APPENDIX

This section contains additional information and reference sheets.

DOMAIN CARD REFERENCE

ARCANA DOMAIN

■ **RUNE WARD**
Level 1 Arcana Spell
Recall Cost: 0

You have a deeply personal trinket that can be infused with protective magic and held as a ward by you or an ally. Describe what it is and why it's important to you. The ward's holder can spend a Hope to reduce incoming damage by **1d8**.

If the Ward Die result is 8, the ward's power ends after it reduces damage this turn. It can be recharged for free on your next rest.

■ **UNLEASH CHAOS**
Level 1 Arcana Spell
Recall Cost: 1

At the beginning of a session, place a number of tokens equal to your Spellcast trait on this card.

Make a **Spellcast Roll** against a target within Far range and spend any number of tokens to channel raw energy from within yourself to unleash against them. On a success, roll a number of **d10s** equal to the tokens you spent and deal that much magic damage to the target. **Mark a Stress** to replenish this card with tokens (up to your Spellcast trait).

At the end of each session, clear all unspent tokens.

■ **WALL WALK**
Level 1 Arcana Spell
Recall Cost: 1

Spend a Hope to allow a creature you can touch to climb on walls and ceilings as easily as walking on the ground. This lasts until the end of the scene or you cast Wall Walk again

■ **CINDER GRASP**
Level 2 Arcana Spell
Recall Cost: 1

Make a **Spellcast Roll** against a target within Melee range. On a success, the target instantly bursts into flames, takes **1d20+3** magic damage, and is temporarily lit *On Fire*.

When a creature acts while *On Fire*, they must take an extra **2d6** magic damage if they are still *On Fire* at the end of their action.

■ **FLOATING EYE**
Level 2 Arcana Spell
Recall Cost: 0

Spend a Hope to create a single, small floating orb that you can move anywhere within Very Far range. While this spell is active, you can see through the orb as though you're looking out from its position. You can transition between using your own senses and seeing through the orb freely. If the orb takes damage or moves out of range, the spell ends.

■ **COUNTERSPELL**
Level 3 Arcana Spell
Recall Cost: 2

You can interrupt a magical effect taking place by making a reaction roll using your Spellcast trait. On a success, the effect stops and any consequences are avoided, and this card is placed in your vault.

■ **FLIGHT**
Level 3 Arcana Spell
Recall Cost: 1

Make a **Spellcast Roll (15)**. On a success, place a number of tokens equal to your Agility on this card (minimum 1). When you make an
action roll while flying, spend a token from this card. After the action that spends the last token is resolved,
you descend to the ground directly below you.

■ **BLINK OUT**
Level 4 Arcana Spell
Recall Cost: 1

Make a **Spellcast Roll (12)**. On a success, **spend a Hope** to teleport to another point you can see within Far range. If any willing creatures are within Very Close range, **spend an additional Hope** for each creature to bring them with you.

■ **PRESERVATION BLAST**
Level 4 Arcana Spell
Recall Cost: 2

Make a **Spellcast Roll** against all targets within Melee range. Targets you succeed against are forced back to Far range and take **d8+3** magic damage using your Spellcast trait.

■ **CHAIN LIGHTNING**
Level 5 Arcana Spell
Recall Cost: 1

Mark 2 Stress to make a **Spellcast Roll**, unleashing lightning on all targets within Close range. Targets you succeed against must make a reaction roll with a Difficulty equal to the result of your Spellcast Roll. Targets who fail take **2d8+4** magic damage. Additional adversaries not already targeted by Chain Lightning and within Close range of previous targets who took damage must also make the reaction roll. Targets who fail take **2d8+4** magic damage. This chain continues until there are no more adversaries within range.

PREMONITION
Level 5 Arcana Spell
Recall Cost: 2

You can channel arcane energy to have visions of the future. Once per long rest, immediately after the GM conveys the consequences of a roll you made, you can rescind the move and consequences like they never happened and make another move instead.

RIFT WALKER
Level 6 Arcana Spell
Recall Cost: 2

Make a **Spellcast Roll (15)**. On a success, you place an arcane marking on the ground where you currently stand. The next time you successfully cast Rift Walker, a rift in space opens up, providing safe passage back to the exact spot where the marking was placed. This rift stays open until you choose to close it or you cast another spell.

You can drop the spell at any time to cast Rift Walker again and place the marking somewhere new.

TELEKINESIS
Level 6 Arcana Spell
Recall Cost: 0

Make a **Spellcast Roll** against a target within Far range. On a success, you can use your mind to move them anywhere within Far range of their original position. You can throw the lifted target as an attack by making an additional Spellcast Roll against the second target you're trying to attack. On a success, deal **d12+4** physical damage to the second target using your Proficiency. This spell then ends.

ARCANA-TOUCHED
Level 7 Arcana Ability
Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Arcana domain, gain the following benefits:

- +1 bonus to your Spellcast Rolls
- Once per rest, you can switch the results of your Hope and Fear Dice.

CLOAKING BLAST
Level 7 Arcana Spell
Recall Cost: 2

When you make a successful **Spellcast Roll** to cast a different spell, you can **spend a Hope** to become *Cloaked*. While *Cloaked*, you remain unseen if you are stationary when an adversary moves to where they would normally see you. When you move into or within an adversary's line of sight or make an attack, you are no longer *Cloaked*.

ARCANE REFLECTION
Level 8 Arcana Spell
Recall Cost: 1

When you would take magic damage, you can **spend any number of Hope** to roll that many **d6s**. If any roll a 6, the attack is reflected back to the caster, dealing the damage to them instead.

CONFUSING AURA
Level 8 Arcana Spell
Recall Cost: 2

Make a **Spellcast Roll (14)**. Once per long rest on a success, you create a layer of illusion over your body that makes it hard to tell exactly where you are. **Mark any number of Stress** to make that many additional layers. When an adversary makes an attack against you, roll a number of **d6s** equal to the number of layers currently active. If any roll a 5 or higher, one layer of the aura is destroyed and the attack fails. If all the results are 4 or lower, you take the damage and this spell ends

EARTHQUAKE
Level 9 Arcana Spell
Recall Cost: 2

Make a **Spellcast Roll (16)**. Once per rest on a success, all targets within Very Far range who aren't flying must make a Reaction Roll (18). Targets who fail take **3d10+8** physical damage and are temporarily *Vulnerable*. Targets who succeed take half damage.

Additionally, when you succeed on the Spellcast Roll, all terrain within Very Far range becomes difficult to move through and structures within this range might sustain damage or crumble.

SENSORY PROJECTION
Level 9 Arcana Spell
Recall Cost: 0

Once per rest, make a **Spellcast Roll (15)**. On a success, drop into a vision that lets you clearly see and hear any place you have been before as though you are standing there in this moment. You can move freely in this vision and are not constrained by the physics or impediments of a physical body. This spell cannot be detected by mundane or magical means. You drop out of this vision upon taking damage or casting another spell.

ADJUST REALITY
Level 10 Arcana Spell
Recall Cost: 1

After you or a willing ally make any roll, you can **spend 5 Hope** to change the numerical result of that roll to a result of your choice instead. The result must be plausible within the range of the dice.

FALLING SKY
Level 10 Arcana Spell
Recall Cost: 1

Make a **Spellcast Roll** against all adversaries within Far range. **Mark any number of Stress** to make shards of arcana rain down from above. Targets you succeed against take **1d20+2** magic damage for each Stress marked.

BLADE DOMAIN

GET BACK UP
Level 1 Blade Ability
Recall Cost: 1

When you take Severe damage, you can **mark a Stress** to reduce the severity by one threshold.

NOT GOOD ENOUGH
Level 1 Blade Ability
Recall Cost: 1

When you roll your damage dice, you can reroll any 1s or 2s.

WHIRLWIND
Level 1 Blade Ability
Recall Cost: 0

When you make a successful attack against a target within Very Close range, you can **spend a Hope** to use the attack against all other targets within Very Close range. All additional adversaries you succeed against with this ability take half damage.

