories.	"Protect the sacred hilltops, brothers!"
25	Minor Priest	Cultist	Evil	1	2	3	When you play this put the top card of any player's deck into Heaven or Hell (you don't gain good or evil for this.)	"Want to try some Kool Aid?"
26	Elder Priest	Cultist	Evil	2	3	3	When you play this put the top 2 cards of any player's deck into Heaven or Hell (you don't gain good or evil for this.)	"Have you heard about our free education camps?"
27	Dark Mother Gretch	Cultist	Evil	3	4	1	When you play this put the top 3 cards of any player's deck into Heaven or Hell.	"Our deity is all-powerful. And he needs your money!"
28	Ploughman	Farmer	Good	1	2	3	On each of your turns, put an extra Influence Token on this.	"Oats, peas, beans and barley grow."
29	Stout Farmer	Farmer	Good	3	3	3	On each of your turns, put an extra Influence Token on this and another one of your units.	"Green acres is the place for me!"
30	Farmer Fergus	Farmer	Good	5	5	1	When you play this, put 3 of your Influence Tokens on any number of units (even enemy units.)	"Does my neck look red to you?"
31	Shepherd Boy	Shepherd	Good	2	1	3	On each of your turns put a sheep token with one of your Influence Tokens in the same territory.	"I love Wooly, and Snuggie, and Little Puff."
32	Shepherd Girl	Shepherd	Good	4	2	3	On each of your turns put 2 sheep tokens with your Influence Tokens in the same territory.	"I love you Fluffy, Muffy, and Baby Duffy!"
33	Emily	Shepherd	Good	4	4	1	When you play this put 4 sheep tokens with your Influence Tokens on them in any territories.	"I am so sick of stupid sheep."
34	Loam Gnome	Gnome	Good	1	1	3	When you play this you may return one of your cards from the board to your hand.	"What if me is just pawn in great big game of the gods?"
35	Home Gnome	Gnome	Good	3	2	3	When you play this you may return any two cards in this territory to their owners' hands.	"Me should have stayed in Gnome Town."
36	Chrome Dome Gnome	Gnome	Good	5	3	1	When you play this you may return any two cards on the board to their owners' hands.	"Please don't let humans write childrens' book about me."
37	Assistant Manager	Merchant	Good	1	1	3	When you play this you may take a peasant from another player's deck and put it in your hand. Then they shuffle.	"What would you say you do here?"

38	Banker	Merchant	Good	4	2	3	When you play this draw 2 cards from any player's deck.	"This Armageddon is going to kill my portfolio."	
39	Lady Snobington	Merchant	Good	5	3	1	When you play this draw 3 cards from any player's deck.	"All I hear about is demons this, angels that. Where are my roast quail tongues?"	
40	Hobo	Beggar	Good	1	1	3	Playing this doesn't cost an action.	"Last chance to do a kindness right here everyone!"	
41	Mendicant	Beggar		0	0	1	3	Playing this doesn't cost an action.	"The end is nigh."
42	Ronald Johnson Jr.	Beggar		0	0	1	1	When you play this gain 2 Good or 2 Evil.	"Who is the humblest? Me! Humble champion of the year!"
43	Duke	Royalty	Good	2	2	3	When you play this gain 2 victory.	"Such a bother. Can we just win already?"	
44	Duchess	Royalty	Good	3	3	3	When you play this gain 3 victory.	"If being royal were easy, everyone would do it."	
45	Grand Emperor Pepe	Royalty	Good	4	1	1	When you play this gain 5 victory.	"Guards! Kill them! Well, kill SOMEONE!"	
46	Angel of Might	Angel	Good	8	5	2			
47	Angel of Wisdom	Angel	Good	10	5	2	When you play this you may draw a card.		
48	Angel of Fortune	Angel	Good	12	6	1	When you play this you may play a card from your hand without paying its cost. This doesn't cost an action.		
49	Evangeline Angel of Luck	Angel	Good	14	6	1	When you play this you may draw 2 cards.		
50	Angel of Prosperity	Angel	Good	16	7	1	For the rest of the game, whenever you play any card gain 1 Good (including this one.)		
51	Angel of Power	Angel	Good	14	8	1	When you play this permanently gain a random additional God Power from among the unused ones.		
52	Angel of Light	Angel	Good	12	6	1	When you play this reveal the top card of your deck and play it for free.		
53	Brokenia, Angel Lord	Angel	Good	16	10	1	When you play this, take another turn after this. (Max 1 per game.)		
54	Demon Warrior	Demon	Evil	8	5	2			
55	Soul Eating Demon	Demon	Evil	8	6	2	When you play this kill any unit on the board besides zombies and bankers.		
56	Chaos Demon	Demon	Evil	16	12	1	When you play this, take a card from each player's deck (including yours) and put them in your hand.		
57	Demon of Ruin	Demon	Evil	10	5	1	When you play this, each opponent puts 1 Victory, 1 Good, and 1 Evil back in the supply.		
58	Annihilation Demon	Demon	Evil	14	6	1	When you play this, each opponent chooses one of their units for you to kill.		
59	Demon of Deception	Demon	Evil	12	7	1	When you play this, steal 1 victory from each opponent.		
60	Reaper Demon	Demon	Evil	12	8	1	When you play this, remove all cards from Heaven and Hell.		
61	Demon of Treachery	Demon	Evil	16	6	1	When you play this replace any enemy's Influence Token on the board with your Influence Token.		
62	God of Death					1	At the start of your turn you may put the top card of Heaven or Hell into your Hand.		
63	God of Greed					1	At the start of your turn you may steal 1 Victory from another player.		
64	God of Courage					1	Your Mortals win ties against enemies in combat.		
65	God of Destruction					1	The first unit you play each turn gets +4 power that turn.		
66	God of Wind					1	On your turn you may move any one Mortal to any territory.		
67	God of Justice					1	When an enemy attacks one of your Mortals, you gain 1 Good or 1 Evil.		
68	God of Trickery					1	On your turn, take one of your Mortals from the board to your hand and play it for free.		
69	God of Corruption					1	Whenever you open Heaven gain 2 Good. Whenever you open Hell gain 2 Evil.		
70	God of Growth					1	At the beginning of each of your turns gain 2 Good.		
71	God of Prosperity					1	Take 1 extra Action per turn.		
72	God of Humility					1	When you put a card into Heaven gain 1 extra Good. When you put a card into Hell gain 1 extra Evil.		
73	God of Command					1	When one of your units dies, you may move its Influence Tokens to another one of your units.		
74	God of Protection					1	Your Mortals can't be attacked by enemies of Power 2 or less.		
75	God of Blood					1	On each of your turns you may put a Drain Token on an enemy Mortal.		
76	God of Hunger					1	Whenever you destroy an enemy with Power 3 or more, gain 1 Victory.		
77	Bobby Joe	Peasant		0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please help me find my keys."
78	Billie Sue	Peasant		0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please bless Mama and Papa and little Tim Tim."
79	Jimmy Joe	Peasant		0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Why did you give me this annoying personality? Worst god ever!"
80	Jackie Jean	Peasant		0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please let Drew notice me for once."

