

Moment of Willpower

Copper



Drama — Defense

You have advantage on your next Wisdom or Charisma Save.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 131/180

Resistance

Copper



Drama — Defense

Gain resistance versus a specific energy type until the end of the encounter. This type must be chosen when using the card (acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant or thunder).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 146/180

Clarity

Silver



Drama — Recovery

Reroll a d20 roll you just made, add your proficiency bonus to the roll (even if you would already do so).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 66/180

Moment of Respite

Copper



Drama — Recovery

Regain a number of hit points equal to your level.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 130/180

Spirit

Copper



Drama — Recovery

You gain your proficiency bonus to death saving throws until the end of the encounter.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 158/180

Bullseye

Gold



Drama — Attack

Use this card when you hit with an attack; it is automatically considered a critical hit.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 5/180

Moment of Fortitude

Copper



Drama — Defense

You have advantage on your next Strength or Constitution Save.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 128/180

Moment of Reflexes

Copper



Drama — Defense

You have advantage on your next Dexterity or Intelligence save.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 129/180

Unluck

Silver



Drama — Attack

Force an enemy to reroll a roll they just made; the enemy must use the lower of the two rolls.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 174/180

Riposte!

Copper



Drama — Attack

Use this card when you are missed by a melee or ranged attack; you may immediately take an action to make an attack that includes the triggering attacker as a target.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 147/180

Charge!

Copper



Drama — Attack

You and your allies may immediately take a Dash-action followed by a melee attack as a single reaction. This still counts as using your reaction for the turn.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 62/180

Fleetfoot

Copper



Drama — Movement

You may take an immediate Dash action for free.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 96/180

Drastic Recovery

Silver



Drama — Recovery

You may spend a Hit Dice or make a saving throw against one effect you can save against, adding your proficiency bonus to your roll.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 84/180

Feint

Silver



Drama — Attack, Recovery

Use this card if you miss all your targets with an attack; make a basic ranged, melee, or spell attack. If this attack hits, you may make the same attack a second time.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 93/180

Break Fall

Copper



Drama — Recovery

Use this card if you fall or are knocked prone; you are no longer prone.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 56/180

Aid

Silver



Drama — Assist

Choose one ally; until the end of the encounter, you grant that ally an additional bonus equal to your proficiency bonus with the Aid Another action.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 47/180

Think Fast

Copper



Drama — Combat

Use this card when rolling for initiative; you automatically move to the top of the initiative order.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 168/180

Did You Hear That?

Copper



Drama — Combat

Use this card at the beginning of an encounter; you may act during the surprise round.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 77/180

Tenacity

Silver



Drama — Attack

Use this card when you are dropped to 0 HP; you may take a free action before you fall unconscious.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 166/180

Vigor

Copper



Drama — Recovery

Use at the beginning of your turn. You gain resistance [all] until your next turn.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 176/180

Looking for Trouble

Gold



Drama — Subplot

Use this card when not in combat; the DM must run a random combat encounter. You can specify what kind of encounter you're looking for.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 26/180

If Only We Had A...

Copper



Drama — Subplot

You happen upon piece of mundane equipment, or able to manufacture something useful out of the environment or a fallen creature.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 109/180

Inspiration

Silver



Drama — Meta

You take a card that another player just used; the player that used the card still gains the benefit of the card that they played.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 131/180

Inspiring Soliloquy

Platinum



Drama — Assist, Recovery, Subplot

Make a speech; you may take as long as you like. At the end of this speech, if it was inspiring enough (DM's discretion) your allies gain the benefits as if they had just taken a short rest.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 112/180

Mobility

Silver



Drama — Attack, Movement

Until your next turn you may take the Dash action with any of your action allotment with as many actions as you have remaining (Standard, Bonus, Reaction).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 127/180

All or Nothing

Silver



Drama — Meta

Instead of rolling a d20, flip a coin. On heads, treat it as if you rolled a 20. On tails, treat it as if you rolled a 1.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 46/180

Stalwart

Gold



Drama — Recovery

Use this card if an attack would drop you to or below 0 HP; reduce the damage by half.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 34/180

Vengeance!

