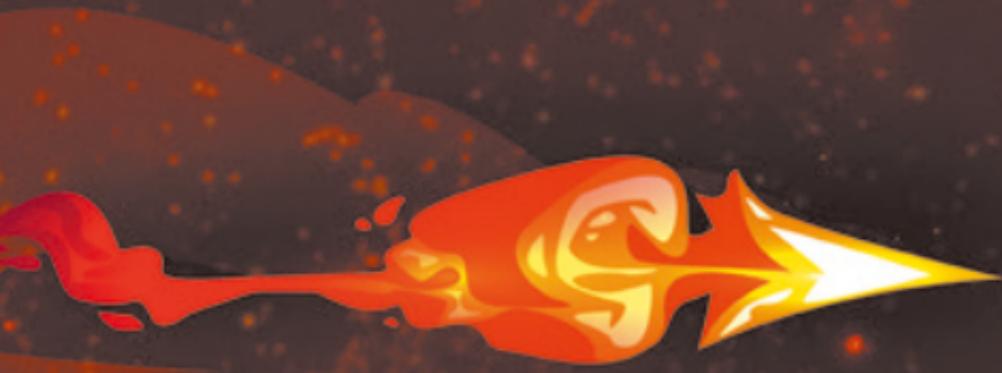


1

ACTION

CANTRIP, SINGLE TARGET



# FLAME DART

**RANGE:** 8. **DAMAGE:** 1d10.

**ON CRIT:** Smoldering.

**HIGH LEVELS** ★ +5 damage every 5 levels.

---

*“With enough practice, anything  
can become a dart board!”*

1

ACTION CANTRIP, SINGLE TARGET



## HEART'S FIRE

**RANGE:** 4. Give an ally within Range an extra action. Spend 1 mana to cast this when it is not your turn.

**HIGH LEVELS** ★ +1 Range every 5 levels.

---

*"Kindle heroic purpose."*

**2**

ACTIONS

**1**

TIER

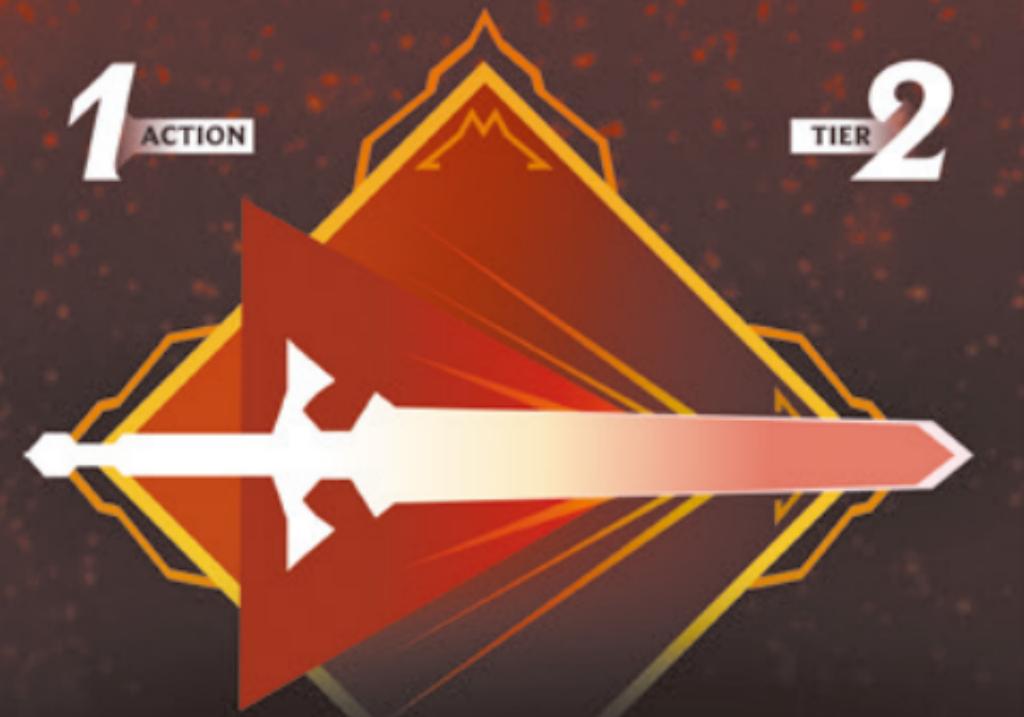
# IGNITE

**RANGE:** 8. **DAMAGE:** 4d10 to a Smoldering target, ending the condition on hit.

**UPCASTING**  +10 damage.

---

*"The flames do not consume flesh—but hope."*



1

ACTION

2

TIER

# ENCHANT WEAPON

 CONCENTRATION Up to 1 minute.

A weapon you touch is enchanted with magical flame. It deals +KEY damage and inflicts Smoldering on crit.

UPCASTING  +KEY damage.

