

ARCHIVIST



Magic reveals itself in many ways.

BATTLE STUDIES



Know thy enemy.

BLITZ



Q: Gain a ⚔ or ☰ token.

Q: Someone come up with something.

ACTION III



A simple action is often the fulcrum of great deeds.

ACTION IV



A simple action is often the fulcrum of great deeds.

ARCANIST



Worldly travelers often gain peculiar insights.

ACTION I



A simple action is often the fulcrum of great deeds.

ACTION I



A simple action is often the fulcrum of great deeds.

ACTION II



A simple action is often the fulcrum of great deeds.

BLITZ

Exhausted



Q: Gain a ⚔ or ⚔ token.

Q: Someone come up with something.



BATTLE STUDIES

Exhausted



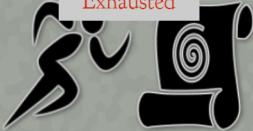
ACTION IV

Exhausted



ARCHIVIST

Exhausted



ARCANIST

Exhausted



ACTION III

Exhausted



ACTION II

Exhausted



ACTION I

Exhausted



ACTION I

Exhausted



DARING



Sometimes you just jump.

FIGHT I



Heavy weight problems need heavy weight solutions.

FIGHT I



Heavy weight problems need heavy weight solutions.

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.

CUNNING IV



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

CANTRIP



A spark of magic, a dash of wit.

CUNNING I



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

CUNNING I



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

FIGHT I

Exhausted



FIGHT I

Exhausted



DARING

Exhausted



CUNNING IV

Exhausted



CUNNING III

Exhausted



CUNNING II

Exhausted



CUNNING I

Exhausted



CUNNING I

Exhausted



CANTRIP

Exhausted



HOLISTIC



◎: Convert **despair** to **weary**.



INDOMITABLE



◎: Convert **shock** to **weary**.



JUDO



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

FIT



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



GAMBIT



◎: Gain a **X**, **■** or **◎** token.

◎: Something magnificent.



HISTORIAN



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

FIGHT II



Heavy weight problems need heavy weight solutions.



FIGHT III



Heavy weight problems need heavy weight solutions.



FIGHT IV



Heavy weight problems need heavy weight solutions.



JUDO

Exhausted



INDOMITABLE

Exhausted



HOLISTIC

Exhausted



HISTORIAN

Exhausted



GAMBIT

Exhausted



FIT

Exhausted



FIGHT IV

Exhausted



FIGHT III

Exhausted



FIGHT II

Exhausted



MAGIC I



Ruin will claim unfettered sorcerers.

MAGIC II



Ruin will claim unfettered sorcerers.

MAGIC III



Ruin will claim unfettered sorcerers.

LORE III



Great secrets reside in dusty tombs and curious minds.

LORE IV



Great secrets reside in dusty tombs and curious minds.

MAGIC I



Ruin will claim unfettered sorcerers.

LORE I



Great secrets reside in dusty tombs and curious minds.

LORE I



Great secrets reside in dusty tombs and curious minds.

LORE II



Great secrets reside in dusty tombs and curious minds.

MAGIC III

Exhausted



MAGIC II

Exhausted



MAGIC I

Exhausted



MAGIC I

Exhausted



LORE IV

Exhausted



LORE III

Exhausted



LORE II

Exhausted



LORE I

Exhausted



LORE I

Exhausted



NOBLE



⊖: This character may no longer wield an Artifact.

⊕: This character may wield an Artifact.

SCRIBE



Even in mundane text, miracles can be found.

SEASONED



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

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.

NAVIGATE IV



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

MAGIC IV



Ruin will claim unfettered sorcerers.

NAVIGATE I



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

NAVIGATE I



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

SEASONED



Exhausted

SCRIBE



Exhausted

NOBLE



Exhausted

⊖: This character may no longer wield an Artifact.

⊕: This character may wield an Artifact.

NAVIGATE IV



Exhausted

NAVIGATE III



Exhausted

NAVIGATE II



Exhausted

NAVIGATE I



Exhausted

NAVIGATE I



Exhausted

MAGIC IV



Exhausted

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 a hand, a tapestry of blades arose.

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 .



WISE



Exhausted



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



WAYFINDER



Exhausted



VIOLENT MAGIC



Exhausted

VETERAN



Exhausted

TRICKY



Exhausted

STUDIOS



Exhausted

STREETWISE



Exhausted

SECOND WIND



Exhausted

②: Discard 1 **weary**.