Gold



Drama — Assist, Attack

Use this card when an ally is reduced to 0 HP or less; you gain your proficiency as an additional bonus to your attack rolls against the target that dropped your ally until your ally recovers or until the end of the encounter.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 42/180

Freedom

Copper



Drama — Recovery

Use this card when you are grabbed, immobilized, restrained or slowed; you no longer suffer from those conditions.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 96/180

Luck

Silver



Drama — Recovery

Reroll a roll you just made; you may take the higher of the two rolls.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 123/180

Deus Ex Machina

Platinum



Drama — Subplot

An enemy or obstacle is dealt with by some outside force (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 75/180

Dramatic Exit

Platinum



Drama — Subplot

Use this card when your character would die; instead of dying, you leave the scene in some fashion, only to return at a dramatic moment later (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 83/180

Elaborate Planning

Platinum



Drama — Combat, Subplot

Use this card during an encounter; you may effectively stop the encounter and make plans with the rest of the party. You may take as long as you like to plan, and resume the combat once you're happy with the plan. The DM may provide bonuses to those that follow the plan in question.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 89/180

Parley

Gold



Drama — Subplot

Change a combat encounter into a social encounter.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 39/180

Surprise

Gold



Drama — Combat

Use this card at the beginning of an encounter; you and your allies may act during the surprise round, and your enemies may not, even if they were aware of you beforehand.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 37/180

Charmed

Copper



Drama — Adventure

Choose an NPC; they take a particular liking to you, and are more likely to listen to what you have to say.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 63/180

Sudden Fascination

Platinum



Drama — Subplot

Choose a NPC; that NPC becomes enamored with you for one reason or another (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 163/180

Shame

Gold



Drama — Subplot

Choose a creature; your target falls to an embarrassing but harmless situation (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 32/180

Quietude

Silver



Drama — Recovery

Use this card during a long rest; you will not be disturbed during your long rest; you and your allies gain advantage to all saves until your next short or long rest.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 143/180

Strife

Gold



Drama — Subplot

Choose two enemies; they now consider each other enemies for the remainder of the encounter.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 36/180

Call for Reinforcements

Platinum



Drama — Subplot

Some manner of help arrives to assist your party (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 57/180

Eureka!

Silver



Drama — Adventure

Use this card when making a Nature, History, Arcana, or Religion check; treat it as if you had rolled a natural 20.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 89/180

Leap of Faith

Platinum



Drama — Subplot

Use this card when you deliberately jump down from a height; you take no damage from the fall. If your allies immediately follow you, they take no damage, either.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 119/180

To the Rescue!

Silver



Drama — Assist, Movement, Recovery

Use this card when an ally drops to 0 HP or below; move your speed towards them. If you end this move adjacent to them, they may spend a hit dice.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 170/180

Elude

Silver



Drama — Adventure

You may make a Stealth check, even if you have no cover or concealment.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 86/180

Mistaken Identity

Platinum



Drama — Subplot

Choose an NPC; your target mistakes you for someone else entirely, for better or worse (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 126/180

Blaze of Glory

Platinum



Drama — Attack, Defense, Subplot

Until the end of the encounter; you gain damage resist [all]; you may add your proficiency as an additional bonus to all attack and damage rolls; you have advantage on all saves. You die at the end of the encounter.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 51/180

Duplicity

Gold



Drama — Adventure

Automatically succeed on one Deception check; targets of the Deception check realize they have been deceived as soon as you're out of line of sight.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 14/180

Beginner's Luck

Gold



Drama — Adventure

Choose a skill you do not have proficiency in; you automatically succeed on your next skill check using that skill.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 6/180

Master's Touch

Gold



Drama — Adventure

Choose a skill you have proficiency in; you automatically succeed on your next skill check using that skill.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 27/180

Distraction

Copper



Drama — Assist, Attack

Choose an enemy; an ally of your choice has advantage on any attacks made against that enemy until the start of your next turn.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 80/180

Dire Portents

Platinum



Drama — Subplot

Use this card during an extended rest; during your extended rest, you dream/have a vision about future events.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 78/180

This is Nothing

Silver



Drama — Adventure

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 109/180

Explosions!

