

**TRIAL OF STRENGTH**



This trial requires  
two action cards  
with sum 9 or more.

**TRIAL OF STRENGTH**



This trial requires  
two action cards  
with sum 9 or more.

**TRIAL OF STRENGTH**



This trial requires  
two action cards  
with sum 10 or more.

**TRIAL OF STRENGTH**



This trial requires  
two action cards  
with sum 10 or more.

**TRIAL OF STRENGTH**



This trial requires  
two action cards  
with sum 11 or more.

**TRIAL OF STEALTH**



This trial requires  
two action cards  
with sum 9 or less.

**TRIAL OF STEALTH**



This trial requires  
two action cards  
with sum 9 or less.

**TRIAL OF STEALTH**



This trial requires  
two action cards  
with sum 8 or less.

**TRIAL OF STEALTH**



This trial requires  
two action cards  
with sum 8 or less.

**TRIAL OF STEALTH**



This trial requires two action cards with sum 7 or less.

**TRIAL OF PRECISION**



This trial requires two action cards with sum or difference exactly equal to 4.

**TRIAL OF PRECISION**



This trial requires two action cards with sum or difference exactly equal to 4.

**TRIAL OF PRECISION**



This trial requires two action cards with sum or difference exactly equal to 5.

**TRIAL OF PRECISION**



This trial requires two action cards with sum or difference exactly equal to 5.

**TRIAL OF BALANCE**



This trial requires two action cards with difference 1 or less.

**TRIAL OF BALANCE**



This trial requires two action cards with difference 1 or less.

**TRIAL OF BALANCE**



This trial requires two action cards with difference 1 or less.

**TRIAL OF VERSATILITY**



This trial requires two action cards with difference 4 or more.

**TRIAL OF VERSATILITY**



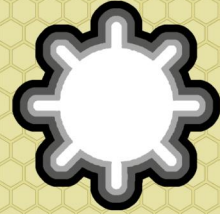
This trial requires  
two action cards  
with difference  
4 or more.

**TRIAL OF VERSATILITY**



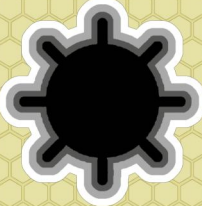
This trial requires  
two action cards  
with difference  
4 or more.

**ACTION**



**1**

**ACTION**



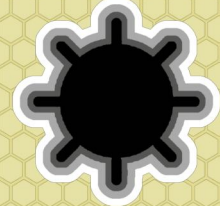
**2**

**ACTION**



**3**

**ACTION**



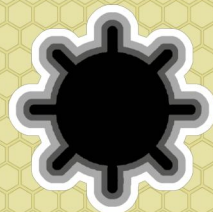
**4**

**ACTION**



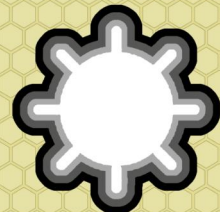
**5**

**ACTION**



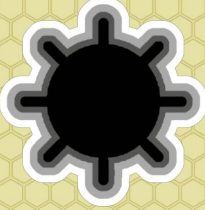
**6**

**ACTION**



**7**

**ACTION**



**8**

**ACTION**



**1**

**ACTION**



**2**

**ACTION**



**3**

**ACTION**



**4**

**ACTION**



**5**

**ACTION**



**6**

**ACTION**



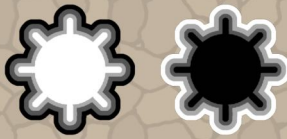
**7**

**ACTION**



**8**

**TRIAL MODIFIER**



In the current trial one action card must contain a sun icon (either light or dark).

**TRIAL MODIFIER**



In the current trial one action card must contain a moon icon (either light or dark).

**TRIAL MODIFIER**



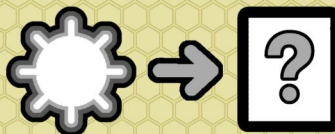
In the current trial one action card must contain a light icon (either sun or moon).

**TRIAL MODIFIER**



In the current trial one action card must contain a dark icon (either sun or moon).

**ACTION MODIFIER**



An action card with a light sun icon may be considered to be any value and icon.

**ACTION MODIFIER**



An action card with a dark sun icon may be considered to be any value and icon.

**ACTION MODIFIER**



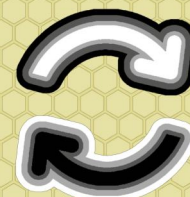
An action card with a light moon icon may be considered to be any value and icon.

**ACTION MODIFIER**



An action card with a dark moon icon may be considered to be any value and icon.

**REFRESH**



Refresh the action deck.

**REFRESH**



**Refresh the  
action deck.**