A SOLDIER'S BOND
Level 2 Blade Ability
Recall Cost: 1

Once per long rest, when you compliment someone or ask them about something they're good at, you can both gain 3 Hope.

RECKLESS
Level 2 Blade Ability
Recall Cost: 1

Mark a Stress to gain advantage on an attack.

SCRAMBLE
Level 3 Blade Ability
Recall Cost: 1

Once per rest, when a creature within Melee range would deal damage to you, you can avoid the attack and safely move out of Melee range of the enemy.

VERSATILE FIGHTER
Level 3 Blade Ability
Recall Cost: 1

You can use a different character trait for an equipped weapon, rather than the trait the weapon calls for.

When you deal damage, you can **mark a Stress** to use the maximum result of one of your damage dice instead of rolling it.

DEADLY FOCUS
Level 4 Blade Ability
Recall Cost: 2

Once per rest, you can apply all your focus toward a target of your choice. Until you attack another creature, you defeat the target, or the battle ends, gain a +1 bonus to your Proficiency.

FORTIFIED ARMOR
Level 4 Blade Ability
Recall Cost: 0

While you are wearing armor, gain a +2 bonus to your damage thresholds.

CHAMPION'S EDGE
Level 5 Blade Ability
Recall Cost: 1

When you critically succeed on an attack, you can **spend up to 3 Hope** and choose one of the following options for each Hope spent:

- You clear a Hit Point.
- You clear an Armor Slot.
- The target must mark an additional Hit Point.

You can't choose the same option more than once.

VITALITY
Level 5 Blade Ability
Recall Cost: 0

When you choose this card, permanently gain two of the following benefits:

- One Stress slot
- One Hit Point slot
- +2 bonus to your damage thresholds

Then place this card in your vault permanently.

BATTLE-HARDENED
Level 6 Blade Ability
Recall Cost: 2

Once per long rest when you would make a Death Move, you can **spend a Hope** to clear a Hit Point instead.

RAGE UP
Level 6 Blade Ability
Recall Cost: 1

Before you make an attack, you can **mark a Stress** to gain a bonus to your damage roll equal to twice your Strength.

You can Rage Up twice per attack.

BLADE-TOUCHED
Level 7 Blade Ability
Recall Cost: 1

When 4 or more of the domain cards in your loadout are from the Blade domain, gain the following benefits:

- +2 bonus to your attack rolls
- +4 bonus to your Severe damage threshold

GLANCING BLOW
Level 7 Blade Ability
Recall Cost: 1

When you fail an attack, you can **mark a Stress** to deal weapon damage using half your Proficiency.

BATTLE CRY
Level 8 Blade Ability
Recall Cost: 2

Once per long rest, while you're charging into danger, you can muster a rousing call that inspires your allies. All allies who can hear you each clear a Stress and gain a Hope. Additionally, your allies gain advantage on attack rolls until you or an ally rolls a failure with Fear.

■ FRENZY
Level 8 Blade Ability
Recall Cost: 3

Once per long rest, you can go into a *Frenzy* until there are no more adversaries within sight.

While *Frenzied*, you can't use Armor Slots, and you gain a +10 bonus to your damage rolls and a +8 bonus to your Severe damage threshold.

■ GORE AND GLORY
Level 9 Blade Ability
Recall Cost: 2

When you critically succeed on a weapon attack, gain an additional Hope or clear an additional Stress.

Additionally, when you deal enough damage to defeat an enemy, gain a Hope or clear a Stress.

■ REAPER'S STRIKE
Level 9 Blade Ability
Recall Cost: 3

Once per long rest, **spend a Hope** to make an attack roll. The GM tells you which targets within range it would succeed against. Choose one of these targets and force them to mark 5 Hit Points.

■ BATTLE MONSTER
Level 10 Blade Ability
Recall Cost: 0

When you make a successful attack against an adversary, you can **mark 4 Stress** to force the target to mark a number of Hit Points equal to the number of Hit Points you currently have marked instead of rolling for damage.

■ ONSLAUGHT
Level 10 Blade Ability
Recall Cost: 3

When you successfully make an attack with your weapon, you never deal damage beneath a target's Major damage threshold (the target always marks a minimum of 2 Hit Points).

Additionally, when a creature within your weapon's range deals damage to an ally with an attack that doesn't include you, you can **mark a Stress** to force them to make a Reaction Roll (15).

On a failure, the target must mark a Hit Point.

BONE DOMAIN

■ DEFT MANEUVERS
Level 1 Bone Ability
Recall Cost: 0

Once per rest, **mark a Stress** to sprint anywhere within Far range without making an Agility Roll to get there.

If you end this movement within Melee range of an adversary and immediately make an attack against them, gain a +1 bonus to the attack roll.

■ I SEE IT COMING
Level 1 Bone Ability
Recall Cost: 1

When you're targeted by an attack made from beyond Melee range, you can **mark a Stress** to roll a **d4** and gain a bonus to your Evasion equal to the result against the attack.

■ UNTOUCHABLE
Level 1 Bone Ability
Recall Cost: 1

Gain a bonus to your Evasion equal to half your Agility.

■ FEROCITY
Level 2 Bone Ability
Recall Cost: 2

When you cause an adversary to mark 1 or more Hit Points, you can **spend 2 Hope** to increase your Evasion by the number of Hit Points they marked. This bonus lasts until after the next attack made against you.

■ STRATEGIC APPROACH
Level 2 Bone Ability
Recall Cost: 1

After a long rest, place a number of tokens equal to your Knowledge on this card (minimum 1). The first time you move within Close range of an adversary and make an attack against them, you can spend one token to choose one of the following options:

- You make the attack with advantage.
- You clear a Stress on an ally within Melee range of the adversary.
- You add a **d8** to your damage roll.

When you take a long rest, clear all unspent tokens.

■ BRACE
Level 3 Bone Ability
Recall Cost: 1

When you mark an Armor Slot to reduce incoming damage, you can **mark a Stress** to mark an additional Armor Slot.

■ TACTICIAN
Level 3 Bone Ability
Recall Cost: 1

When you Help an Ally, they can spend a Hope to add one of your Experiences to their roll alongside your advantage die.

When making a Tag Team Roll, you can roll a **d20** as your Hope Die.

BOOST
Level 4 Bone Ability
Recall Cost: 1

Mark a Stress to boost off a willing ally within Close range, fling yourself into the air, and perform an aerial attack against a target within Far range. You have advantage on the attack, add a **d10** to the damage roll, and end your move within Melee range of the target.

REDIRECT
Level 4 Bone Ability
Recall Cost: 1

When an attack made against you from beyond Melee range fails, roll a number of **d6s** equal to your Proficiency. If any roll a 6, you can **mark a Stress** to redirect the attack to damage an adversary within Very Close range instead.

KNOW THY ENEMY
Level 5 Bone Ability
Recall Cost: 1

When observing a creature, you can make an **Instinct Roll** against them. On a success, **spend a Hope** and ask the GM for one set of information about the target from the following options:

- Their unmarked Hit Points and Stress.
- Their Difficulty and damage thresholds.
- Their tactics and standard attack damage dice.
- Their features and Experiences.

Additionally on a success, you can **mark a Stress** to remove a Fear from the GM's Fear Pool.

SIGNATURE MOVE
Level 5 Bone Ability
Recall Cost: 1

Name and describe your signature combat move. Once per rest, when you perform this signature move as part of an action you're taking, you can roll a **d20** as your Hope Die. On a success, clear a Stress.

RAPID RIPOSTE
Level 6 Bone Ability
Recall Cost: 0

When an attack made against you from within Melee range fails, you can **mark a Stress** and seize the opportunity to deal the weapon damage of one of your active weapons to the attacker.

RECOVERY
Level 6 Bone Ability
Recall Cost: 1

During a short rest, you can choose a long rest downtime move instead. You can **spend a Hope** to let an ally do the same.