Platinum



Drama — Attack

Use this card when you hit with a spell attack; all creatures within 15 ft of the target must make a Dexterity Save or take 1d10 x Caster Level force and fire damage and are knocked prone. Miss: half damage.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 90/180

Blunder

Gold



Drama — Subplot

Use this card when an enemy rolls a natural 20; that roll becomes a natural 1.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 7/180

Action

Gold



Drama — Combat

You may take an additional action this turn for free.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 1/180

Low Blow

Silver



Drama — Attack

Use this card when you hit with an attack; target is stunned until the end of your next turn.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 122/180

Self-Sacrifice

Gold



Drama — Assist, Defense, Movement

Use this card when an ally no more than your speed+10 ft from you is hit by an attack that would put them at 0 or below. You may move adjacent to the triggering ally as a reaction, and push them square. You take the damage from the attack instead of your ally.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 31/180

Long Time, No See

Platinum



Drama — Subplot

Choose an NPC you have not encountered before; from this point forward, you and the target NPC have been lifelong acquaintance/old rivals (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 12/180

Just as Planned

Platinum



Drama — Subplot

Choose an enemy; target enemy falls for a trap of your own design. You may take as long as you like to design this trap, and the trap is treated as if it was planted long before (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 114/180

Unstoppable

Gold



Drama — Attack, Defense, Movement

Use this card on your turn. You gain resist [all] and until your next turn you can move through space occupied by enemies, but may not end your move in one. When you enter an enemy's space during this movement, you may make a melee attack against them adding your proficiency bonus if you hit the target is pushed 5 ft and are knocked prone.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 41/180

Unity

Copper



Drama — Defense

Until the end of the encounter, anytime you or your allies are adjacent to another, your enemies have disadvantage to attacks against you or your ally who are adjacent to each other.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 173/180

Compelling Argument

Platinum



Drama — Adventure, Subplot

Choose an NPC; if make a successful Intimidate or Persuasion check against that NPC, they provide you with information or an item, even if the NPC didn't actually have the information or item in question (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 67/180

Force of Nature

Platinum



Drama — Subplot

Nature lends a timely aid of some sort (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 97/180

Cheap Shot

Copper



Drama — Attack

Use this card when you hit with an attack; target has disadvantage on all attacks until the start of your next turn.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 64/180

Practice

Silver



Drama — Adventure, Attack

Add your Dexterity modifier as an additional bonus to your next attack roll, skill check or ability check.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 140/180

Brawn

Silver



Drama — Adventure, Attack

Add your Strength modifier as an additional bonus to your next attack roll, skill check or ability check.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 35/180

Brains

Silver



Drama — Adventure, Attack

Add your Intelligence modifier as an additional bonus to your next attack roll, skill check or ability check.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 34/180

Gusto

Silver



Drama — Adventure, Attack

Add your Charisma modifier as an additional bonus to your next attack roll, skill check or ability check.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 102/180

Patience

Silver



Drama — Adventure, Attack

Add your Wisdom modifier as an additional bonus to your next attack roll, skill check or ability check.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 138/180

Guts

Silver



Drama — Adventure, Attack

Add your Constitution modifier as an additional bonus to your next attack roll, skill check or ability check.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 103/180

Face-Off

Gold



Drama — Subplot

Choose an enemy; until the end of the encounter or until one of you is dropped to 0 HP or less, your target may only make attacks that include you as a target, and you may only make attacks that include your chosen enemy as a target. Neither you nor your chosen enemy may be targeted by attacks aside from one another.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 162/180

