

1 Timely Intervention
Reaction - 14

75

The ally gains DR 2 + 2*Per2Lvl for the attack.

! An enemy within 5 damages an ally.

◆ The attack deals 50% damage. Teleport the ally 2 spaces.

Magic, Arcane

1 Momentum
1 10 1 5

70

The target also gains 2 speed until the end of their next turn.

The target gains 1 temporary that must be used before the end of their next turn.

Magic, Arcane

1 Decelerate
1 10 1 5

80

The target makes an Endurance 60 save at the beginning of each of its turns while you maintain concentration. On a failed save the target becomes Vulnerable.

While you are concentrating on this ability, the target is Slowed and receives 1d6 + 1d6*Per3Lvl Pressure at the start of its turn.

Magic, Arcane, Concentration

1 Temporal Surge
Reaction - 14

90

That ally gains 2 instead.

! An ally is within 3.

◆ That ally gains 1.

Magic, Arcane

1 Future Strike
1 5 1 5

85

The target also becomes Cursed until they succeed on a Resolve 60 save.

At the beginning of your next turn, apply 1d10 + 1d10*Per3Lvl Pressure to the target if they are within 3.

Magic, Arcane

1 Chronal Barrier
1 8 1 5

75

While the barrier persists, the target also gains DR 1 + 1*Per4Lvl.

The target gains a 1d6 + 1d6*Per3Lvl barrier. While the barrier persists, they cannot be slowed or restrained.

Magic, Arcane

1 Reversion
Reaction - 11

90

Return this card to your hand after it resolves.

! An ally within 5 would receive damage.

◆ The target takes half damage, rounded down.

Magic, Arcane

1 Echo of Opportunity
2 13 1 5

70

The pressure received is increased by 1 die step.

The target grants combat advantage on the first attack against it during a turn. When it receives damage from an attack enhanced this way, they also receive 1d6 + 1d6*Per3Lvl Pressure. Lasts until the end of the round.

Magic, Arcane

1 Boundless Excursion
1 9 1 1

80

Until your next turn, as a reaction, you may return one or both of you to the original spaces you started in.

You and the target can teleport to any two adjacent spaces within 6.

Magic, Arcane

CHRONOMANCER

1 **Aid From Afar**
Reaction - 10

90

Return the ability card to its owners hand after it resolves.

! An ally within 5 uses an ability and does not succeed on their expertise roll.

◆ The ally may redo their expertise roll with a 10 + 10*Per5Lvl bonus.

Magic, Arcane

INKSOUL

1 **Scorpion's Sting**
1 0 0 0 0

78

Apply ongoing 1d6 + 1d6*Per3Lvl damage. Endurance 60 ends.

Sustain 6

Scorpion's Sting
1 9 1 1
Deal 1[W] damage and Pressure to the target.

Tattoo, Martial, Magic, Arcane

INKSOUL

1 **Moonlit Blade**
1 0 0 0 0

82

In dim light or darkness, increase the damage by 1[W]. Then if you are outdoors, increase the damage by an additional 1[W].

Sustain 5

Moonlit Blade
1 5 1 1
Deal 1[W] damage to the target. The target is illuminated until the end of their next turn.

Tattoo, Martial, Magic, Arcane

INKSOUL

1 **Weeping Mask**
Reaction - 10

70

Increase the DR gained by 1 die step.

! An enemy targets you with a non-area attack.

◆ You gain DR 1d4 + 1d4*Per5Lvl against the triggering attack.

Magic, Arcane

INKSOUL

1 **Pouncing Lion**
1 0 0 0 0

85

The attack deals an additional 1[W] damage for each square you shifted.

Sustain 6

Pouncing Lion
1 7 0 0
Shift up to 4 squares in a straight line, then deal 1[W] damage.

Tattoo, Martial, Magic, Arcane

INKSOUL

1 **Grinning Visage**
1 0 0 0 0

75

You gain a barrier equal to 1d4+1d4*Per3Lvl if the enemy fails the save.

Sustain 5

Grinning Visage
1 5 1 3
The target receives 1d6+1d6*Per3Lvl Pressure and must succeed on a Resolve 60 save or be forced to focus on you until the end of their next turn.

Tattoo, Martial, Magic, Arcane

INKSOUL

1 **Surging Leviathan**
1 0 0 0 0

78

If the target collides with another character or an obstacle, they are knocked Prone.