---

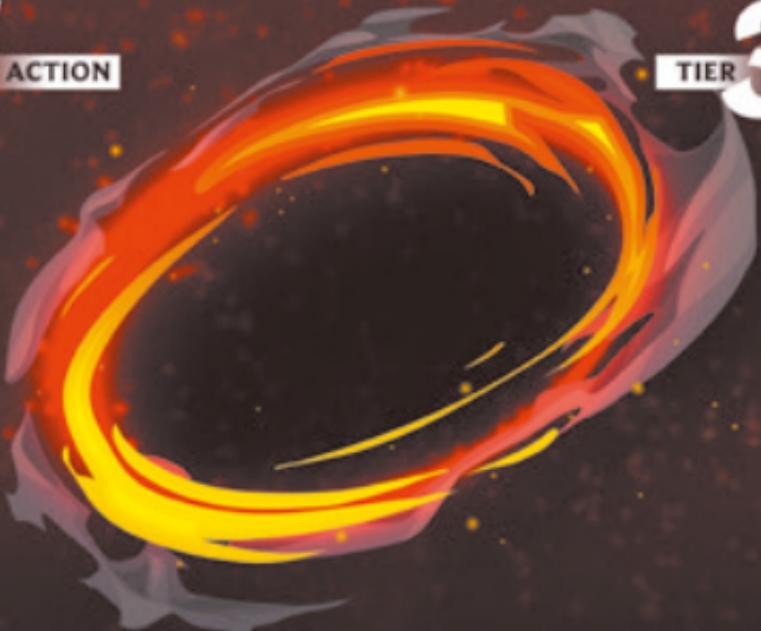
*“It’s like a regular dagger, but SPICY!”*  
—Stabs, Kobold cheat

**1**

ACTION

**3**

TIER



# FLAME BARRIER

2) **REACTION** When attacked.

Defend for free. Until the start of your next turn, melee attackers against you gain Smoldering and take KEY damage (ignoring armor).

**UPCASTING** ⚡ +KEY damage.

---

*“I SAID, ‘hands off!’” –Elrak, Goblin mage*

**2** ACTIONS

TIER **4**



# PYROCLASM AoE

**REACH:** 3. Others within Reach take  $2d20 + 10$  damage (ignoring armor) on a failed DEX save. Half damage on save. Smoldering creatures fail.

**UPCASTING** +1 Reach, +2 damage.

---

“Boom.” —Veylin No Brows



2

ACTIONS

5

TIER

# FIERY EMBRACE

➊ CONCENTRATION Up to 1 minute.

**REACH:** 8. While within Reach: 1 ally gains the effects of Enchant Weapon. Enemies gain Smoldering, lose damage resistance, and their damage immunity is reduced to resistance.

**UPCASTING** ⚡ +1 ally.

---

“Less ‘warm and fuzzy,’ more ‘burnt and crispy.’”

**3** ACTIONS

TIER **7**



# LIVING INFERN

Gain the effects of Flame Barrier until your next turn. At the end of this turn and your next turn, cast Pyroclasm for free.

**UPCASTING**  Upcast Flame Barrier and Pyroclasm.

---

*“Ever since falling into a spider’s burrow, Gregor’s never been the same—and neither have the spiders.”*

5

ACTIONS

9

TIER



# DRAGONFORM

Transform into a Huge dragon. Gain 3 actions, a fly speed of 12, LVL Armor,  $10 \times$  LVL temp HP, and:



**Tooth & Claw.** Action: (Reach 2) 1d20 + LVL damage (ignoring armor). Inflicts Smoldering.



**IMMOLATING BREATH.** 2 Actions: (Reach: Cone 8). DC 20 DEX save, KEY d20 damage, half on save. Smoldering targets fail. **AoE**

*You can maintain this form for as long as the temp HP granted by this spell remain (max. 10 min). When it ends, you drop to 0 HP.*

*"Oh..." – Zaidek, the Mageslayer*

**1**

ACTION

CANTRIP, SINGLE TARGET



# ICE LANCE

**RANGE:** 12. **DAMAGE:** 1d6 cold/piercing.  
**ON HIT:** Slowed.

**HIGH LEVELS** ★ +3 damage every 5 levels.

---

"Pierced by winter's wrath!"

**1**

ACTION

CANTRIP, SINGLE TARGET



# SNOWBLIND

**REACH:** 1. **DAMAGE:** 1d6.

**ON HIT:** Blinded until the end of their next turn.

**HIGH LEVELS** ★ +3 damage every 5 levels.

---

*“Everyone always says blind is dark,  
nope... blind is COLD!” —Giblin*

**1**

ACTION

**1**

TIER



# FROST SHIELD

REACTION

When attacked.

Gain  $2 \times \text{KEY}$  temp HP and Defend for free.  
The ice melts and these temp HP are lost at  
the start of your next turn.

**UPCASTING** + $2 \times \text{KEY}$  temp HP.

---

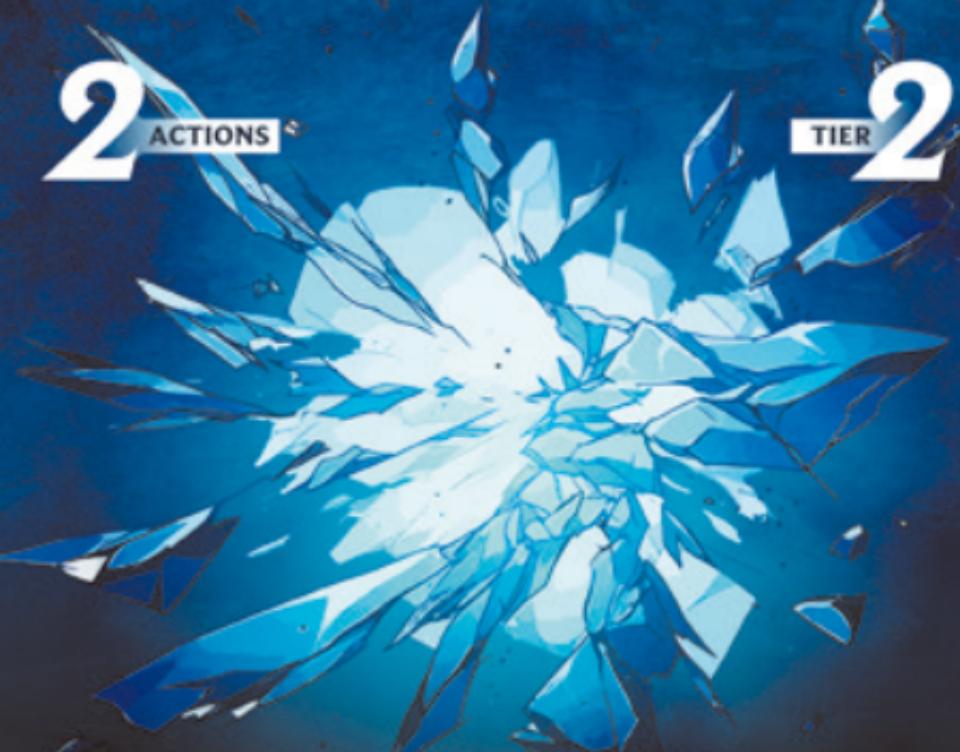
*“Most seek refuge from the cold; for us, the cold IS our refuge.” –Cryomage proverb*