BONE-TOUCHED
Level 7 Bone Ability
Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Bone domain, gain the following benefits:

- +1 bonus to Agility
- Once per rest, you can **spend 3 Hope** to cause an attack that succeeded against you to fail instead.

CRUEL PRECISION
Level 7 Bone Ability
Recall Cost: 1

When you make a successful attack with a weapon, gain a bonus to your damage roll equal to either your Finesse or Agility.

BREAKING BLOW
Level 8 Bone Ability
Recall Cost: 3

When you make a successful attack, you can **mark a Stress** to make the next successful attack against that same target deal an extra **2d12** damage.

WRANGLE
Level 8 Bone Ability
Recall Cost: 1

Make an Agility Roll against all targets within Close range. **Spend a Hope** to move targets you succeed against, and any willing allies within Close range, to another point within Close range.

ON THE BRINK
Level 9 Bone Ability
Recall Cost: 1

When you have 2 or fewer Hit Points unmarked, you don't take Minor damage.

SPLINTERING STRIKE
Level 9 Bone Ability
Recall Cost: 3

Spend a Hope and make an attack against all adversaries within your weapon's range. Once per long rest, on a success against any targets, roll your weapon's damage and distribute that damage however you wish between the targets you succeeded against. Before you deal damage to each target, roll an additional damage die and add its result to the damage you deal to them.

DEATHRUN
Level 10 Bone Ability
Recall Cost: 1

Spend 3 Hope to run a straight path through the battlefield to a point within Far range, making an attack against all adversaries within your weapon's range along that path. Choose the order in which you deal damage to the targets you succeeded against. For the first, roll your weapon damage with a +1 bonus to your Proficiency. Then remove a die from your damage roll and deal the remaining damage to the next target. Continue to remove a die for each subsequent target until you have no more damage dice or adversaries.

You can't target the same adversary more than once per attack.

SWIFT STEP
Level 10 Bone Ability
Recall Cost: 2

When an attack made against you fails, clear a Stress. If you can't clear a Stress, gain a Hope.

CODEX DOMAIN

BOOK OF AVA
Level 1 Codex Grimoire
Recall Cost: 2

Power Push: Make a **Spellcast Roll** against a target within Melee range.
On a success, they're knocked back to Far range and take **d10+2** magic damage using your Proficiency.

Tava's Armor: **Spend a Hope** to give a target you can touch a +1 bonus to their Armor Score until their next rest or you cast Tava's Armor again.

Ice Spike: Make a **Spellcast Roll (12)** to summon a large ice spike within Far range. If you use it as a weapon, make the Spellcast Roll against the target's Difficulty instead. On a success, deal **d6** physical damage using your Proficiency.

BOOK OF ILLIAT
Level 1 Codex Grimoire
Recall Cost: 2

Slumber: Make a **Spellcast Roll** against a target within Very Close range. On a success, they're *Asleep* until they take damage or the GM spends a Fear on their turn to clear this condition.

Arcane Barrage: Once per rest, **spend any number of Hope** and shoot magical projectiles that strike a target of your choice within Close range. Roll a number of **d6s** equal to the Hope spent and deal that much magic damage to the target.

Telepathy: **Spend a Hope** to open a line of mental communication with one target you can see. This connection lasts until your next rest or you cast Telepathy again.

BOOK OF TYFAR
Level 1 Codex Grimoire
Recall Cost: 2

Wild Flame: Make a **Spellcast Roll** against up to three adversaries within Melee range. Targets you succeed against take **2d6** magic damage and must mark a Stress as flames erupt from your hand.

Magic Hand: You conjure a magical hand with the same size and strength as your own within Far range.

Mysterious Mist: Make a **Spellcast Roll (13)** to cast a temporary thick fog that gathers in a stationary area within Very Close range. The fog heavily obscures this area and everything in it.

BOOK OF SITIL
Level 2 Codex Grimoire
Recall Cost: 2

Adjust Appearance: You magically shift your appearance and clothing to avoid recognition.

Parallela: **Spend 2 Hope** to cast this spell on yourself or an ally within Close range. The next time the target makes an attack, they can hit an additional target within range that their attack roll would succeed against. You can only hold this spell on one creature at a time.

Illusion: Make a **Spellcast Roll (14)**.
On a success, create a temporary visual illusion no larger than you within Close range that lasts for as long as you look at it. It holds up to scrutiny until an observer is within Melee range.

BOOK OF VAGRAS
Level 2 Codex Grimoire
Recall Cost: 2

Runic Lock: Make a **Spellcast Roll (15)** on an object you're touching that can close (such as a lock, chest, or box). Once per rest on a success, you can lock the object so it can only be opened by creatures of your choice. Someone with access to magic and an hour of time to study the spell can break it.

Arcane Door: When you have no adversaries within Melee range, make a **Spellcast Roll (13)**. On a success, **spend a Hope** to create a portal from where you are to a point within Far range you can see. It closes once a creature has passed through it.

Reveal: Make a **Spellcast Roll**. If there is anything magically hidden within Close range, it is revealed.

BOOK OF KORVAX
Level 3 Codex Grimoire
Recall Cost: 2

Levitation: Make a **Spellcast Roll** to temporarily lift a target you can see up into the air and move them within Close range of their original position.

Recant: **Spend a Hope** to force a target within Melee range to make a Reaction Roll (15). On a failure, they forget the last minute of your conversation.

Rune Circle: **Mark a Stress** to create a temporary magical circle on the ground where you stand. All adversaries within Melee range, or who enter Melee range, take **2d12+4** magic damage and are knocked back to Very Close range.

BOOK OF NORAI
Level 3 Codex Grimoire
Recall Cost: 2

Mystic Tether: Make a **Spellcast Roll** against a target within Far range. On a success, they're temporarily *Restrained* and must mark a Stress. If you target a flying creature, this spell grounds and temporarily *Restrains* them.

Fireball: Make a **Spellcast Roll** against a target within Very Far range. On a success, hurl a sphere of fire toward them that explodes on impact. The target and all creatures within Very Close range of them must make a Reaction Roll (13). Targets who fail take **d20+5** magic damage using your Proficiency. Targets who succeed take half damage.

BOOK OF EXOTA
Level 4 Codex Grimoire
Recall Cost: 3

Repudiate: You can interrupt a magical effect taking place. Make a reaction roll using your Spellcast trait. Once per rest on a success, the effect stops and any consequences are avoided.

Create Construct: **Spend a Hope** to choose a group of objects around you and create an animated construct from them that obeys basic commands. Make a **Spellcast Roll** to command them to take action. When necessary, they share your Evasion and traits and their attacks deal **2d10+3** physical damage. You can only maintain one construct at a time, and they fall apart when they take any amount of damage.

■ BOOK OF GRYNN
Level 4 Codex Grimoire
Recall Cost: 2

Arcane Deflection: Once per long rest, **spend a Hope** to negate the damage of an attack targeting you or an ally within Very Close range.

Time Lock: Target an object within Far range. That object stops in time and space exactly where it is until your next rest. If a creature tries to move it, make a **Spellcast Roll** against them to maintain this spell.

Wall of Flame: Make a **Spellcast Roll (15)**. On a success, create a temporary wall of magical flame between two points within Far range. All creatures in its path must choose a side to be on, and anything that subsequently passes through the wall takes **4d10+3** magic damage.

■ MANIFEST WALL
Level 5 Codex Spell
Recall Cost: 2

Make a **Spellcast Roll (15)**. Once per rest on a success, **spend a Hope** to create a temporary magical wall between two points within Far range. It can be up to 50 feet high and form at any angle. Creatures or objects in its path are shunted to a side of your choice. The wall stays up until your next rest or you cast Manifest Wall again.

■ TELEPORT
Level 5 Codex Spell
Recall Cost: 2

Once per long rest, you can instantly teleport yourself and any number of willing targets within Close range to a place you've been before. Choose one of the following options, then make a **Spellcast Roll (16)**:

- If you know the place very well, gain a +3 bonus.
- If you've visited the place frequently, gain a +1 bonus.
- If you've visited the place infrequently, gain no modifier.
- If you've only been there once, gain a −2 penalty.