Sustain 6

Surging Leviathan
1 8 1 0
Push each target 2 squares. If they collide with another character or an obstacle, they take 2d8 + 1d8*Per3Lvl damage.

Tattoo, Martial, Magic, Arcane

INKSOUL

1 **Polished Riverstone**
1 0 0 0 0

80

You have advantage on saving throws until the end of your next turn.

Sustain 6

Polished Riverstone
1 3 0 0
Gain a barrier equal to half of your (rounded down).

Tattoo, Martial, Magic, Arcane

INKSOUL

1 **Dripping Fang**
1 0 0 0 0

80

The amount of health restored is equal to the full damage dealt.

Sustain 7

Dripping Fang
1 8 1 1
Deal 1[W] damage and restore half that amount of health, rounded up.

Tattoo, Martial, Magic, Arcane

Deflecting Palm

Reaction - 0

85

Return this card to your hand after it resolves.

! An enemy melee attacks you.

◆ Push them 1 square and deal 1[W] damage.

Martial

Blooming Lotus

1 0 0 0 0

80

Each target also receives 1d6+1d6*Per3Lvl Pressure.

Sustain 7

Blooming Lotus

2 | 7 | 1 | 0
Deal 1[W] damage to each target.

Tattoo, Martial, Magic, Arcane

Veil of Shadows

2 13 1 0

65

The shadow anchor is not consumed.

Requirement: Shadow Anchor

Consume a shadow anchor to create a 1 zone of magical darkness centered on its location. Enemies in the zone receive 2d8+1d8*Per3Lvl Pressure and are blinded and allies gain cover. Lasts 2 rounds.

Magic, Shadow

Step Through Shadows

1 10 0 0

65

Gain a 1d8 + 1d8*Per3Lvl barrier.

Requirement: Shadow Anchor

Teleport to a shadow anchor you can see.

Magic, Shadow

Shadowspear

1 8 1 6

65

You may add a second target to this ability.

Deal 2d8 + 1d8*Per3Lvl damage and create a shadow anchor at the target's location.

Magic, Shadow

Shadow Strike

1 11 1 0

85

Return this card to your hand after it resolves.

Requirement: Shadow Anchor

Deal 2d8 + 1d8*Per3Lvl damage to the target. Damage dice are increased by 1 step in dim light and 2 steps in darkness.

Magic, Shadow

Shadow Pool

2 10 0 4

60

After creating the anchors, you may move them up to a combined 5 squares.

Generate up to 3 shadow anchors in spaces within 5. If all 3 spaces contain enemies, deal 1d12+1d12*Per3Lvl damage to each of them.

Magic, Shadow

Shadow Manifestation

1 5 0 6

60

Return this card to your hand after it resolves.

Place a shadow anchor at the targeted location. If an enemy is at that location, deal 2d6+1d6*Per3Lvl damage to them.

Magic, Shadow

Shadow Flow

2 10 0 0

65

Reduce this ability's cost by 1.

Requirement: Shadow Anchor

Move all shadow anchors up to 4 squares, then choose an enemy adjacent to one or more shadow anchors. Deal 3d4 + 1d4*Per3Lvl to the target. Die size is increased by 1 step for each additional shadow anchor adjacent to the target.

Magic, Shadow

1 Shadow Burst

1 12 1 0

65

The shadow anchor is not consumed.

Requirement: Shadow Anchor

Consume a shadow anchor to deal $2d10 + 1d10 \cdot \text{Per3Lvl}$ shadow damage to all targets.

Magic, Shadow

1 Shadow Aegis

1 8 1 6

60

You may have the next attack against the target have combat disadvantage.

Create a shadow anchor at the target's location, then you may grant them a $2d6 + 1d6 \cdot \text{Per3Lvl}$ barrier.

Magic, Shadow

1 Dagger of Dusk

1 9 1 6

65

The target is slowed until the end of their next turn.

Deal $2d6 + 1d6 \cdot \text{Per3Lvl}$ damage. Create a shadow anchor in a square adjacent to the target. If the enemy is in dim light or darkness, you can create a second anchor in another adjacent square.

Magic, Shadow

1 Cloak of Dusk

1 8 0 0

65

While you share a space with the shadow anchor, attacks against you have combat disadvantage until the beginning of your next turn.

Surround yourself in swirling shadows, creating a shadow anchor at your location and granting yourself a $1d6 + 1d6 \cdot \text{Per3Lvl}$ barrier.