**2**

ACTIONS

**2**

TIER



## SHATTER

**RANGE:** 12. **DAMAGE:** 3d6. If any die rolls the max against a Hampered target, this counts as a crit. **ON CRIT:** +20 damage.

**UPCASTING**

*Increase the result of ANY die by 1. +5 damage on crit.*

*"The sound it makes is beautiful—if you're not standing too close."*

**2**

ACTIONS

**3**

TIER



## CRYOSLEEP AoE

**REACH:** 12. Creatures in a  $2 \times 2$  area within Reach are Dazed. On a failed STR save, they fall asleep instead, becoming Incapacitated until their next two turns have passed, until damaged, or until an ally uses an action to wake them.

**UPCASTING**  +1 area, +1 turn asleep.

---

*"The snow whispers, 'Hush now.'"*

**3**

ACTIONS

TIER **4**



# RIMEBLADES

AoE

➊ CONCENTRATION Up to 1 minute.

**REACH:** 12. Conjure razor-sharp icy spikes in 5 contiguous spaces within Reach; this area is difficult terrain. Creatures that enter these spaces (or who are in the area when you conjure them) suffer 2d6 damage for each space they touch.

**UPCASTING** +1 space, +1 damage.

---

"Step lightly, or not at all."

**2**

ACTIONS

**5**

TIER



# ARCTIC BLAST AoE

**REACH:** Cone 4.  $4d6 + 10$  damage. This area is difficult terrain until the end of your next turn. Surviving creatures must make a STR save or be frozen in place (Restrained) until the end of their next turn; creatures already Hampered are Incapacitated for 1 turn instead.

**UPCASTING** +1 Reach.

*"A storm of ice answers my call!"*

**3**

ACTIONS

**8**

TIER

# GLACIER STRIKE

AoE

**RANGE:** 12. **DAMAGE:** d66 bludgeoning to creatures in a 3×3 area. Creatures adjacent to that area take half as much. The entire area permanently becomes difficult terrain.

**UPCASTING**  +1 initial area.

**D66.** Roll 2d6. The leftmost die is the tens place, and the second is the ones (e.g., 4 and 5 deal 45 damage).

*"The cold's bad, sure, but it's the smush that gets you!"*



3

ACTIONS

9

TIER

# ARCTIC ANNIHILATION AoE

**REACH:** 12. Choose any number of objects or willing creatures within Reach to encase in ice. They are Incapacitated and immune to damage and negative effects until the start of their next turn. All other creatures and objects within Reach take d66 damage. Any surviving creature who took this damage must make a STR save or be Incapacitated for 1 round.

*Once you cast this spell, you must Safe Rest for 1 week before using it again.*

*"Winter claims all."*

1

ACTION CANTRIP, SINGLE TARGET



# ZAP

**RANGE:** 12. **DAMAGE:** 2d8.

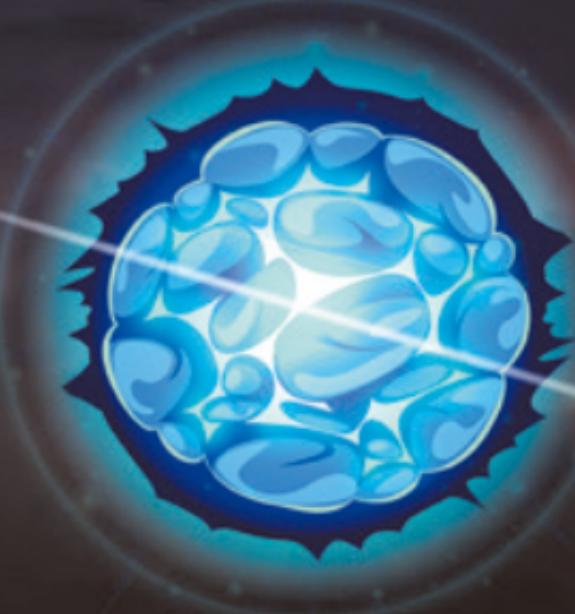
**ON A MISS:** The lightning fails to find ground, and strikes you instead.

**HIGH LEVELS** ★ +6 damage every 5 levels.

---

“Remember to stay grounded, young mage,  
or the spell will gladly do it for you.”

**1** ACTION CANTRIP



# OVERLOAD AoE

 Castable only if you are Charged, ending it.

**REACH:** 2. **Damage:** 2d8 to others within Reach.

**HIGH LEVELS**  +4 damage every 5 levels.

---

*"That time I missed? Yeah, I did that on purpose!"*

**2**

ACTIONS

**1**

TIER



## ARC LIGHTNING

**RANGE:** 12. **DAMAGE:** 3d8, also strikes the next closest creature to your target.

**ON A MISS:** The lightning fails to find ground, and strikes you instead.

**UPCASTING**  +4 damage.

---

*“Lightning loves company—though it’s rarely a pleasant reunion.”*

**1**

ACTION

**2**

TIER



# ALACRITY

REACTION When attacked.