On a success, you appear where you were intending to go. On a failure, you appear off course, with the range of failure determining how far off course.

■ BANISH
Level 6 Codex Spell
Recall Cost: 0

Make a **Spellcast Roll** against a target within Close range. On a success, roll a number of **d20s** equal to your Spellcast trait. The target must make a reaction roll with a Difficulty equal to your highest result. On a success, the target must mark a Stress but isn't banished. Once per rest on a failure, they are banished from this realm.

When the PCs roll with Fear, the Difficulty gains a −1 penalty and the target makes another reaction roll. On a success, they return from banishment.

■ SIGIL OF RETRIBUTION
Level 6 Codex Spell
Recall Cost: 2

Mark an adversary within Close range with a sigil of retribution. The GM gains a Fear. When the marked adversary deals damage to you or your allies, place a **d8** on this card. You can hold a number of **d8s** equal to your level. When you successfully attack the marked adversary, roll the dice on this card and add the total to your damage roll, then clear the dice. This effect ends when the marked adversary is defeated or you cast Sigil of Retribution again.

■ BOOK OF HOMET
Level 7 Codex Grimoire
Recall Cost: 0

Pass Through: Make a **Spellcast Roll (13)**. Once per rest on a success, you and all creatures touching you can pass through a wall or door within Close range. The effect ends once everyone is on the other side.

Plane Gate: Make a **Spellcast Roll (14)**. Once per long rest on a success, open a gateway to a location in another dimension or plane of existence you've been to before. This gateway lasts until your next rest.

■ CODEX-TOUCHED
Level 7 Codex Ability
Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Codex domain, gain the following benefits:

- You can **mark a Stress** to add your Proficiency to a Spellcast Roll.
- Once per rest, replace this card with any card from your vault without paying its Recall Cost.

■ BOOK OF VYOLA
Level 8 Codex Grimoire
Recall Cost: 2

Memory Delve: Make a **Spellcast Roll** against a target within Far range. On a success, peer into the target's mind and ask the GM a question. The GM describes any memories the target has pertaining to the answer.

Shared Clarity: Once per long rest, **spend a Hope** to choose two willing creatures. When one of them would mark Stress, they can choose between the two of them who marks it. This spell lasts until their next rest.

■ SAFE HAVEN
Level 8 Codex Spell
Recall Cost: 3

When you have a few minutes of calm to focus, you can **spend 2 Hope** to summon your Safe Haven, a large interdimensional home where you and your allies can take shelter. When you do, a magical door appears somewhere within Close range. Only creatures of your choice can enter. Once inside, you can make the entrance invisible. You and anyone else inside can always exit. Once you leave, the doorway must be summoned again.

When you take a rest within your own Safe Haven, you can choose an additional downtime move.

BOOK OF RONIN
Level 9 Codex Grimoire
Recall Cost: 4

Transform: Make a **Spellcast Roll (15)**. On a success, transform into an inanimate object no larger than twice your normal size. You can remain in this shape until you take damage.

Eternal Enervation: Once per long rest, make a **Spellcast Roll** against a target within Close range. On a success, they become permanently *Vulnerable*. They can't clear this condition by any means.

DISINTEGRATION WAVE
Level 9 Codex Spell
Recall Cost: 4

Make a **Spellcast Roll (18)**. Once per long rest on a success, the GM tells you which adversaries within Far range have a Difficulty of 18 or lower. **Mark a Stress** for each one you wish to hit with this spell. They are killed and can't come back to life by any means.

BOOK OF YARROW
Level 10 Codex Grimoire
Recall Cost: 2

Timejammer: Make a **Spellcast Roll (18)**. On a success, time temporarily slows to a halt for everyone within Far range except for you. It resumes the next time you make an action roll that targets another creature.

Magic Immunity: **Spend 5 Hope** to become immune to magic damage until your next rest.

TRANSCENDENT UNION
Level 10 Codex Spell
Recall Cost: 1

Once per long rest, **spend 5 Hope** to cast this spell on two or more willing creatures. Until your next rest, when a creature connected by this union would mark Stress or Hit Points, the connected creatures can choose who marks it.

GRACE DOMAIN

DEFT DECEIVER
Level 1 Grace Ability
Recall Cost: 0

Spend a Hope to gain advantage on a roll to deceive or trick someone into believing a lie you tell them.

ENRAPTURE
Level 1 Grace Spell
Recall Cost: 0

Make a **Spellcast Roll** against a target within Close range. On a success, they become temporarily *Enraptured*. While *Enraptured*, a target's attention is fixed on you, narrowing their field of view and drowning out any sound but your voice. Once per rest on a success, you can **mark a Stress** to force the *Enraptured* target to mark a Stress as well.

INSPIRATIONAL WORDS
Level 1 Grace Ability
Recall Cost: 1

Your speech is imbued with power. After a long rest, place a number of tokens on this card equal to your Presence. When you speak with an ally, you can spend a token from this card to give them one benefit from the following options:

- Your ally clears a Stress.
- Your ally clears a Hit Point.
- Your ally gains a Hope.

When you take a long rest, clear all unspent tokens.

TELL NO LIES
Level 2 Grace Spell
Recall Cost: 1

Make a **Spellcast Roll** against a target within Very Close range. On a success, they can't lie to you while they remain within Close range, but they are not compelled to speak. If you ask them a question and they refuse to answer, they must mark a Stress and the effect ends. The target is typically unaware this spell has been cast on them until it causes them to utter the truth.

TROUBLEMAKER
Level 2 Grace Ability
Recall Cost: 2

When you taunt or provoke a target within Far range, make a **Presence Roll** against them. Once per rest on a success, roll a number of **d4s** equal to your Proficiency. The target must mark Stress equal to the highest result rolled.

HYPNOTIC SHIMMER
Level 3 Grace Spell
Recall Cost: 1

Make a **Spellcast Roll** against all adversaries in front of you within Close range. Once per rest on a success, create an illusion of flashing colors and lights that temporarily *Stuns* targets you succeed against and forces them to mark a Stress. While *Stunned*, they can't use reactions and can't take any other actions until they clear this condition.

INVISIBILITY
Level 3 Grace Spell
Recall Cost: 1

Make a **Spellcast Roll (10)**. On a success, **mark a Stress** and choose yourself or an ally within Melee range to become *Invisible*. An *Invisible* creature can't be seen except through magical means and attack rolls against them are made with disadvantage. Place a number of tokens on this card equal to your Spellcast trait. When the *Invisible* creature takes an action, spend a token from this card. After the action that spends the last token is resolved, the effect ends.

You can only hold Invisibility on one creature at a time.

SOOTHING SPEECH
Level 4 Grace Ability
Recall Cost: 1

During a short rest, when you take the time to comfort another character while using the Tend to Wounds downtime move on them, clear an additional Hit Point on that character. When you do, you also clear 2 Hit Points.

■ THROUGH YOUR EYES
Level 4 Grace Spell
Recall Cost: 1

Choose a target within Very Far range. You can see through their eyes and hear through their ears. You can transition between using your own senses or the target's freely until you cast another spell or until your next rest.

■ THOUGHT DELVER
Level 5 Grace Spell
Recall Cost: 2

You can peek into the minds of others. **Spend a Hope** to read the vague surface thoughts of a target within Far range. Make a **Spellcast Roll** against the target to delve for deeper, more hidden thoughts.

On a roll with Fear, the target might, at the GM's discretion, become aware that you're reading their thoughts.

■ WORDS OF DISCORD
Level 5 Grace Spell
Recall Cost: 1

Whisper words of discord to an adversary within Melee range and make a **Spellcast Roll (13)**. On a success, the target must mark a Stress and make an attack against another adversary instead of against you or your allies.

Once this attack is over, the target realizes what happened. The next time you cast Words of Discord on them, gain a –5 penalty to the Spellcast Roll.

