

Tank:

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| | AP | HP | | |
| Ashes- the Chain Smoking Tree Ent | +10 | 40 | | |
| Smog | Cost N/A | Range N/A | Type Trait | |
| A thick cloud of constantly surrounds Ashes making him one harder to hit (ie. 3+ to 4+) to a maximum of 6 | | | | |
| Tangled roots | Cost 5 | Range Melee | Hit N/A | Type Offensive |
| Deal 1d6 to every enemy in a threatened square and makes avoiding attack of opportunity one harder until start of your next turn. | | | | |
| Sludge | Cost 5 | Range 5 | Hit 4+ | Type offensive |
| Deal 1d6 and target must pay double action points to move until start your next turn. | | | | |
| Stamp it out | Cost 5 | Range Melee | Type Defensive | |
| When a ranged action is performed in melee range, you can cancel it on a 4+ | | | | |

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| | AP | HP | | |
| Cast-The Hatebringer | +10 | 40 | | |
| Gather Darkness | Cost 5 | Range Self | Type Offensive | |
| Gain one stack of pure unadulterated evil | | | | |
| Axe of the Monstrous Assailant | Cost 5 | Range Melee | Hit Melee | Type Offensive |
| Deal 1d6 + your current stack number of evil and push the target that many squares back (does not consume evil) | | | | |
| Shield of Shadow | Cost X stacks of evil | Range Self | Type Defensive | |
| Absorb xd6 damage from the next attack directed at you | | | | |
| Your Hate Feeds Me | Cost N/A | Range N/A | Type Trait | |
| Every time Cast takes damage he gains a stack of evil | | | | |
| Release Night | Cost X stacks of Evil | Range Varies | Type Offensive | |
| Cast threatens his normal range +X range of squares until the start of your next turn | | | | |

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| | AP | HP | | |
| Sir Gallant–The Infamous | +10 | 50 | | |

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|---|-----------|-----------------------------|-------------------|-------------------|
| Swat | Cost 5 | Range Melee | Hit Melee | Type Offensive |
| Deal 1d6 and even if you do not hit you move the target back one space. If that space is occupied move both back and original target takes 2d6 and the second takes 1d6 | | | | |
| Deny area | Cost 5 | Range Threatened Squares | Type Defensive | |
| Double the damage dealt by attacks of opportunity until the end of turn. (2d6 instead of 1d6) | | | | |
| Self-impale | Cost 5 | Range Melee | Hit N/A | Type Defensive |
| Sir Gallant takes 2d6 damage, but target may not deal damage for the rest of the turn. | | | | |