Defend for free. After damage is dealt, you gain the Charged condition then teleport anywhere within Range 4.

UPCASTING +4 Range.

*“Alright, I’m outta here!”*

2

ACTIONS

3

TIER



# STORMLASH AoE

**LINE:** 12. **DAMAGE:**  $3d8+4$  (ignoring metal armor).

Surviving creatures are Dazed on a failed STR save, or Incapacitated instead for 1 turn if they fail by 5 or more. Creatures with a large amount of metal (e.g., armor or a longsword) roll with disadvantage.

**UPCASTING** ⚡ +4 damage.

---

*“A serpent of stormlight.”*

**3** ACTIONS

TIER **4**



# ELECTRICKERY

→ **REACTION** When an ally is attacked.

**RANGE:** 8. Choose another creature within Range to swap places with your ally on a failed WIL save (they become the new target).

*Costs 1 Action while Charged, ending the condition.*

**UPCASTING** ↑ +2 Range.

---

*“Misdirection is the heart of magic.”*

**2**  
ACTIONS

TIER  
**5**



# ELECTROCHARGE

**➊ CONCENTRATION** Up to 1 minute.

A creature you touch gains the Charged condition, +1 max action, +5 armor, 2x speed, and advantage on DEX saves.

**UPCASTING** ⚡ +4 Range.

---

"Ever wonder what it's like to drink lightning?"

**3**

ACTIONS

**6**

TIER



# RIDE THE LIGHTNING AoE

Teleport up to 12 spaces away to a spot you can see (if a willing creature is there, swap places with them).

Adjacent creatures take d88 damage.

Surviving creatures must make a STR save or be hurled back 3 spaces, knocked Prone, and deafened for 1 day.

**UPCASTING**  +1 DC.

**D88.** Roll 2d8. The leftmost die is the tens place, and the second is the ones (e.g., 4 and 5 deal 45 damage).

*"Horse? No. Ship? No... Lightning?!  
NOW WE'RE TALKING!"*

**3**

ACTIONS

**9**

TIER

# SEETHING STORM AoE

➊ CONCENTRATION Up to 1 minute.

**REACH:** 4. You become a cloud of tempestuous storm. You can fly, move for free 1/round, and attacks against you are made with disadvantage.

- ⚡ At the end of each of your turns, strike up to 4 targets within Reach with a bolt of lightning for d88 damage (a creature can only be struck 1/round).
- ⚡ +2 Reach and number of bolts each round. Costs 3 actions each round to maintain.

*Once you cast this spell, you must Safe Rest for 1 week before using it again.*

*“The sky bends to me, the clouds rage with me,  
and the world trembles below.”*

**1**

ACTION

CANTRIP, SINGLE TARGET



## VICIOUS MOCKERY

**RANGE:** 12. **DAMAGE:** 1d4 + INT psychic  
(ignoring armor). On hit: Taunted until the  
end of their next turn.

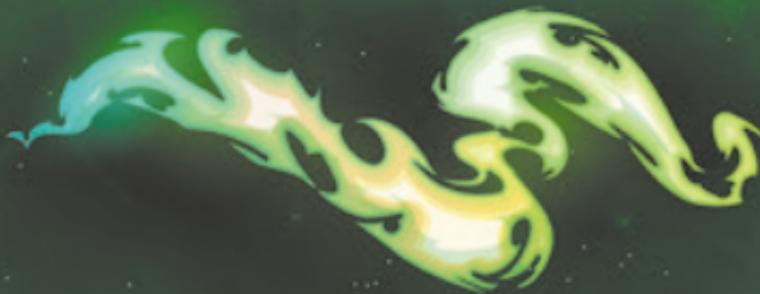
**HIGH LEVELS** ⭐ +2 damage every 5 levels.

*“Sticks and stones, huh?”*

1

ACTION

CANTRIP, SINGLE TARGET



# RAZOR WIND

**RANGE:** 12. **DAMAGE:** 1d4 slashing (Vicious).

Also damages up to 1 adjacent target.

**HIGH LEVELS** ⚪ +2 damage every 5 levels.

*“Wield the blade that never dulls.”*

**1**

ACTION

CANTRIP, SINGLE TARGET



## BREATH OF LIFE

**RANGE:** 6. Restore 1 HP to a Dying creature.

**HIGH LEVELS** ★ +2 Range every 5 levels.

---

*"The gentlest breeze can reignite a dying flame."*

2

ACTIONS

1

TIER



## BLUSTERY GALE

**RANGE:** 12. **DAMAGE:** 3d4 bludgeoning, advantage against flying, Small, or Tiny targets.

**ON HIT:** Move a Med target 2 spaces away; Small/Tiny twice as far; Large half as far (round down). For each die you would roll due to forced movement from this spell, deal +5 damage instead.

**UPCASTING** +1 movement.

---

“Now *THIS* is why I love cliffs!”

**1**

ACTION

**2**

TIER



# BARRIER OF WIND

→ **REACTION** When attacked at Range.

Defend for free. Ranged attacks have disadvantage against you this round (including the triggering attack).

**UPCASTING** ⚡ +3 Armor.

*“A bit windy in’it?”*

1

ACTION

3

TIER



# FLY

➊ CONCENTRATION Up to 10 minutes.

Touch a creature, grant a flying speed of 12.

UPCASTING ⚡ +1 target.

“WEEEEEEE!!”