■ NEVER UPSTAGED
Level 6 Grace Ability
Recall Cost: 2

When you mark 1 or more Hit Points from an attack, you can **mark a Stress** to place a number of tokens equal to the number of Hit Points you marked on this card. On your next successful attack, gain a +5 bonus to your damage roll for each token on this card, then clear all tokens.

■ SHARE THE BURDEN
Level 6 Grace Spell
Recall Cost: 0

Once per rest, take on the Stress from a willing creature within Melee range. The target describes what intimate knowledge or emotions telepathically leak from their mind in this moment between you. Transfer any number of their marked Stress to you, then gain a Hope for each Stress transferred.

■ ENDLESS CHARISMA
Level 7 Grace Ability
Recall Cost: 1

After you make an action roll to persuade, lie, or garner favor, you can **spend a Hope** to reroll the Hope or Fear Die.

■ GRACE-TOUCHED
Level 7 Grace Ability
Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Grace domain, gain the following benefits:

- You can **mark an Armor Slot** instead of marking a Stress.
- When you would force a target to mark a number of Hit Points, you can choose instead to force them to mark that number of Stress.

■ ASTRAL PROJECTION
Level 8 Grace Spell
Recall Cost: 0

Once per long rest, **mark a Stress** to create a projected copy of yourself that can appear anywhere you've been before.

You can see and hear through the projection as though it were you and affect the world as though you were there. A creature investigating the projection can tell it's of magical origin. This effect lasts until your next rest or your projection takes any damage.

■ MASS ENRAPTURE
Level 8 Grace Spell
Recall Cost: 3

Make a **Spellcast Roll** against all targets within Far range. Targets you succeed against become temporarily *Enraptured*. While *Enraptured*, a target's attention is fixed on you, narrowing their field of view and drowning out any sound but your voice. **Mark a Stress** to force all *Enraptured* targets to mark a Stress, ending this spell.

■ COPYCAT
Level 9 Grace Spell
Recall Cost: 3

Once per long rest, this card can mimic the features of another domain card of level 8 or lower in another player's loadout. **Spend Hope equal to half the card's level** to gain access to the feature. It lasts until your next rest or they place the card in their vault.

■ MASTER OF THE CRAFT
Level 9 Grace Ability
Recall Cost: 0

Gain a permanent +2 bonus to two of your Experiences or a permanent +3 bonus to one of your Experiences. Then place this card in your vault permanently.

■ ENCORE
Level 10 Grace Spell
Recall Cost: 1

When an ally within Close range deals damage to an adversary, you can make a **Spellcast Roll** against that same target. On a success, you deal the same damage to the target that your ally dealt. If your Spellcast Roll succeeds with Fear, place this card in your vault.

■ NOTORIOUS
Level 10 Grace Ability
Recall Cost: 0

People know who you are and what you've done, and they treat you differently because of it. When you leverage your notoriety to get what you want, you can **mark a Stress** before you roll to gain a +10 bonus to the result. Your food and drinks are always free wherever you go, and everything else you buy is reduced in price by one bag of gold (to a minimum of one handful).

This card doesn't count against your loadout's domain card maximum of 5 and can't be placed in your vault.

MIDNIGHT DOMAIN

■ PICK AND PULL
Level 1 Midnight Ability
Recall Cost: 0

You have advantage on action rolls to pick nonmagical locks, disarm nonmagical traps, or steal items from a target (either through stealth or by force).

■ RAIN OF BLADES
Level 1 Midnight Spell
Recall Cost: 1

Spend a Hope to make a **Spellcast Roll** and conjure throwing blades that strike out at all targets within Very Close range. Targets you succeed against take **d8+2** magic damage using your Proficiency.

If a target you hit is *Vulnerable*, they take an extra **1d8** damage.

■ UNCANNY DISGUISE
Level 1 Midnight Spell
Recall Cost: 0

When you have a few minutes to prepare, you can **mark a Stress** to don the facade of any humanoid you can picture clearly in your mind. While disguised, you have advantage on Presence Rolls to avoid scrutiny.

Place a number of tokens equal to your Spellcast trait on this card. When you take an action while disguised, spend a token from this card. After the action that spends the last token is resolved, the disguise drops.

■ MIDNIGHT SPIRIT
Level 2 Midnight Spell
Recall Cost: 1

Spend a Hope to summon a humanoid-sized spirit that can move or carry things for you until your next rest.

You can also send it to attack an adversary. When you do, make a **Spellcast Roll** against a target within Very Far range. On a success, the spirit moves into Melee range with that target. Roll a number of **d6s** equal to your Spellcast trait and deal that much magic damage to the target. The spirit then dissipates. You can only have one spirit at a time.

■ SHADOWBIND
Level 2 Midnight Spell
Recall Cost: 0

Make a **Spellcast Roll** against all adversaries within Very Close range. Targets you succeed against are temporarily *Restrained* as their shadow binds them in place.

■ CHOKEHOLD
Level 3 Midnight Ability
Recall Cost: 1

When you position yourself behind a creature who's about your size, you can **mark a Stress** to pull them into a chokehold, making them temporarily *Vulnerable*.

When a creature attacks a target who is *Vulnerable* in this way, they deal an extra **2d6** damage.

■ VEIL OF NIGHT
Level 3 Midnight Spell
Recall Cost: 1

Make a **Spellcast Roll (13)**. On a success, you can create a temporary curtain of darkness between two points within Far range. Only you can see through this darkness. You're considered *Hidden* to adversaries on the other side of the veil, and you have advantage on attacks you make through the darkness. The veil remains until you cast another spell.

■ STEALTH EXPERTISE
Level 4 Midnight Ability
Recall Cost: 0

When you roll with Fear while attempting to move unnoticed through a dangerous area, you can **mark a Stress** to roll with Hope instead.

If an ally within Close range is also attempting to move unnoticed and rolls with Fear, you can **mark a Stress** to change their result to a roll with Hope.

■ GLYPH OF NIGHTFALL
Level 4 Midnight Spell
Recall Cost: 1

Make a **Spellcast Roll** against a target within Very Close range. On a success, **spend a Hope** to conjure a dark glyph upon their body that exposes their weak points, temporarily reducing the target's Difficulty by a value equal to your Knowledge (minimum 1).

■ HUSH
Level 5 Midnight Spell
Recall Cost: 1

Make a **Spellcast Roll** against a target within Close range. On a success, **spend a Hope** to conjure suppressive magic around the target that encompasses everything within Very Close range of them and follows them as they move.

The target and anything within the area is *Silenced* until the GM spends a Fear on their turn to clear this condition, you cast Hush again, or you take Major damage. While *Silenced*, they can't make noise and can't cast spells.

■ PHANTOM RETREAT
Level 5 Midnight Spell
Recall Cost: 2

Spend a Hope to activate Phantom Retreat where you're currently standing. **Spend another Hope** at any time before your next rest to disappear from where you are and reappear where you were standing when you activated Phantom Retreat. This spell ends after you reappear.

■ DARK WHISPERS
Level 6 Midnight Spell
Recall Cost: 0

You can speak into the mind of any person with whom you've made physical contact. Once you've opened a channel with them, they can speak back into your mind. Additionally, you can **mark a Stress** to make a **Spellcast Roll** against them. On a success, you can ask the GM one of the following questions and receive an answer:

- Where are they?
- What are they doing?
- What are they afraid of?
- What do they cherish most in the world?

■ MASS DISGUISE
Level 6 Midnight Spell
Recall Cost: 0

When you have a few minutes of silence to focus, you can **mark a Stress** to change the appearance of all willing creatures within Close range. Their new forms must share a general body structure and size, and can be somebody or something you've seen before or entirely fabricated. A disguised creature has advantage on Presence Rolls to avoid scrutiny.

Activate a Countdown (8). It ticks down as a consequence the GM chooses. When it triggers, the disguise drops.

■ MIDNIGHT-TOUCHED
Level 7 Midnight Ability
Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Midnight domain, gain the following benefits:

- Once per rest, when you have 0 Hope and the GM would gain a Fear, you can gain a Hope instead.
- When you make a successful attack, you can **mark a Stress** to add the result of your Fear Die to your damage roll.