Magic, Shadow

1 Wounding Strike

1 0 1 0

70

The target takes an ongoing $1d6 + 1d6 \cdot \text{Per3Lvl}$ damage at the start of each of its turns while it is Blighted.

Deal $1[W]$ damage, Ongoing $1d6 + 1d6 \cdot \text{Per3Lvl}$, and Blight the target. (Endurance 60 save ends both).

Martial, Weapon

1 Pursuit

1 0 0 0

60

After shifting, you may deal $1[W]$ to the target.

Shift up to 4 squares to a space adjacent to a creature marked by you.

Martial, Weapon

1 Poisonmaster's Strike

1 0 1 0

75

The ongoing damage is increased by 1 die step and the endurance saves are made with disadvantage.

Requirement: Can only target a creature marked by you.

Deal $1[W]$ damage. The target takes an ongoing $1d6 + 1d6 \cdot \text{Per3Lvl}$ damage at the start of each of its turns for 3 rounds (Endurance 60 save ends).

Martial, Weapon

1 Nimble Strike

1 0 1 1

80

Repeat the effect once.

$1[W]$ damage. You may shift 1 square before or after the attack.

Martial, Weapon

1 Momentus Assault

1 0 1 0

70

After the attack, you may shift up to your speed.

Attack the target for $1[W]$ damage. For each space you have moved this turn, deal an additional $1d4 + 1d4 \cdot \text{Per3Lvl}$ damage.


Martial, Weapon

SLAYER

1 Illuminating Oil

0 0 0 0 0

65

The  of the illumination and combat advantage are increased to 10 squares.

Coat your weapon with a special resin for three attack actions. Each time you strike an enemy, you may mark that enemy for 1 minute. While marked, the target is illuminated, and any creatures within 5 squares of the marked target have advantage on attacks against it. Only 1 oil can be active on your weapon at a time.

Oil

SLAYER

1 Frostbite Oil

0 0 0 0 0

70

While the target is restrained by this effect, they are also vulnerable

Coat your weapon with a freezing concoction for three attack actions. Struck characters take 1d4 + 1d4*Per3Lvl cold damage and must make an Endurance 60 save or become restrained until the end of their next turn.

Oil

WARDEN

1 Thorn Whip

1 5 1 3

70

The target gains Ongoing 1d6+1d6*Per3Lvl until the start of your next turn.

Deal 2d4 + 1d4*Per2Lvl damage, and you slide the target 2 squares.

Magic, Earth

SLAYER

1 Hunter's Feint

1 0 0 1 0

80

Return this card to your hand after it resolves.

Deal 1[W] damage. The target must make an Avoidance 60 save or be distracted until the end of your next turn. If the target is marked by you, they also become vulnerable until the end of your next turn.

Martial, Weapon

SLAYER

1 Dreamweave Oil

0 0 0 0 0

75

Increases the endurance saving throw requirement to 80.

Coat your weapon with a sleep inducing concoction for three attack actions. Struck characters must make an endurance 50 saving throw or fall asleep. Characters who succeed on a saving throw are drowsy. Only 1 oil can be active on a weapon at a time. If a new oil would become active, discard the oldest one.

Oil

WARDEN

1 Stoneskin Strike

1 5 1 1

70

The full damage dealt contributes to the barrier.

1[W] + 1[W]*Per3Lvl damage to the target, and you gain a barrier equal to half the damage dealt (Rounded up).

Magic, Weapon, Earth

SLAYER

1 Griffin's Agility

1 0 0 0 0

85

Return this card to your hand after it resolves.

Until the end of your next turn, your speed increases by 2 and you do not provoke attacks of opportunity.

Martial

WARDEN

1 Unbreakable Fighter

Reaction - 0

95

Return this card to your hand after it resolves.

! You are struck by an attack.

♦ Reduce the damage from the attack by 2 + 2*Per1Lvl.

Martial

WARDEN

1 Shield Bash

1 0 1 1

85

You may push the target 2 squares instead. If it would collide with another creature or terrain, its movement stops immediately and it's Pressure is doubled.

Requirement: Must be wielding a shield.

Apply 2d6 + 1d6*Per2Lvl Pressure and you may push the target 1 square.

Martial, Shield

1 Seismic Smash

1 6 1 1

60

Each other enemy in a 3 in front of you takes the damage as well.

Deals $2d6 + 1d6 \cdot \text{Per3Lvl}$ damage to the target. You may push the target 2 squares.