Change of Scenery

Platinum



Drama — Combat, Subplot

Use this card during a combat encounter; the environment and/or terrain of the combat changes dramatically (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 61/180

Coldcock

Gold



Drama — Adventure, Attack

Use this card when you fail a Deception, Persuasion or Intimidate check against a single target; that target is unconscious (save ends).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 11/180

Fluke

Gold



Drama — Subplot

Use this card when you roll natural 1; that roll becomes a natural 20.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 18/180

Defend the Fallen

Copper



Drama — Attack

Choose an ally who has been reduced to 0 hit points or fewer. As long as you are conscious and adjacent to that ally, they cannot be harmed further until they recover.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 74/180

Knockback

Copper



Drama — Attack

Use this card when you hit with an attack; push the target a number of feet equal to 10+Damage dealt by the attack.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 117/180

Frenzy

Gold



Drama — Attack, Subplot

Your ranged and spell attacks rolls do not provoke attacks of opportunity, you cannot be pushed, pulled or slid and you enemies lose advantage if they attack you; however, you must target the closest enemy to you at the start of each turn, and cannot willingly move away from that target. If you cannot target an enemy, you must target the closest creature, instead. This effect ends if you cannot target anything, or at the end of the encounter.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 20/180

Scatter!

Silver



Drama — Movement

Use this card when targeted by an area attack; you and all your allies make take a Dash Action as a reaction.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 192/180

Second Thoughts

Platinum



Drama — Subplot

Use this card when you drop an enemy to 0 HP or less; instead of killing them, they decide to become your ally (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 179/180

Dramatic Entrance

Platinum



Drama — Combat, Subplot

Use this card during your first turn in a combat, before any other action; all enemies within line of sight of you are stunned until you or an ally make an attack (or similar aggressive action) against any of the affected targets, or until you are out of line of sight.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 82/180

The Enemy of My Enemy

Platinum



Drama — Subplot

Choose an enemy; an unlikely creature, hostile to the enemy of your choice, suddenly arrives on the scene (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 67/180

Hit the Deck!

Copper



Drama — Defense

Use this card when you would be hit by a ranged attack; the attack misses you, and you are prone. You may not use this card if you are already prone.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 108/180

Parry!

Copper



Drama — Defense

Use this card if you are hit by a melee attack; roll as if you were making a basic melee attack. The roll you make on this attack replaces your defense against the triggering attack.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 137/180

Dodge!

Copper



Drama — Defense

Use this perk if you are hit by a melee or ranged attack; make a Dexterity or Intelligence check. The roll you make on this check replaces your defense against the triggering attack.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 61/180

Addle

Gold



Drama — Combat

Choose an enemy; that enemy loses the ability to use one of his attack actions of your choice until the end of the encounter.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 2/180

Desperation

Gold



Drama — Adventure, Attack, Defense, Meta, Recovery

Discard as many cards from your hand as you like. Each card has a different value, depending on the type - Copper: 1; Silver: 2; Gold: 3; Platinum: 5. Add up the total value of your discarded cards; either add the total value to your next attack roll, skill check or ability check, add the total value to all your defenses until the end of your next turn, or regain a number of HP equal to the total value.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 13/180

Flatfoot

Copper



Drama — Combat

Use this card during the surprise round; choose an enemy - that enemy may not act during the surprise round.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 95/180

Called Shot

Gold



Drama — Attack

Use this card when making an attack, but before the roll. Choose an enemy; if you hit them with this attack, apply one of the following effects until the end of the encounter: blinded, prone, deafened.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 9/180

Wheel of Fortune

Gold



Drama — Meta

Discard your entire hand; draw a number of cards equal to the number you discarded.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 44/180

Gory Finish

Gold



Drama — Attack

Use this card when you drop an enemy to 0 HP or less. All creatures within 10 ft of that enemy are blinded until the end of your next turn. This attack creates a 10 ft zone of difficult terrain centered on that enemy that lasts until the end of the encounter.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 21/180

Heave Ho!

