

ARCHIVIST



ATTUNED



BATTLE STUDIES



Magic reveals itself in many ways.

Insight of a nearly mystical variety.

Know thy enemy.

ACTION III



ACTION IV



ARCANIST



A simple action is often the fulcrum of great deeds.

A simple action is often the fulcrum of great deeds.

Worldly travelers often gain peculiar insights.

ACTION I



ACTION I



ACTION II



A simple action is often the fulcrum of great deeds.

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BATTLE STUDIES



Exhausted

?



SACRIFICED



ATTUNED



Exhausted

?



SACRIFICED



ARCHIVIST



Exhausted

?



SACRIFICED



ARCANIST



Exhausted

?



SACRIFICED



ACTION IV



Exhausted

?



ACTION III



Exhausted

?



ACTION II



Exhausted

?



SACRIFICED



ACTION I



Exhausted

?



ACTION I



Exhausted

?



CUNNING IV



?

The blade isn't the only way to solve a problem.

DARING



?

Sometimes you just jump.

FIGHT I



?

Heavy weight problems need heavy weight solutions.

CUNNING I



?

The blade isn't the only way to solve a problem.

CUNNING II



?

The blade isn't the only way to solve a problem.

CUNNING III



?

The blade isn't the only way to solve a problem.

BLITZ



?

Q: Gain a ⚔ or 📄 token.

CANTRIP



?

A spark of magic, a dash of wit.

CUNNING I



?

The blade isn't the only way to solve a problem.

FIGHT I

Exhausted



?

SACRIFICED



DARING

Exhausted



?

SACRIFICED



CUNNING IV

Exhausted



?

SACRIFICED



CUNNING III

Exhausted



?

SACRIFICED



CUNNING II

Exhausted



?

SACRIFICED



CUNNING I

Exhausted



?

SACRIFICED



CUNNING I

Exhausted



?

SACRIFICED



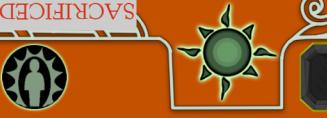
CANTRIP

Exhausted



?

SACRIFICED



BLITZ

Exhausted



?

SACRIFICED



Q: Gain a or token.

HISTORIAN



?

Knowing the places of the world and how to get there is a fine talent.



HOLISTIC



?

@: Convert **despair** to **weary**.



FIGHT IV



?

Heavy weight problems need heavy weight solutions.



FIT



?

@: Gain **weary** and count this card as **XX** or **XXX**.



GAMBIT



?

@: Gain a **X**, **■** or **○** token.



FIGHT I



?

Heavy weight problems need heavy weight solutions.



FIGHT II



?

Heavy weight problems need heavy weight solutions.



FIGHT III



?

Heavy weight problems need heavy weight solutions.



INDOMITABLE



Exhausted

?

@: Convert **shock** to **weary**.

SACRIFICED



?

HOLISTIC



Exhausted

?

@: Convert **despair** to **weary**.

SACRIFICED



?

HISTORIAN



Exhausted

?

@: Convert **shock** to **weary**.

SACRIFICED



?

GAMBIT



Exhausted

?

@: Gain a ✘ or ✚ token.

SACRIFICED



?

FIT



Exhausted

?

@: Gain **weary** and count this card as ✘ or ✚.

SACRIFICED



?

FIGHT IV



Exhausted

?

FIGHT III



Exhausted

?

SACRIFICED



?

FIGHT II



Exhausted

?

SACRIFICED



?

FIGHT I



Exhausted

?

SACRIFICED



?

MAGIC I



?

Ruin will claim unfettered sorcerers.

MAGIC I



?

Ruin will claim unfettered sorcerers.

MAGIC II



?

Ruin will claim unfettered sorcerers.

LORE II



?

Great secrets reside in dusty tombs and curious minds.

LORE III



?

Great secrets reside in dusty tombs and curious minds.

LORE IV



?

Great secrets reside in dusty tombs and curious minds.

JUDO



?

He'll flip you. He'll flip you for real.

LORE I



?

Great secrets reside in dusty tombs and curious minds.

LORE I



?

Great secrets reside in dusty tombs and curious minds.

MAGIC II



Exhausted

?



SACRIFICED



LORE IV



Exhausted

?



SACRIFICED



LORE I



Exhausted

?



SACRIFICED



MAGIC I



Exhausted

?

SACRIFICED



LORE III



Exhausted

?



SACRIFICED



LORE I



Exhausted

?



SACRIFICED



MAGIC I



Exhausted

?

SACRIFICED



LORE II



Exhausted

?



SACRIFICED



JUDO



Exhausted

?



SACRIFICED



NAVIGATE IV



?

Knowing the world is one thing, striking out into it requires other skills.

SCRIBE



?

Even in mundane text, miracles can be found.

SEASONED



?

Where blades dance and minds weave, the seasoned arise, masters of both war deceit.

NAVIGATE I



?

Knowing the world is one thing, striking out into it requires other skills.

NAVIGATE II



?

Knowing the world is one thing, striking out into it requires other skills.

NAVIGATE III



?

Knowing the world is one thing, striking out into it requires other skills.

MAGIC III



?

Ruin will claim unfettered sorcerers.

MAGIC IV



?

Ruin will claim unfettered sorcerers.

NAVIGATE I



?

Knowing the world is one thing, striking out into it requires other skills.

SEASONED



Exhausted

?



SACRIFICED



SACRIFICED

SCRIBE



Exhausted

?



SACRIFICED



SACRIFICED



SACRIFICED

NAVIGATE IV



Exhausted

?



SACRIFICED



SACRIFICED

NAVIGATE III



Exhausted

?

NAVIGATE II



Exhausted

?



Exhausted

?



SACRIFICED



SACRIFICED

NAVIGATE I



Exhausted

?

MAGIC III



Exhausted

?



Exhausted

?



SACRIFICED



SACRIFICED

NAVIGATE I



Exhausted

?



Exhausted

?



SACRIFICED



SACRIFICED

WAYFINDER



?

No dusty tomb, ancient ruin, or unpassable peak is out of reach.

WISE



?

◎: Gain **weary** to count this card as or .

WORLDLY



?

◎: Gain **weary** to count this card as or .

TRICKY



?

Sleight of hand, sleight of mind.

VETERAN



?

Stalwart navigators of both terrain and turmoil.

VIOLENT MAGIC



?

With a wave of the hand, only ashes remained.

SECOND WIND



?

◎: Discard 1 **weary**.

STREETWISE



?

In twisted alleys where shadows whisper and secrets flow, they navigate the city's veins with a blend of cunning mind and acquired lore.

STUDIOUS



?

Thought before action.

WORLDLY



Exhausted



?

②: Gain **weary** to count this card as or .

SACRIFICED



WISE



Exhausted



?

②: Gain **weary** to count this card as or .

SACRIFICED



WAYFINDER



Exhausted

?

②: Gain **weary** to count this card as or .

SACRIFICED



VIOLENT MAGIC



Exhausted

?



SACRIFICED



VETERAN



Exhausted

?



SACRIFICED



TRICKY



Exhausted

?



SACRIFICED



STUDIOS



Exhausted

?



SACRIFICED



STREETWISE



Exhausted

?



SACRIFICED



SECOND WIND



Exhausted

?



SACRIFICED



②: Discard 1 **weary**.