**2**

ACTIONS

**4**

TIER



# EYE OF THE STORM

AoE

**REACH:** 3. **DAMAGE:** 4d4+10 bludgeoning to enemies within Reach. You may place surviving creatures anywhere within 1 space of the storm's Reach on a failed STR save.

**UPCASTING**  +1 Reach.

---

*"You asked how I know a storm's coming?"*

**3** ACTIONS

TIER **5**



## UPDRAFT AoE

**REACH:** 12. Enemies within a  $5 \times 5$  area must repeat a DEX save until they succeed. For each time they failed they suffer 1d6 falling damage and land Prone.

**UPCASTING**  +2 Range, +1 area.

---

*"It's not the fall that gets you, it's the sudden stop."*

3

ACTIONS

6

TIER



# THOUSAND CUTS

AoE

**RANGE:** 12. **DAMAGE:** d44 slashing damage (roll with advantage), also damages enemies within Reach 1 of your target.

**UPCASTING** ↑ +1 Reach

**D44 with advantage.** Roll 3d4 and drop the lowest die. The leftmost die is the tens place, and the second is the ones (e.g., 2, 3, and 4 deals 34 damage).

“You’re going to need a LOT of bandages.”

**2**

ACTIONS

**7**

TIER

# BOISTEROUS WINDS



**CONCENTRATION** Up to 1 minute.

You and up to 12 allies within Reach 12 gain:  
Ranged attacks have disadvantage against you, a flying speed of 12, and can move for free 1/round.

**UPCASTING** +1 minute or +2 targets.

---

"A tailwind for the brave, a headwind for the unworthy."

**1**

ACTION

CANTRIP, SINGLE TARGET



## REBUKE

**REACH:** 4. **DAMAGE:** 1d6 (ignoring armor), does not miss. 2× damage against undead or cowardly (those Frightened or behind cover).

**HIGH LEVELS** ★ +2 damage every 5 levels.

*"Justice always finds its mark."*

1

ACTION

CANTRIP, SINGLE TARGET

# TRUE STRIKE

**REACH:** 2. Give a creature advantage on the next attack they make (until the end of their next turn).

**HIGH LEVELS**  +1 Reach every 5 levels.

*“With conviction comes certainty.”*

1

ACTION

1

TIER



# HEAL

**REACH:** 1. Heal a creature 1d6+KEY HP.

**UPCASTING**  Choose one:

+4 Reach, +1d6 healing, or +1 target.

If 5+ mana is spent, you may also heal 1 negative condition (e.g., Blind, Poisoned, 1 Wound).

*"Let all who are afflicted come. I will mend thy bones and soothe thy wounds."*

**1**  
ACTION

TIER **2**



# WARDING BOND

Designate a willing creature as your ward for 1 minute. They take half damage from all attacks; you are attacked for the other half.

**UPCASTING**  +1 creature.

---

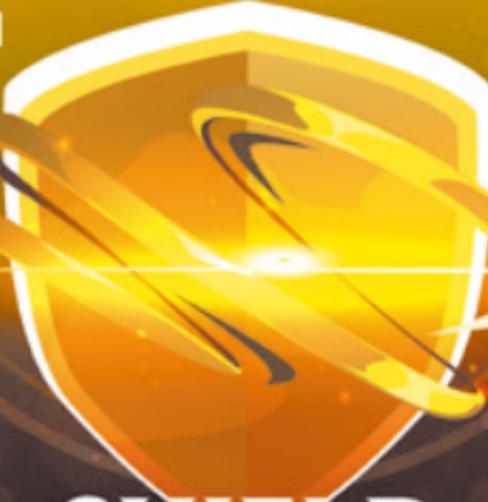
*“I will be your shield and salvation.”*

1

ACTION

3

TIER



# SHIELD OF JUSTICE



**REACTION** When attacked.

Defend for free and reflect Radiant damage back at the attacker equal to the amount blocked (ignoring armor).

**UPCASTING**  +5 Armor.

---

*"The righteous defend not with steel, but with unwavering resolve."*

**2**

ACTIONS

TIER **4**



# CONDEMN



*Can only target an enemy that crit you or an ally since your last turn.*

**REACH:** 4. **DAMAGE:** 30. Cannot be reduced by any means. The next attack against that enemy is made with advantage.

**UPCASTING**  +1 Reach, +advantage 1.

---

*"For what you've done, there is no escape—only judgment."*

**2**

ACTIONS

TIER **5**



# VENGEANCE



*Can only target an enemy that attacked a Dying ally or reduced one to 0 HP since your last turn.*

**REACH:** 1. **DAMAGE:** 1d100.

**UPCASTING**  +1 Reach, roll w/ advantage.

---

*"Justice must be proportional and meted out dispassionately; vengeance, however, has no such constraints."*

**1**

ACTION

**6**

TIER

# SACRIFICE



*Reduce yourself to 0 HP. You cannot regain any HP until you Safe Rest.*

Heal a number of HP equal to your maximum HP, divided as you choose among any other creatures within Reach 4.

*You may revive a creature that has died in the past minute if you heal them at least 20 HP (also healing 2 Wounds from them), as long as they have not been revived this way before.*

**UPCASTING** +4 Reach.

---

*“Greater love has no one than this, than to lay down one’s life for his friends.”*

**24** HOURS

TIER

**9**

# REDEEM



Requires a diamond worth at least  
10,000 gp, which this spell consumes.

Revive any number of creatures within 1 mile that have died in the past year, provided they have not died of old age or been revived this way before.

*"The power to undo death's hold is a heavy burden."*

1

ACTION

CANTRIP, SINGLE TARGET



# SHADOWBLAST



Castable only 1/round.