■ VANISHING DODGE
Level 7 Midnight Spell
Recall Cost: 1

When an attack made against you that would deal physical damage fails, you can **spend a Hope** to envelop yourself in shadow, becoming *Hidden* and teleporting to a point within Close range of the attacker. You remain *Hidden* until the next time you make an action roll.

■ SHADOWHUNTER
Level 8 Midnight Ability
Recall Cost: 2

Your prowess is enhanced under the cover of shadow. While you're shrouded in low light or darkness, you gain a +1 bonus to your Evasion and make attack rolls with advantage.

■ SPELLCHARGE
Level 8 Midnight Spell
Recall Cost: 1

When you take magic damage, place tokens equal to the number of Hit Points you marked on this card. You can store a number of tokens equal to your Spellcast trait.

When you make a successful attack against a target, you can spend any number of tokens to add a **d6** for each token spent to your damage roll.

■ NIGHT TERROR
Level 9 Midnight Spell
Recall Cost: 2

Once per long rest, choose any targets within Very Close range to perceive you as a nightmarish horror. The targets must succeed on a Reaction Roll (16) or become temporarily *Horrified*. While *Horrified*, they're *Vulnerable*. Steal a number of Fear from the GM equal to the number of targets that are *Horrified* (up to the number of Fear in the GM's pool). Roll a number of **d6s** equal to the number of stolen Fear and deal the total damage to each *Horrified* target. Discard the stolen Fear.

■ TWILIGHT TOLL
Level 9 Midnight Ability
Recall Cost: 1

Choose a target within Far range. When you succeed on an action roll against them that doesn't result in making a damage roll, place a token on this card. When you deal damage to this target, spend any number of tokens to add a **d12** for each token spent to your damage roll. You can only hold Twilight Toll on one creature at a time.

When you choose a new target or take a rest, clear all unspent tokens.

■ ECLIPSE
Level 10 Midnight Spell
Recall Cost: 2

Make a **Spellcast Roll (16)**. Once per long rest on a success, plunge the entire area within Far range into complete darkness only you and your allies can see through. Attack rolls have disadvantage when targeting you or an ally within this shadow.

Additionally, when you or an ally succeeds with Hope against an adversary within this shadow, the target must mark a Stress.

This spell lasts until the GM spends a Fear on their turn to clear this effect or you take Severe damage.

■ SPECTER OF THE DARK
Level 10 Midnight Spell
Recall Cost: 1

Mark a Stress to become *Spectral* until you make an action roll targeting another creature. While *Spectral*, you're immune to physical damage and can float and pass through solid objects. Other creatures can still see you while you're in this form.

GIFTED TRACKER
Level 1 Sage Ability
Recall Cost: 0

When you're tracking a specific creature or group of creatures based
on signs of their passage, you can **spend any number of Hope** and ask the GM that many questions from the following list.

- What direction did they go?
- How long ago did they pass through?
- What were they doing in this location?
- How many of them were here?

When you encounter creatures you've tracked in this way, gain a +1 bonus to your Evasion against them.

NATURE'S TONGUE
Level 1 Sage Ability
Recall Cost: 0

You can speak the language of the natural world. When you want to speak to the plants and animals around you, make an **Instinct Roll (12)**. On a success, they'll give you the information they know. On a roll with Fear, their knowledge might be limited or come at a cost.

Additionally, before you make a Spellcast Roll while within a natural environment, you can **spend a Hope** to gain a +2 bonus to the roll.

VICIOUS ENTANGLE
Level 1 Sage Spell
Recall Cost: 1

Make a **Spellcast Roll** against a target within Far range. On a success, roots and vines reach out from the ground, dealing **1d8+1** physical damage and temporarily *Restraining* the target.

Additionally on a success, you can **spend a Hope** to temporarily *Restrain* another adversary within Very Close range of your target.

CONJURE SWARM
Level 2 Sage Spell
Recall Cost: 1

Tekaira Armored Beetles: **Mark a Stress** to conjure armored beetles that encircle you. When you next take damage, reduce the severity by one threshold. You can **spend a Hope** to keep the beetles conjured after taking damage.

Fire Flies: Make a **Spellcast Roll** against all adversaries within Close range. **Spend a Hope** to deal **2d8+3** magic damage to targets you succeeded against.

NATURAL FAMILIAR
Level 2 Sage Spell
Recall Cost: 1

Spend a Hope to summon a small nature spirit or forest critter to your side until your next rest, you cast Natural Familiar again, or the familiar is targeted by an attack. If you **spend an additional Hope**, you can summon a familiar that flies. You can communicate with them, make a **Spellcast Roll** to command them to perform simple tasks, and **mark a Stress** to see through their eyes.

When you deal damage to an adversary within Melee range of your familiar, you add a **d6** to your damage roll.

CORROSIVE PROJECTILE
Level 3 Sage Spell
Recall Cost: 1

Make a **Spellcast Roll** against a target within Far range. On a success, deal **d6+4** magic damage using your Proficiency. Additionally, **mark 2 or more Stress** to make them permanently *Corroded*. While a target is *Corroded*, they gain a −1 penalty to their Difficulty for every 2 Stress you spent. This condition can stack.

TOWERING STALK
Level 3 Sage Spell
Recall Cost: 1

Once per rest, you can conjure a thick, twisting stalk within Close range that can be easily climbed. Its height can grow up to Far range.

Mark a Stress to use this spell as an attack. Make a **Spellcast Roll** against an adversary or group of adversaries within Close range. The erupting stalk lifts targets you succeed against into the air and drops them, dealing **d8** physical damage using your Proficiency.

DEATH GRIP
Level 4 Sage Spell
Recall Cost: 1

Make a **Spellcast Roll** against a target within Close range and choose one of the following options:

- You pull the target into Melee range or pull yourself into Melee range of them.
- You constrict the target and force them to mark 2 Stress.
- All adversaries between you and the target must succeed on a Reaction Roll (13) or be hit by vines, taking **3d6+2** physical damage.

On a success, vines reach out from your hands, causing the chosen effect and temporarily *Restraining* the target.

HEALING FIELD
Level 4 Sage Spell
Recall Cost: 2

Once per long rest, you can conjure a field of healing plants around you. Everywhere within Close range of you bursts to life with vibrant nature, allowing you and all allies in the area to clear a Hit Point.

Spend 2 Hope to allow you and all allies to clear 2 Hit Points instead.

THORN SKIN
Level 5 Sage Spell
Recall Cost: 1

Once per rest, **spend a Hope** to sprout thorns all over your body. When you do, place a number of tokens equal to your Spellcast trait on this card. When you take damage, you can spend any number of tokens to roll that number of **d6s**. Add the results together and reduce the incoming damage by that amount. If you're within Melee range of the attacker, deal that amount of damage back to them.

When you take a rest, clear all unspent tokens.

■ WILD FORTRESS
Level 5 Sage Spell
Recall Cost: 1

Make a **Spellcast Roll (13)**. On a success, **spend 2 Hope** to grow a natural barricade in the shape of a dome that you and one ally can take cover within. While inside the dome, a creature can't be targeted by attacks and can't make attacks. Attacks made against the dome automatically succeed. The dome has the following damage thresholds and lasts until it marks 3 Hit Points. Place tokens on this card to represent marking Hit Points.

Thresholds: 15/30

■ CONJURED STEEDS
Level 6 Sage Spell
Recall Cost: 0

Spend any number of Hope to conjure that many magical steeds (such as horses, camels, or elephants) that you and your allies can ride until your next long rest or the steeds take any damage. The steeds double your land speed while traveling and, when in danger, allow you to move within Far range without having to roll. Creatures riding a steed gain a −2 penalty to attack rolls and a +2 bonus to damage rolls.