Magic, Earth

1 Grasping Vines

2 8 2 4

65

The area becomes difficult terrain.

Each target receives $2d4 + 1d4 \cdot \text{Per3Lvl}$ Pressure and must make an avoidance 60 save or slide 2 towards the targeted location.

Magic, Earth

0 Stone Shard

1 0 1 4

50

Return this card to your hand after it resolves.

Discharge 5:
Deal $1d10 + 1d10 \cdot \text{Per4Lvl}$ damage to the target.

Magic, Earth, Projectile

1 Rallying Roar

Reaction - 0

90

They gain a bonus to their saving throw equal to half of your ranks in the applicable save.

! An ally fails a saving throw.
♦ That ally may retry their saving throw.

Martial

1 Earthmend

1 8 1 1

55

The target regains the maximum amount of health that this spell could heal instead.

The target regains $1d6 + 1d6 \cdot \text{Per3Lvl}$ health.

Magic, Earth

1 Stone Lance

1 10 3 3

70

Stone Lance deals full damage to each target hit instead.

Deal $1d10 + 1d10 \cdot \text{Per3Lvl}$ to the first target hit. The damage die dealt to each additional target is reduced by 1 step.

Magic, Earth, Projectile

1 Guardian's Challenge

1 0 1 3

90

If the target succeeds on the save, return this card to your hand.

Mark the target and apply $1d10 + 1d10 \cdot \text{Per3Lvl}$ Pressure. While marked in this way, the target is compelled to focus on you until it succeeds on a Resolve 60 save.

Martial

1 Earthen Resurgence

Reaction - 15

85

Enemies in a 1 centered on the ally are pushed 1 square.

! An ally within 2 would be reduced to 1 HP or less.
♦ Raise a barrier of earth around the ally, preventing further damage and granting them a $5 + 5 \cdot \text{Per3Lvl}$ barrier until the start of their next turn.

Magic, Earth

1 Spike Wave

1 0 1 1

60

Increase the damage die step by 1 for each time you Discharge.

Discharge 5:
Deal $2d6 + 1d6 \cdot \text{Per3Lvl}$ damage. You may Discharge 5 any number of times to increase the length of the 1 by 1 for each time you Discharge.

Magic, Earth

0 Scorching Touch

1 5 1 1

50

Return this card to your hand after it resolves.

Deal 2d4 + 1d4*Per4Lvl damage to the target. If you are wielding a melee weapon, you may add 1[W] to the attack.
Overload 5: Increase the damage to 2d6 + 1d6*Per4Lvl.

Magic, Fire, Weapon

1 Flame Shield

1 0 1 0

80

After you are attacked while Flame Shield is active, the shield flares, dealing 1d8 + 1d8*Per4Lvl in a 1 centered on you.

Discharge 10:
All targets take 1d8 + 1d8*Per4Lvl damage immediately and whenever they complete an action while adjacent to you until the beginning of your next turn.

Magic, Fire

1 Earthen Haymaker

1 0 1 0

70

You may push each target 2 squares.

Discharge 5:
Each target takes 2d8 + 1d8*Per3Lvl damage.

Magic, Earth, Martial

1 Incinerate

1 10 2 0

75

You may reroll the damage dice from this ability once.

Deal 1d8 + 1d8*Per3Lvl damage to each target.
Overload 5: Increase the by 1.
Overload 10: Increase the by 2.
Overload 15: Increase the by 4.

Magic, Fire

1 Firewall

1 10 3 4

85

The width of the is increased by 2.

Targets take 1d8+1d8*Per3Lvl damage.
Overload 10: Create a zone that deals 1d8+1d8*Per3Lvl damage to any character that enters the zone. Lasts 3 rounds.

Magic, Fire

1 Sap

2 12 1 6

85

Double the Pressure applied.

The target receives 2d8+ 1d8*Per3Lvl Pressure and becomes Weakened until the end of its next turn.

Magic

1 Heatwave

2 10 1 0

70

Damage is increased to 1d10 + 1d10*Per5Lvl and you may push each target 2 squares if this ability was Overloaded.

All targets take 1d8 + 1d8*Per5Lvl damage.
Overload 5: You may push each target 1 square.

Magic, Fire

1 Fireblast

0 5 1 4

65

Return this card to your hand after it resolves.

Fireblast's cost increases by 5 for each time you've cast it this round.