Gold



Drama — Attack

You may lift an object up to your normal load (Multiply your Strength score by 10) and throw it with a ranged basic attack. Treat this object as having the heavy thrown weapon property with a range equal to twice your Strength modifier; if you currently have a creature grabbed, they may be considered an object for the purposes of this card. This attack deals damage as if the thrown creature fell the same distance as the object was thrown; if the thrown object was a creature, they take half this damage and are prone. On a miss, if the thrown object was a creature, they take no damage, but are prone.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 24/180

Lead Belly

Gold



Drama — Subplot

Use this card when eat or drink something that is poisonous, nauseating, or has some similar effect. You suffer no ill effects from the ingested item.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 25/180

Borrowed Time

Silver



Drama — Recovery, Subplot

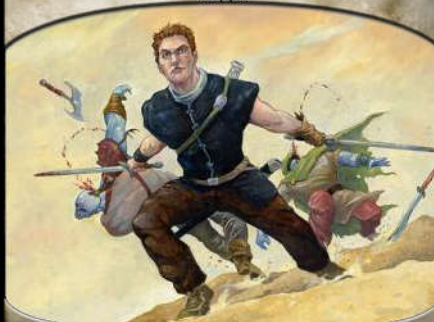
Use this card when you drop to 0 hit points or fewer. You do not fall unconscious, and need not make death saving throws until the end of the encounter. You still die if you fail three death saves as a result of damage. You may choose to end this effect.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 35/180

Hack and Slash

Copper



Drama — Attack

When you reduce an enemy to 0 HP with a melee attack, choose an enemy adjacent to you and make a melee basic attack against it.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 104/180

Time Out!

Gold



Drama — Recovery, Subplot

You and your allies may spend as many hit dice as you like; your enemies regain HP equal to half their number of hit dice times the number of healing surges that you or one of your allies spent (DM's Discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 39/180

Battle Souvenir

Gold



Drama — Recovery, Subplot

Use this card when you are hit by an attack that would put you at 0 HP or below; take no damage from this attack, but gain some other permanent effect based on the type of attack you negated. For example, if you used this card on a fire or acid attack, you may gain burn scars, or in the case of psychic damage, a minor insanity (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 41/180

Sure Step

Copper



Drama — Movement

You may ignore difficult terrain until the start of your next turn.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 144/180

Coward's Tactics

Copper



Drama — Movement

Use this card when you are missed by a melee attack; you may either Dash or Disengage as a reaction (The Disengage effect lasts until the end of your next turn).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 71/180

Cheat

Gold



Drama — Meta

Take any dice that were just rolled, and place them face-up however you like (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 10/180

Sow Confusion

Gold



Drama — Attack

Use this card on your turn. A number of targets equal to your Charisma modifier must make a Charisma Save DC 8 + Charisma Modifier + Proficiency; or become confused (save ends). While the target is confused, they will behave erratically - instead of taking their turn as normal, have them roll a 1d6, using the result as their action instead: 1 - attack the person who used this card, 2 - attack the nearest creature, 3 - flee from the person who used this card, 4 - do nothing, 5-6 - act normally.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 33/180

