

+5/+0 **Gorthos, Shadow's Axe** **15**



5 Warlord Character – Dwarf Barbarian

Stalwart (*may not be spent or stunned by opposing card effects*)

Limited Order: Your target Barbarian gains +5 ATK, +2 HP, and an additional melee strike (base +0) while attacking this turn. The target may not perform actions other than to attack or maneuver this turn.

+7 **4**

• ITA-033 Illus. Storm Cook ©2024 Kingswood Games

+2 **Hrun Instigator** **14**



2 Character – Dwarf Barbarian

Limited Order: Target an opposing character within one rank: The target performs a melee strike. After the strike, Hrun Instigator performs a melee strike with advantage. (*Roll two dice and use the better result.*)

+4 **1**

• ITA-036 Illus. Chris Arneson ©2024 Kingswood Games

+2 **Hrun Instigator** **14**



2 Character – Dwarf Barbarian

Limited Order: Target an opposing character within one rank: The target performs a melee strike. After the strike, Hrun Instigator performs a melee strike with advantage. (*Roll two dice and use the better result.*)

+4 **1**

• ITA-036 Illus. Chris Arneson ©2024 Kingswood Games

+0 **Chant** **11**



1 Character – Dwarf Cantor

Adjacent  characters gain +2 AC.

As the front lines slammed together, the chanting of the dwarves drowned out the sounds of battle.

+2 **1**

• ITA-027 Illus. Steve Ellis ©2024 Kingswood Games

+0 **Chant** **11**



1 Character – Dwarf Cantor

Adjacent  characters gain +2 AC.

As the front lines slammed together, the chanting of the dwarves drowned out the sounds of battle.

+2 **1**

• ITA-027 Illus. Steve Ellis ©2024 Kingswood Games

+0 **Chant** **11**



1 Character – Dwarf Cantor

Adjacent  characters gain +2 AC.

As the front lines slammed together, the chanting of the dwarves drowned out the sounds of battle.

+2 **1**

• ITA-027 Illus. Steve Ellis ©2024 Kingswood Games

+3/+3 **Hazahk of Shadow** **14**



3 Character – Dwarf Barbarian

Dual Wield (*may equip a second Weapon instead of a Shield*)

Hazahk of Shadow and adjacent characters gain +5 ATK while wounded.

"I am Trample no longer!"

+3 **2**

• ITA-035 Illus. Llyn Hunter ©2024 Kingswood Games

+3/+3 **Hazahk of Shadow** **14**



3 Character – Dwarf Barbarian

Dual Wield (*may equip a second Weapon instead of a Shield*)

Hazahk of Shadow and adjacent characters gain +5 ATK while wounded.

"I am Trample no longer!"

+3 **2**

• ITA-035 Illus. Llyn Hunter ©2024 Kingswood Games

+3/+3 **Hazakh of Shadow** **14**



3 Character – Dwarf Barbarian

Dual Wield (may equip a second Weapon instead of a Shield)
 Hazakh of Shadow and adjacent characters gain +5 ATK while wounded.

"I am Trample no longer!"

+3 **2**

• ITA-035 Illus. Llyn Hunter ©2024 Kingswood Games

+2 **Sunforge Smith** **12**



2 Character – Dwarf Smith

Spend Order: Target your wounded character: Unstun the target, or the target performs a +2 melee strike.

"I haven't sold an axe in months. Above ground all they want are swords; the shinier the better."

+4 **1**

♦ ITA-045 Illus. Tuan Duong Chu ©2024 Kingswood Games

+2 **Sunforge Smith** **12**



2 Character – Dwarf Smith

Spend Order: Target your wounded character: Unstun the target, or the target performs a +2 melee strike.

"I haven't sold an axe in months. Above ground all they want are swords; the shinier the better."

+4 **1**

♦ ITA-045 Illus. Tuan Duong Chu ©2024 Kingswood Games

+2 **Sunforge Smith** **12**



2 Character – Dwarf Smith

Spend Order: Target your wounded character: Unstun the target, or the target performs a +2 melee strike.

"I haven't sold an axe in months. Above ground all they want are swords; the shinier the better."

+4 **1**

♦ ITA-045 Illus. Tuan Duong Chu ©2024 Kingswood Games

+0 **Valdimar** **13**



1 Character – Dwarf

Limited React: After an adjacent character equips an item: Ready Valdimar.

"For ten years I fought with him as Faithful. He has more than earned his True Name." –Kurak

+0 **1**

• ITA-048 Illus. Aaron Acevedo ©2024 Kingswood Games

+0 **Valdimar** **13**



1 Character – Dwarf

Limited React: After an adjacent character equips an item: Ready Valdimar.