Deal 1d6 + 1d6*Per4Lvl damage to the target.

Magic, Fire

1 Ripple

1 10 1 5

85

The next Wyrd ability is returned to your hand after it resolves.

Deal 2d6 + 1d6*Per4Lvl damage to the target. Your next Wyrd ability costs 0.

Magic

1 Nourish

1 8 1 5

70

The target gains damage reduction equal to 2 + 2*Per3Lvl until the end of their next turn.

Heal the target for 2d8 + 2d8*Per4Lvl.

Magic

1 Fracture

2 12 1 5

75

The target also becomes Vulnerable until the end of it's next turn.

Deal 3d4 + 1d4*Per4Lvl damage and Pressure to the target.

Magic

1 BEAM

0 10 0 0

90

Increase the  length by 4.

The next targeted ability you use instead affects all creatures in a  4 originating from you. You may include yourself as a target.

Magic, Wyrd

1 Jolt

1 8 1 6

60

You may push the target up to 2 squares.

Deal 1d12 + 1d12*Per4Lvl damage to the target.

Magic, Lightning

1 Blind

2 12 1 5

80

Increase the Pressure die 1 step and on a failed save the target is Blinded until they succeed on a Resolve 70 save.


Deal 2d6 + 1d6*Per3Lvl Pressure to the target and they must make a Resolve 60 save or be Blinded until the end of its next turn.


Magic

1 ARC

0 12 0 0

85

The ability affects a third target within  2 of the secondary target.

The next targeted ability you use instead affects the target and a secondary target within  2.

Magic, Wyrd

1 Ignite

1 8 1 6

75

Return this card to your hand when it resolves.

Deal 2d6 + 1d6*Per4Lvl damage to the target and an ongoing 1d6 + 1d6*Per4Lvl. Endurance 60 ends.

Magic, Fire

1 Bless

1 8 1 6

65

The target also gains 2 speed until the end of it's next turn.

The target is Strengthened until the end of it's next turn.

Magic

1 Agony

1 10 1 6

70

Deal 2d10 + 2d10*Per3Lvl damage to the target instead.

Deal 2d6 + 2d6*Per3Lvl damage to the target.

Magic

1 Aegis

1 8 1 6

75

At the end of the targets next turn, they convert barrier into health until they are at full HP.

The target gains a barrier for 1d8 + 1d8*Per3Lvl.

Magic

WYRDSMITH

1 Zealous Hammer

1 0 1 1

81

The target must make an Endurance 60 save or be knocked Prone.

Deal 1[W] damage and Pressure.

Martial, Weapon

ZEALOT

1 Wrathful Cleave

1 0 1 0

81

All targets also gain Ongoing 1d4+1d4*Per3Lvl. Endurance 60 ends.

Deal 1[W] damage to all targets.

Wrath X: Increase the die step by 1 per Zeal spent.

Martial, Weapon

ZEALOT

1 Sacred Onslaught

1 0 1 1

82

Make an extra attack dealing 1[W] damage.

Deal 1[W] damage.

Wrath 1: Deal an additional 1d6 + 1d6*Per4Lvl damage.

Martial, Weapon

ZEALOT

1 Rain of Blows

2 0 1 1

82

Strike an additional time for 1[W] damage.

Strike the target twice for 1[W] damage each.

Wrath 2: Strike an additional time.

Martial, Weapon

ZEALOT

1 Martyr's Brand

1 0 1 1

81

The target also gains Ongoing 1d4+1d4*Per3Lvl. Endurance 60 ends.

Deal 1[W] damage. The target becomes Vulnerable until the end of your next turn

Martial, Faith

ZEALOT

1 Into the Fray

1 0 1 6

84

Return this card to your hand after it resolves.

Move to the target using the shortest path possible. Gain 1 Zeal.

Martial

ZEALOT

1 Fanatical Rush

1 0 0 0

82

Perform an additional attack for 1[W] damage.

Shift up to your speed. You must end this movement adjacent to an enemy. Deal 1[W] damage to that enemy.

Wrath 1: Gain Unstoppable until the end of your next turn.

Martial, Weapon

ZEALOT

1 Divine Cleave

1 0 1 0

78

You may shift 1 square per enemy struck after the attack.

Deal 1[W] damage to all targets.

Wrath 1: All targets must make an Endurance 60 save or be Pushed 1 square away from you.

Martial, Weapon

ZEALOT