Connections

Silver



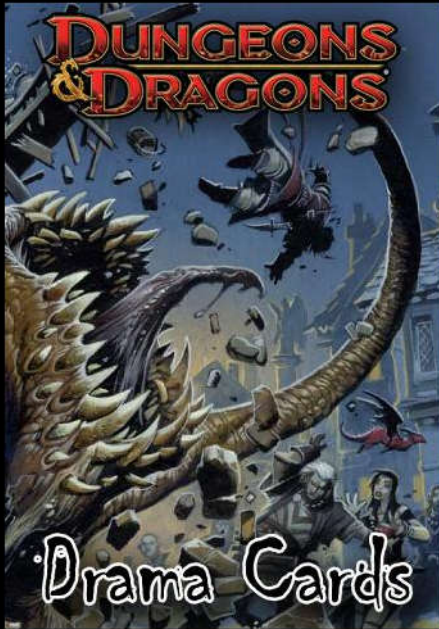
Drama — Subplot

You know an NPC in the area that could assist you in some way; you may choose for the DM to create the NPC, or you may create the NPC yourself (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 96/180

DUNGEONS & DRAGONS



Drama Cards

Enough is Enough!

Gold



Drama — Recovery

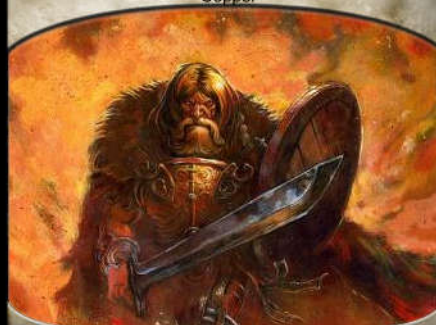
Make a saving throw for all effects on you that a save can end.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 15/180

Shake It Off

Copper



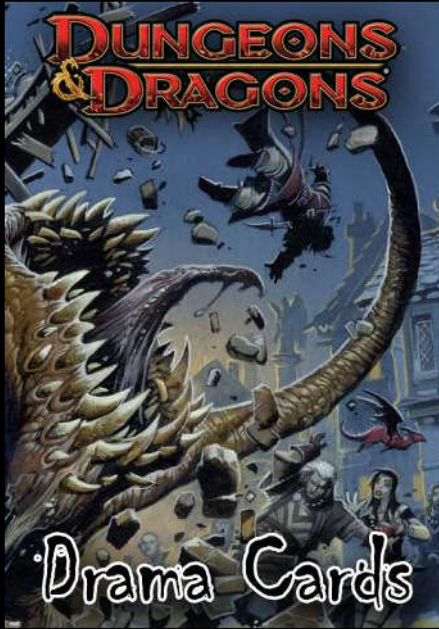
Drama — Recovery

Make a saving throw against one effect you can save against.