"For ten years I fought with him as Faithful. He has more than earned his True Name." –Kurak

+0 **1**

• ITA-048 Illus. Aaron Acevedo ©2024 Kingswood Games

+0 **Valdimar** **13**



1 Character – Dwarf

Limited React: After an adjacent character equips an item: Ready Valdimar.

"For ten years I fought with him as Faithful. He has more than earned his True Name." –Kurak

+0 **1**

• ITA-048 Illus. Aaron Acevedo ©2024 Kingswood Games

Another Tavern Brawl



1 Action

Order: Target opponent chooses a character they control: The chosen character performs a melee strike. After the strike, this character performs a melee strike.

"I'd burn this place to the ground before I share a drink with the likes of you!"

+0 **1**

• ITA-251 Illus. Storm Cook ©2024 Kingswood Games

Another Tavern Brawl



1 Action

Order: Target opponent chooses a character they control: The chosen character performs a melee strike. After the strike, this character performs a melee strike.

"'Tid burn this place to the ground before I share a drink with the likes of you!"

● ITA-251 Illus. Storm Cook ©2024 Kingswood Games

Another Tavern Brawl



1 Action

Order: Target opponent chooses a character they control: The chosen character performs a melee strike. After the strike, this character performs a melee strike.

"'Tid burn this place to the ground before I share a drink with the likes of you!"

● ITA-251 Illus. Storm Cook ©2024 Kingswood Games

Bruntor's Helm +1



5 Item – Helm

+1 HP

"For the legendary helm of a mythical Denskan king, it sure pops up a lot." –Salvage

◆ ITA-282 Illus. Chris Arneson ©2024 Kingswood Games

Bruntor's Helm +1



5 Item – Helm

+1 HP

"For the legendary helm of a mythical Denskan king, it sure pops up a lot." –Salvage

◆ ITA-282 Illus. Chris Arneson ©2024 Kingswood Games

Bruntor's Helm +1



5 Item – Helm

+1 HP

"For the legendary helm of a mythical Denskan king, it sure pops up a lot." –Salvage

◆ ITA-282 Illus. Chris Arneson ©2024 Kingswood Games

Cheap Sword +2



2 Item – Weapon Sword

Death React: Return Cheap Sword to your hand.

"Thou shalt have the good steel when thou hast earned it." –Tancred

● ITA-283 Illus. Chris Seaman ©2024 Kingswood Games

Cheap Sword +2



2 Item – Weapon Sword

Death React: Return Cheap Sword to your hand.

"Thou shalt have the good steel when thou hast earned it." –Tancred

● ITA-283 Illus. Chris Seaman ©2024 Kingswood Games

Cheap Sword +2



2 Item – Weapon Sword

Death React: Return Cheap Sword to your hand.

"Thou shalt have the good steel when thou hast earned it." –Tancred

● ITA-283 Illus. Chris Seaman ©2024 Kingswood Games

+1 **War Horse**



4 Item – Steed

Order: Spend War Horse: Move forward one rank.
Order: Spend War Horse: Gain +2 ATK this turn.

"With well-trained creatures like these, you could lead a squadron against an army." –Retsov

♦ ITA-299 Illus. Heather Bruton ©2024 Kingswood Games

+1 **War Horse**



4 Item – Steed

Order: Spend War Horse: Move forward one rank.
Order: Spend War Horse: Gain +2 ATK this turn.

"With well-trained creatures like these, you could lead a squadron against an army." –Retsov

♦ ITA-299 Illus. Heather Bruton ©2024 Kingswood Games

+1 **War Horse**



4 Item – Steed

Order: Spend War Horse: Move forward one rank.
Order: Spend War Horse: Gain +2 ATK this turn.

"With well-trained creatures like these, you could lead a squadron against an army." –Retsov

♦ ITA-299 Illus. Heather Bruton ©2024 Kingswood Games

+2 **Flail**



4 Item – Weapon Treasure

This character's melee strikes ignore AC bonuses from Shields and Weapons.

"Make sure you hit them. You don't want those spikes coming back around." –Malexin

♦ ITA-333 Illus. Cris Dornaus ©2024 Kingswood Games

+2 **Flail**



4 Item – Weapon Treasure

This character's melee strikes ignore AC bonuses from Shields and Weapons.

"Make sure you hit them. You don't want those spikes coming back around." –Malexin

♦ ITA-333 Illus. Cris Dornaus ©2024 Kingswood Games

+2 **Flail**



4 Item – Weapon Treasure

This character's melee strikes ignore AC bonuses from Shields and Weapons.

"Make sure you hit them. You don't want those spikes coming back around." –Malexin

♦ ITA-333 Illus. Cris Dornaus ©2024 Kingswood Games