■ FORAGER
Level 6 Sage Ability
Recall Cost: 1

As an additional downtime move you can choose, roll a d6 to see what you forage. Work with the GM to describe it and add it to your inventory as a consumable. Your party can carry up to five foraged consumables at a time.
1. A unique food (Clear 2 Stress)
2. A beautiful relic (Gain 2 Hope)
3. An arcane rune (+2 to a Spellcast Roll)
4. A healing vial (Clear 2 Hit Points)
5. A luck charm (Reroll any die)
6. Choose one of the options above.

■ SAGE-TOUCHED
Level 7 Sage Ability
Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Sage domain, gain the following benefits:

- While you're in a natural environment, you gain a +2 bonus to your Spellcast Rolls.
- Once per rest, you can double your Agility or Instinct when making a roll that uses that trait. You must choose to do this before you roll.

■ WILD SURGE
Level 7 Sage Spell
Recall Cost: 2

Once per long rest, **mark a Stress** to channel the natural world around you and enhance yourself. Describe how your appearance changes, then place a **d6** on this card with the 1 value facing up.

While the Wild Surge Die is active, you add its value to every action roll you make. After you add its value to a roll, increase the Wild Surge Die's value by one. When the die's value would exceed 6 or you take a rest, this form drops and you must **mark an additional Stress**.

■ FOREST SPRITES
Level 8 Sage Spell
Recall Cost: 2

Make a **Spellcast Roll (13)**. On a success, **spend any number of Hope** to create an equal number of small forest sprites who appear at points you choose within Far range, providing the following benefits:

- Your allies gain a +3 bonus to attack rolls against adversaries within Melee range of a sprite.
- An ally who marks an Armor Slot while within Melee range of a sprite can mark an additional Armor Slot.

A sprite vanishes after granting a benefit or taking any damage.

■ REJUVENATION BARRIER
Level 8 Sage Spell
Recall Cost: 1

Make a **Spellcast Roll (15)**. Once per rest on a success, create a temporary barrier of protective energy around you at Very Close range. You and all allies within the barrier when this spell is cast clear **1d4** Hit Points. While the barrier is up, you and all allies within have resistance to physical damage from outside the barrier.

When you move, the barrier follows you.

■ FANE OF THE WILDS
Level 9 Sage Ability
Recall Cost: 2

After a long rest, place a number of tokens equal to the number of Sage domain cards in your loadout and vault on this card.

When you would make a Spellcast Roll, you can spend any number of tokens after the roll to gain a +1 bonus for each token spent.

When you critically succeed on a Spellcast Roll for a Sage domain spell, gain a token.

When you take a long rest, clear all unspent tokens.

■ PLANT DOMINION
Level 9 Sage Spell
Recall Cost: 1

Make a **Spellcast Roll (18)**. Once per long rest on a success, you reshape the natural world, changing the surrounding plant life anywhere within Far range of you. For example, you can grow trees instantly, clear a path through dense vines, or create a wall of roots.

■ FORCE OF NATURE
Level 10 Sage Spell
Recall Cost: 2

Mark a Stress to transform into a hulking nature spirit, gaining the following benefits:

- When you succeed on an attack or Spellcast Roll, gain a +10 bonus to the damage roll.
- When you deal enough damage to defeat a creature within Close range, you absorb them and clear an Armor Slot.
- You can't be *Restrained*.

Before you make an action roll, you must **spend a Hope**. If you can't, you revert to your normal form.

■ TEMPEST
Level 10 Sage Spell
Recall Cost: 2

Choose one of the following tempests and make a **Spellcast Roll** against all targets within Far range. Targets you succeed against experience its effects until the GM spends a Fear on their turn to end this spell.

- *Blizzard*: Deal **2d20+8** magic damage and targets are temporararily *Vulnerable*.

- *Hurricane*: Deal **3d10+10** magic damage and choose a direction the wind is blowing. Targets can't move against the wind.

- *Sandstorm*: Deal **5d6+9** magic damage. Attacks made from beyond Melee range have disadvantage.

SPLENDOR DOMAIN

■ BOLT BEACON
Level 1 Splendor Spell
Recall Cost: 1

Make a **Spellcast Roll** against a target within Far range. On a success, **spend a Hope** to send a bolt of shimmering light toward them, dealing **d8+2** magic damage using your Proficiency. The target becomes temporarily *Vulnerable* and glows brightly until this condition is cleared.

■ MENDING TOUCH
Level 1 Splendor Spell
Recall Cost: 1

You lay your hands upon a creature and channel healing magic to close their wounds. When you can take a few minutes to focus on the target you're helping, you can **spend 2 Hope** to clear a Hit Point or a Stress on them.

Once per long rest, when you spend this healing time learning something new about them or revealing something about yourself, you can clear 2 Hit Points or 2 Stress on them instead.

■ REASSURANCE
Level 1 Splendor Ability
Recall Cost: 0

Once per rest, after an ally attempts an action roll but before the consequences take place, you can offer assistance or words of support. When you do, your ally can reroll their dice.

■ FINAL WORDS
Level 2 Splendor Spell
Recall Cost: 1

You can infuse a corpse with a moment of life to speak with it. Make a **Spellcast Roll (13)**. On a success with Hope, the corpse answers up to three questions. On a success with Fear, the corpse answers one question. The corpse answers truthfully, but it can't impart information it didn't know in life. On a failure, or once the corpse has finished answering your questions, the body turns to dust.

■ HEALING HANDS
Level 2 Splendor Spell
Recall Cost: 1

Make a **Spellcast Roll (13)** and target a creature other than yourself within Melee range. On a success, **mark a Stress** to clear 2 Hit Points or 2 Stress on the target. On a failure, **mark a Stress** to clear a Hit Point or a Stress on the target. You can't heal the same target again until your next long rest.

■ SECOND WIND
Level 3 Splendor Ability
Recall Cost: 2

Once per rest, when you succeed on an attack against an adversary, you can clear 3 Stress or a Hit Point. On a success with Hope, you also clear 3 Stress or a Hit Point on an ally within Close range of you.

■ VOICE OF REASON
Level 3 Splendor Ability
Recall Cost: 1

You speak with an unmatched power and authority. You have advantage on action rolls to de-escalate violent situations or convince someone to follow your lead.

Additionally, you're emboldened in moments of duress. When all of your Stress slots are marked, you gain a +1 bonus to your Proficiency for damage rolls.

■ DIVINATION
Level 4 Splendor Spell
Recall Cost: 1

Once per long rest, **spend 3 Hope** to reach out to the forces beyond and ask one "yes or no" question about an event, person, place, or situation in the near future. For a moment, the present falls away and you see the answer before you.

■ LIFE WARD
Level 4 Splendor Spell
Recall Cost: 1

Spend 3 Hope and choose an ally within Close range. They are marked with a glowing sigil of protection. When this ally would make a death move, they clear a Hit Point instead.

This effect ends when it saves the target from a death move, you cast Life Ward on another target, or you take a long rest.

SHAPE MATERIAL
Level 5 Splendor Spell
Recall Cost: 1

Spend a Hope to shape a section of natural material you're touching (such as stone, ice, or wood) to suit your purpose. The area of the material can be no larger than you. For example, you can form a rudimentary tool or create a door.

You can only affect the material within Close range of where you're touching it.

SMITE
Level 5 Splendor Spell
Recall Cost: 2

Once per rest, **spend 3 Hope** to charge your powerful smite. When you next successfully attack with a weapon, double the result of your damage roll. This attack deals magic damage regardless of the weapon's damage type.

RESTORATION
Level 6 Splendor Spell
Recall Cost: 2

After a long rest, place a number of tokens equal to your Spellcast trait on this card. Touch a creature and spend any number of tokens to clear 2 Hit Points or 2 Stress for each token spent.

You can also spend a token from this card when touching a creature to clear the *Vulnerable* condition or heal a physical or magical ailment (the GM might require additional tokens depending on the strength of the ailment).

When you take a long rest, clear all unspent tokens.