81	Jenny Kate	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please let me win the lottery just this once!"
82	Patrick Stumpf	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please make this ugly zit go away!"
83	Patty Mel	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please protect me from those scary wolves."
84	Manny Mike	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please don't let Patty be so scared of those wolves."
85	Mikey Bill	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please help me learn right from wrong."
86	Freddy Mac	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please let sweet old Gram Gram go to a better place."
87	Gram Gram	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Would you hurry up and take me? What's taking so long?"
88	George William	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please let that stingy old Gram Gram leave me all her money."
89	Carl Rudy	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please feed all the hungry children and puppies in the world."
90	Wendy Wilford	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please let me pass my test tomorrow."
91	Felicia Maria	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please don't take my life! Take old Gram Gram, she wants to die!"
92	Old Man Jenkins	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please spare Gram Gram's life. I'll be so lonely without her."
93	Susie Sam	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please don't let it be fish for lunch again."
94	Franny Boo	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please don't let anyone die from that tainted fish I made for lunch today."
95	Anna Belle	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please don't let anyone know how alone and afraid I am."
96	Dribble	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please don't let anyone find out what I did to the goat."
97	Uga Lunk	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please help my little girl Midge learn compassion."
98	Drew Duvall	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please let Mikey burn in Hell for what he did to me!"
99	Mikey Burns	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please forgive me for anyone I may have wronged."
100	Ian Fisk	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please let Jenny dump that jerk Mikey."
101	Snibby	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"I hope I get to kick some butt in battle today!"
102	Martha	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please bring justice to whoever did that to the goat."
103	Trudy Pigslop	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please let someone else have to feed the pigs today."
104	Joanna Joby	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please let me fit into my pants today."
105	Dribble Jr.	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"I hate you. I hope you lose. Sorry I didn't mean it!"
106	Linda Lou	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please protect Mr. Fuzzybuns from all harm."
107	Leonard Lumpkin	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please give me a rich person to rob."
108	Jack Horner	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Get me out of this damn jail right now! I don't care how!"
109	Pumpkin Pete	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please let me run into that beautiful Frieda today so she can see my pumpkin!"
110	Jay Doss	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please forgive my sins. Just kidding I'm an atheist."
111	Frieda Fishlips	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Oh please don't let me run into that wierdo Pumpkin Pete today."
112	Sloppy Sam	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please just let me find something to eat today."
113	Julian	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Keeping meat on the table and rats off the street!"
114	Wanda Ween	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please, I beg you do not send me to Hell. I will murder anyone you want."
115	Dora Diggle	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please let me see my boyfriend Jack soon, wherever he is."
116	Hal Hobart	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please don't let my wife find out I was at the bar."
117	Larry Grunch	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Let me crush my enemies. And if you do not listen, to Hell wit you!"
118	Alice Cabbage	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Thank you for this lovely day. I can tell something special will happen today."
119	Little Tim Tim	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please get me out of doing chores tonight."
120	Little Midge	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please let demons devour my mommy. She is mean. Amen."

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121	Becky Ray	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please don't let it rain on my wedding today."
122	Troy Tanner	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"Please let me score a touch point in sport ball."
123	Oma Hubbard	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"I pray I never have to go to that horrible Rotwood."
124	Edna Jean	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"I pray I never have to go to that horrible Millside."
125	Rex Edwin	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"I pray Glenn's cow gets eaten by a giant."
126	Travis Turnip	Peasant	0	0	1	1	If you play this in a good territory gain 2 Good. If you play this in an evil territory gain 2 Evil.	"I pray that you are a kind, generous god. So hurry up and make me rich!"