**RANGE:** 8. **DAMAGE:** 1d12+KEY.

**HIGH LEVELS** ★ +1d12 every 5 levels.

---

*“One good reason to be afraid of the dark!”*

1

ACTION CANTRIP, SINGLE TARGET



## ENTICE

**RANGE:** 8. **DAMAGE:** 1d4 (ignoring armor).  
On hit: target moves 2 spaces closer to you.

HIGH  
LEVELS



Increment the die 1 step every  
5 levels ( $d6 \gg d8 \gg d10 \gg d12$ ).

“We’ve got coOookies!”

1

ACTION

CANTRIP, SINGLE TARGET



# WITHERING TOUCH

**REACH:** 1. **DAMAGE:** 1d12.

**ON HIT:** Target is considered undead for 1 round.

**HIGH LEVELS** ★ +6 damage every 5 levels.

---

“Last time I ever give you roses...”

**2**

ACTIONS

**1**

TIER



# SHADOW TRAP

**➊ CONCENTRATION** Up to 1 minute.

The next creature to move adjacent to you suffers 3d12 damage; if Small or Tiny, it is also Restrained by shadowy tendrils for as long as you maintain concentration or until they escape.

**UPCASTING** +1 size category, +1d12 damage when they escape.

---

“When he smiles like that, stay far away.”

**1**  
ACTION

TIER **2**



# DREAD VISAGE

→ **REACTION** When attacked.

Defend for free. Melee attackers are Frightened of you and suffer 1d12 damage if they attack you this round. Costs 2 mana less while dying.

**UPCASTING** ↑ +2 damage, +2 armor.

---

*"I am become your dread and terror."*

**2**

ACTIONS

**3**

TIER



# VAMPIRIC GREED

AoE

Gain 1 Wound. Deal 4d12 damage to all adjacent creatures, heal HP equal to the damage done. Any surviving creatures make a STR save. Gain 1 additional Wound for each creature that saves.

**UPCASTING** +1 DC.

---

*"I feel MUCH better—and somehow, also worse."*

**2**

ACTIONS

**4**

TIER



## GREATER SHADOW

Summon a 5d12 Greater Shadow minion (max 1) adjacent to you. When it dies, it explodes into 5 shadow minions (see Summon Shadow). Place them anywhere within 8 spaces.

**UPCASTING**  + 1d12, + 1 shadow minion.

---

*"No, don't attack the big one!"*

**2**

ACTIONS

**5**

TIER



# GANGRENOUS BURST AoE

**REACH:** Up to 8. Other damaged creatures within Reach must make a STR save or take 3d20 damage (ignoring armor), half on save. The save is rolled with disadvantage while Bloodied.

**UPCASTING** +1 Reach.

---

*“BAD idea to bleed near a necromancer.”*

2

ACTIONS

6

TIER



# UNSPEAKABLE WORD

**REACH:** 8. **DAMAGE:** d66 (with advantage, ignoring armor, does not miss or crit) on a failed INT save. Target rolls with disadvantage if Bloodied or Frightened. On a success, you both take half of this damage instead.

**UPCASTING** +1 DC, +10 damage.

*D66 with advantage. Roll 3d6, drop the lowest. The leftmost die is the tens place, and the second is the ones (e.g., 4 and 5 deal 45 damage).*

“I know a NAUGHTY word—wanna hear it?”

**3** ACTIONS

TIER **7**



# CREEPING DEATH AoE

**REACH:** 8. **DAMAGE:** 4d20. If this kills the creature, it violently erupts, and you MUST deal the same amount of damage to another creature within 8 spaces of it that has not yet been damaged by this effect. Repeat until a creature survives this damage or no other creatures are within Reach.

**UPCASTING** **+1d20.**

---

“Yuck-splosion!”



## HEALING POTION

**ACTION.** Consume (or administer to an adjacent creature) to heal **2d4+4** HP.



## HEALING POTION

**ACTION.** Consume (or administer to an adjacent creature) to heal **2d4+4** HP.



## HEALING POTION

**ACTION.** Consume (or administer to an adjacent creature) to heal **2d4+4** HP.



## HEALING POTION

**ACTION.** Consume (or administer to an adjacent creature) to heal **2d4+4** HP.



# GREATER HEALING POTION

**ACTION.** Consume (or administer to an adjacent creature) to heal **3d6+6** HP.



# GREATER HEALING POTION

**ACTION.** Consume (or administer to an adjacent creature) to heal **3d6+6** HP.



# SUPREME HEALING POTION

**ACTION.** Consume (or administer to an adjacent creature) to heal **4d8+8** HP.



# LUMINA, LIVING SUNBEAM

**ACTION.** Deal LVL d6 radiant damage to all enemies within 6 spaces and heal allies in the area for the same amount. Single use.

*“I’m here to brighten your journey! And, when the time comes, it’s okay... don’t be afraid to let me shine.” —Lumina*



## GEM OF ESCAPE

*These magical gems are always crafted in pairs and can have any number of willing creatures magically bound to them.*

**ACTION.** Crush one in case of emergency to instantly teleport ALL who are bound to one to the location of the other gem.



## GLACIER IN A BOTTLE

**ACTION.** Pour out the contents to create a solid form of ice, filling any number of unoccupied consecutive spaces within Reach 4. 1/Safe Rest.

The ice lasts for 1 hour, though heat or damage may cause it to fail prematurely.



## WHISPERING STONE

Whenever you fail a skill check or save while wearing this amulet, you can call on its power to reroll it. You must use the new roll.

After using this property, gain disadvantage on skill checks and saves using that stat until you Safe Rest.