ZONE OF PROTECTION
Level 6 Splendor Spell
Recall Cost: 2

Make a **Spellcast Roll (16)**. Once per long rest on a success, choose a point within Far range and create a visible zone of protection there for all allies within Very Close range of that point. When you do, place a **d6** on this card with the 1 value facing up. When an ally in this zone takes damage, they reduce it by the die's value. You then increase the die's value by one. When the die's value would exceed 6, this effect ends.

HEALING STRIKE
Level 7 Splendor Spell
Recall Cost: 1

When you deal damage to an adversary, you can **spend 2 Hope** to clear a Hit Point on an ally within Close range.

SPLENDOR-TOUCHED
Level 7 Splendor Ability
Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Splendor domain, gain the following benefits:

- +3 bonus to your Severe damage threshold
- Once per long rest, when incoming damage would require you to mark a number of Hit Points, you can choose to mark that much Stress or spend that much Hope instead.

SHIELD AURA
Level 8 Splendor Spell
Recall Cost: 2

Mark a Stress to cast a protective aura on a target within Very Close range. When the target marks an Armor Slot, they reduce the severity of the attack by an additional threshold. If this spell causes a creature who would be damaged to instead mark no Hit Points, the effect ends.

You can only hold Shield Aura on one creature at a time.

STUNNING SUNLIGHT
Level 8 Splendor Spell
Recall Cost: 2

Make a **Spellcast Roll** to unleash powerful rays of burning sunlight against all adversaries in front of you within Far range. On a success, **spend any number of Hope** and force that many targets you succeeded against to make a Reaction Roll (14).

Targets who succeed take **3d20+3** magic damage. Targets who fail take **4d20+5** magic damage and are temporarily *Stunned*. While *Stunned*, they can't use reactions and can't take any other actions until they clear this condition.

OVERWHELMING AURA
Level 9 Splendor Spell
Recall Cost: 2

Make a **Spellcast Roll (15)** to magically empower your aura. On a success, **spend 2 Hope** to make your Presence equal to your Spellcast trait until your next long rest.

While this spell is active, an adversary must mark a Stress when they target you with an attack.

SALVATION BEAM
Level 9 Splendor Spell
Recall Cost: 2

Make a **Spellcast Roll (16)**. On a success, **mark any number of Stress** to target a line of allies within Far range. You can clear Hit Points on the targets equal to the number of Stress marked, divided among them however you'd like.

INVIGORATION
Level 10 Splendor Spell
Recall Cost: 3

When you or an ally within Close range has used a feature that has an exhaustion limit (such as once per rest or once per session), you can **spend any number of Hope** and roll that many **d6s**. If any roll a 6, the feature can be used again.

RESURRECTION
Level 10 Splendor Spell
Recall Cost: 2

Make a **Spellcast Roll (20)**. On a success, restore one creature who has been dead no longer than 100 years to full strength. Then roll a **d6**. On a result of 5 or lower, place this card in your vault permanently.

On a failure, you can't cast Resurrection again for a week.

VALOR DOMAIN

BARE BONES
Level 1 Valor Ability
Recall Cost: 0

When you choose not to equip armor, you have a base Armor Score of 3 + your Strength and use the following as your base damage thresholds:

- *Tier 1*: 9/19
- *Tier 2*: 11/24
- *Tier 3*: 13/31
- *Tier 4*: 15/38

FORCEFUL PUSH
Level 1 Valor Ability
Recall Cost: 0

Make an attack with your primary weapon against a target within Melee range. On a success, you deal damage and knock them back to Close range. On a success with Hope, add a **d6** to your damage roll.

Additionally, you can **spend a Hope** to make them temporarily *Vulnerable*.

I AM YOUR SHIELD
Level 1 Valor Ability
Recall Cost: 1

When an ally within Very Close range would take damage, you can **mark a Stress** to stand in the way and make yourself the target of the attack instead. When you take damage from this attack, you can mark any number of Armor Slots.

BODY BASHER
Level 2 Valor Ability
Recall Cost: 1

You use the full force of your body in a fight. On a successful attack using a weapon with a Melee range, gain a bonus to your damage roll equal to your Strength.

BOLD PRESENCE
Level 2 Valor Ability
Recall Cost: 0

When you make a Presence Roll, you can **spend a Hope** to add your Strength to the roll.

Additionally, once per rest when you would gain a condition, you can describe how your bold presence aids you in the situation and avoid gaining the condition.

CRITICAL INSPIRATION
Level 3 Valor Ability
Recall Cost: 1

Once per rest, when you critically succeed on an attack, all allies within Very Close range can clear a Stress or gain a Hope.

LEAN ON ME
Level 3 Valor Ability
Recall Cost: 1

Once per long rest, when you console or inspire an ally who failed an action roll, you can both clear 2 Stress.

GOAD THEM ON
Level 4 Valor Ability
Recall Cost: 1

Describe how you taunt a target within Close range, then make a **Presence Roll** against them. On a success, the target must mark a Stress, and the next time the GM spotlights them, they must target you with an attack, which they make with disadvantage.

SUPPORT TANK
Level 4 Valor Ability
Recall Cost: 2

When an ally within Close range fails a roll, you can **spend 2 Hope** to allow them to reroll either their Hope or Fear Die.

ARMORER
Level 5 Valor Ability
Recall Cost: 1

While you're wearing armor, gain a +1 bonus to your Armor Score.

During a rest, when you choose to repair your armor as a downtime move, your allies also clear an Armor Slot.

ROUSING STRIKE
Level 5 Valor Ability
Recall Cost: 1

Once per rest, when you critically succeed on an attack, you and all allies who can see or hear you can clear a Hit Point or **1d4** Stress.

INEVITABLE
Level 6 Valor Ability
Recall Cost: 1

When you fail an action roll, your next action roll has advantage.

RISE UP
Level 6 Valor Ability
Recall Cost: 2

Gain a bonus to your Severe threshold equal to your Proficiency.

When you mark 1 or more Hit Points from an attack, clear a Stress.

SHRUG IT OFF
Level 7 Valor Ability
Recall Cost: 1

When you would take damage, you can **mark a Stress** to reduce the severity of the damage by one threshold. When you do, roll a **d6**. On a result of 3 or lower, place this card in your vault.

VALOR-TOUCHED
Level 7 Valor Ability
Recall Cost: 1

When 4 or more of the domain cards in your loadout are from the Valor domain, gain the following benefits:

- +1 bonus to your Armor Score
- When you mark 1 or more Hit Points without marking an Armor Slot, clear an Armor Slot.

■ FULL SURGE
Level 8 Valor Ability
Recall Cost: 1

Once per long rest, **mark 3 Stress** to push your body to its limits. Gain a +2 bonus to all of your character traits until your next rest.

■ GROUND POUND
Level 8 Valor Ability
Recall Cost: 2

Spend 2 Hope to strike the ground where you stand and make a **Strength Roll** against all targets within Very Close range. Targets you succeed against are thrown back to Far range and must make a Reaction Roll (17). Targets who fail take **4d10+8** damage. Targets who succeed take half damage.

■ HOLD THE LINE
Level 9 Valor Ability
Recall Cost: 1

Describe the defensive stance you take and **spend a Hope**. If an adversary moves within Very Close range, they're pulled into Melee range and *Restrained*.

This condition lasts until you move or fail a roll with Fear, or the GM spends 2 Fear on their turn to clear it.

■ LEAD BY EXAMPLE
Level 9 Valor Ability
Recall Cost: 3

When you deal damage to an adversary, you can **mark a Stress** and describe how you encourage your allies. The next PC to make an attack against that adversary can clear a Stress or gain a Hope.

■ UNBREAKABLE
Level 10 Valor Ability
Recall Cost: 4

When you mark your last Hit Point, instead of making a death move, you can roll a **d6** and clear a number of Hit Points equal to the result. Then place this card in your vault.

■ UNYIELDING ARMOR
Level 10 Valor Ability
Recall Cost: 1

When you would mark an Armor Slot, roll a number of **d6s** equal to your Proficiency. If any roll a 6, reduce the severity by one threshold without marking an Armor Slot.