## POCKET CAULDRON

While taking a Safe Rest, brew a single potion of your choice, which must be consumed immediately:

- **ELIXIR OF FUTURESIGHT.** Grants the drinker a brief, cryptic vision of a future event.
- **ELIXIR OF REQUIEM.** Allows the drinker to relive a crucial memory from their past.
- **ELIXIR OF TIME.** Once every 100 years, the cauldron can brew a potion that can take the drinker back in time 1 day.



# ELIXIR OF LIFE

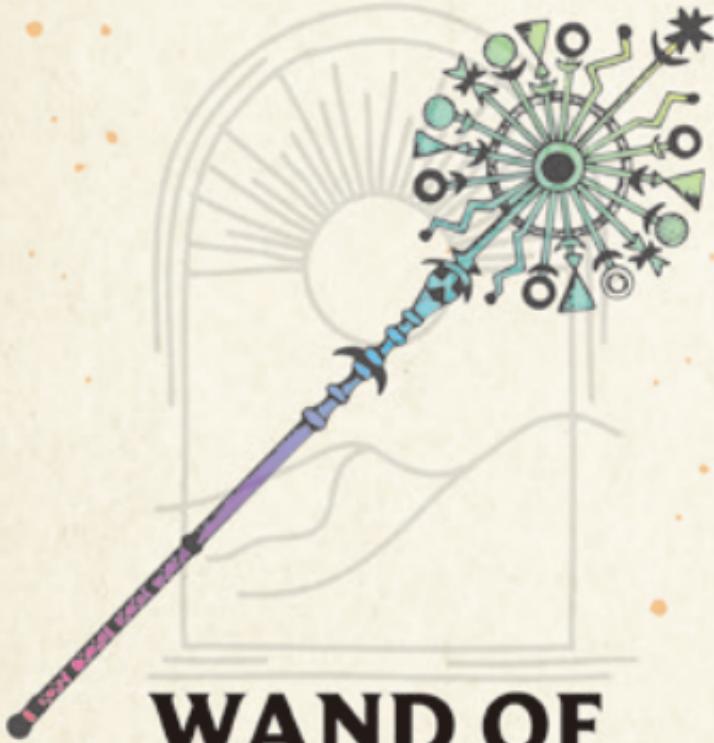
**ACTION.** Drink this Elixir to immediately gain the effects of a Safe Rest.



# HEAR-RING

While worn, wearers can communicate with others wearing one from the same set, no matter the distance.

*Frequently crafted as a pair,  
sometimes as a larger set.*



# WAND OF POSSIBILITY

*Rare wand (3 charges)*

Acts as a wand of any single Utility Spell.

**RECHARGE:** Toss the wand into a stormy sea. It washes back onshore recharged (the first person to touch it decides what spell it holds).



# WAND OF DREAD VISAGE

*Uncommon wand, Tier 2 (2 charges)*

**RECHARGE:** Place the wand in a freshly slain corpse. Leave it until only bones remain.



## WAND OF HEAL

*Rare wand, Tier 1 (3 charges, more than 1 charge can be spent to upcast this spell)*

**RECHARGE:** Do substantial good for an enemy, anonymously.



## WAND OF FLY

*Uncommon wand, Tier 3 (2 charges)*

**RECHARGE:** Give it to a wild bird and let it fly freely. Retrieve it wherever the bird drops it.



## WAND OF HEART'S FIRE

*Uncommon wand, Cantrip (3 charges)*

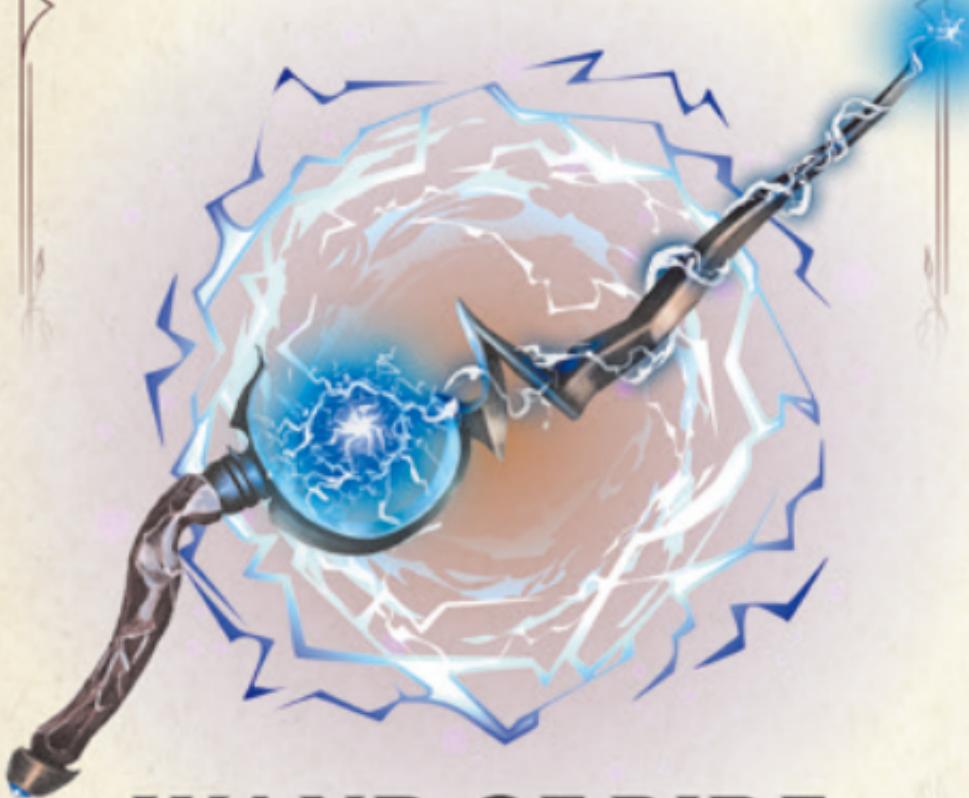
**RECHARGE:** Ceaselessly run from dawn to dusk while holding the discharged wand.



## WAND OF GLACIER STRIKE

*Very Rare wand, Tier 8 (1 charge)*

**RECHARGE:** Leave the wand at the bottom of a lake until it freezes over and thaws naturally.



# WAND OF RIDE THE LIGHTNING

*Very Rare wand, Tier 7 (2 charges)*

**RECHARGE:** Place at the highest point within 1 mile. Retrieve after 3 thunderstorms.

## **ACTION TRACKING CARDS**

For an easy, tactile way to track actions, give 1 set of 3 cards to each hero. Whenever heroes roll Initiative, they'll draw 1, 2, or 3 cards (depending on their roll) to represent their actions. They'll discard an action card whenever they spend an action, and when their turn is over, draw 3 cards again.

For more tactical depth, heroes can use the back faces of their cards instead. Each has 1 boon, 1 bane, and 1 neutral card, adding another layer of strategy for their turns. If you have any extra cards, a hero could shuffle 2 decks together for even more variability!

**Note.** Heroes can use either KEY stat for the cards, but must use the same number for both the boon and bane cards. For abilities that costs more than 1 action, apply both card effects.

**SEE BACK FOR MORE**



—STANDARD—  
**ACTION**



*Discard this card to  
perform 1 action.*



# —INSPIRED— **ACTION**



*Discard this card to perform 1 action.*

**Roll.** When you discard this card to roll dice, roll with **advantage 1**.

**DEFEND.** When you discard this card to defend, you have **+KEY armor**.

**Move.** When you discard this card to move, you have **+2 speed**.



# **BANE** **ACTION**



*Discard this card to perform 1 action.*

---

**Roll.** When you discard this card to roll dice, roll with **disadvantage 1**.

**DEFEND.** When you discard this card to defend, you have **-KEY armor**.

**Move.** When you discard this card to move, you have **-2 speed**.



—STANDARD—  
**ACTION**



*Discard this card to  
perform 1 action.*



# —INSPIRED— **ACTION**



*Discard this card to perform 1 action.*

**Roll.** When you discard this card to roll dice, roll with **advantage 1**.

**DEFEND.** When you discard this card to defend, you have **+KEY armor**.

**Move.** When you discard this card to move, you have **+2 speed**.



# **BANE** **ACTION**



*Discard this card to perform 1 action.*

---

**Roll.** When you discard this card to roll dice, roll with **disadvantage 1**.

**DEFEND.** When you discard this card to defend, you have **-KEY armor**.

**Move.** When you discard this card to move, you have **-2 speed**.



—STANDARD—  
**ACTION**



*Discard this card to  
perform 1 action.*



# —INSPIRED— **ACTION**



*Discard this card to perform 1 action.*

**Roll.** When you discard this card to roll dice, roll with **advantage 1**.

**DEFEND.** When you discard this card to defend, you have **+KEY armor**.

**Move.** When you discard this card to move, you have **+2 speed**.



# **BANE** **ACTION**



*Discard this card to perform 1 action.*

---

**Roll.** When you discard this card to roll dice, roll with **disadvantage 1**.

**DEFEND.** When you discard this card to defend, you have **-KEY armor**.

**Move.** When you discard this card to move, you have **-2 speed**.



—STANDARD—  
**ACTION**



*Discard this card to  
perform 1 action.*



# —INSPIRED— **ACTION**



*Discard this card to perform 1 action.*

**Roll.** When you discard this card to roll dice, roll with **advantage 1**.

**DEFEND.** When you discard this card to defend, you have **+KEY armor**.

**Move.** When you discard this card to move, you have **+2 speed**.



# **BANE** **ACTION**



*Discard this card to perform 1 action.*

---

**Roll.** When you discard this card to roll dice, roll with **disadvantage 1**.

**DEFEND.** When you discard this card to defend, you have **-KEY armor**.

**Move.** When you discard this card to move, you have **-2 speed**.



—STANDARD—  
**ACTION**



*Discard this card to  
perform 1 action.*



# —INSPIRED— **ACTION**



*Discard this card to perform 1 action.*

**Roll.** When you discard this card to roll dice, roll with **advantage 1**.

**DEFEND.** When you discard this card to defend, you have **+KEY armor**.

**Move.** When you discard this card to move, you have **+2 speed**.



# **BANE** **ACTION**



*Discard this card to perform 1 action.*

---

**Roll.** When you discard this card to roll dice, roll with **disadvantage 1**.

**DEFEND.** When you discard this card to defend, you have **-KEY armor**.

**Move.** When you discard this card to move, you have **-2 speed**.



—STANDARD—  
**ACTION**



*Discard this card to  
perform 1 action.*



# —INSPIRED— **ACTION**



*Discard this card to perform 1 action.*

**Roll.** When you discard this card to roll dice, roll with **advantage 1**.

**DEFEND.** When you discard this card to defend, you have **+KEY armor**.

**Move.** When you discard this card to move, you have **+2 speed**.



# **BANE** **ACTION**



*Discard this card to perform 1 action.*

---

**Roll.** When you discard this card to roll dice, roll with **disadvantage 1**.

**DEFEND.** When you discard this card to defend, you have **-KEY armor**.

**Move.** When you discard this card to move, you have **-2 speed**.