<http://www.obsidianportal.com/campaign/spire4e/>

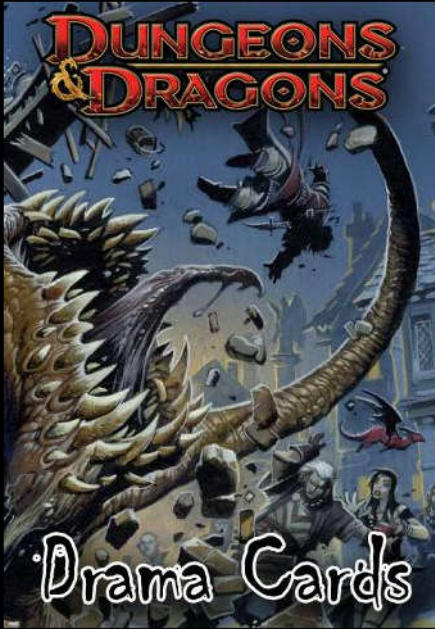
Drama Cards: Core Set (Beta) 154/180

DUNGEONS & DRAGONS



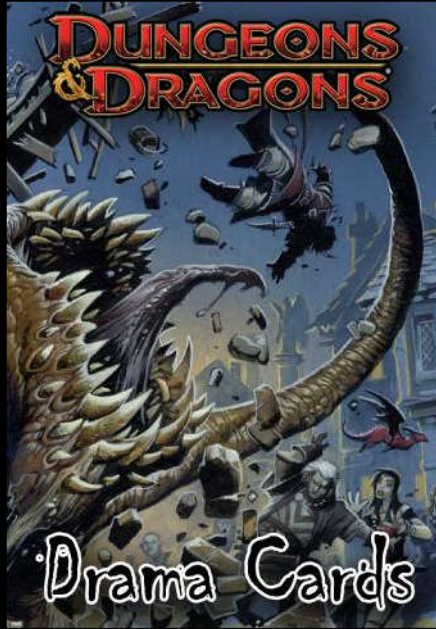
Drama Cards

DUNGEONS & DRAGONS

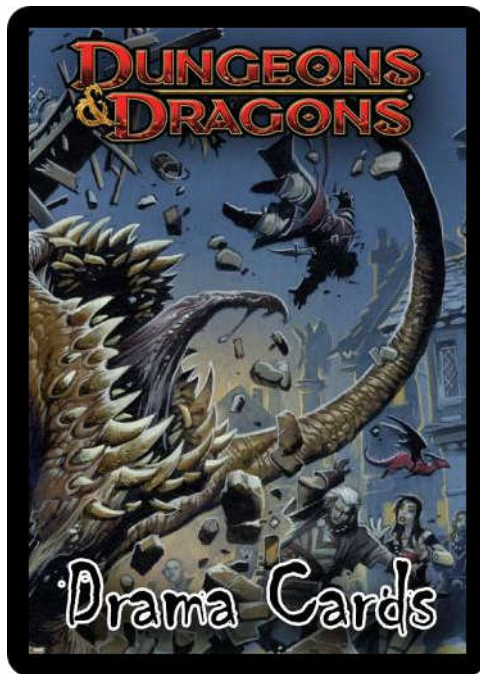
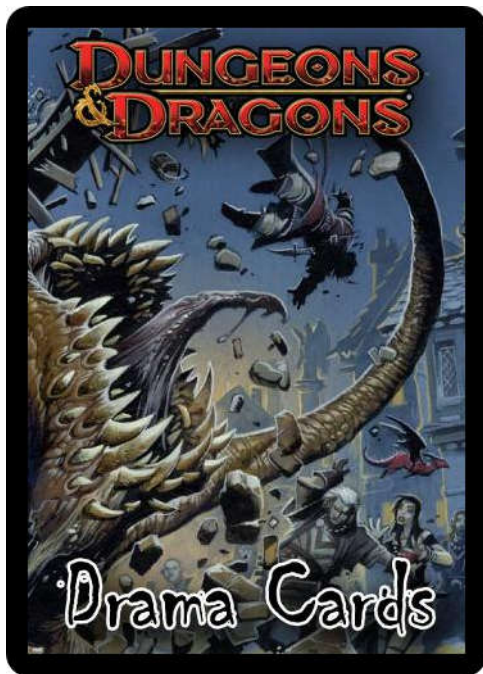
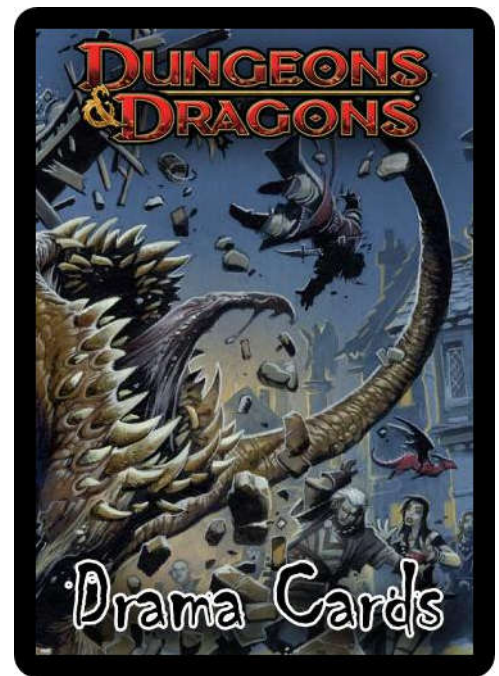
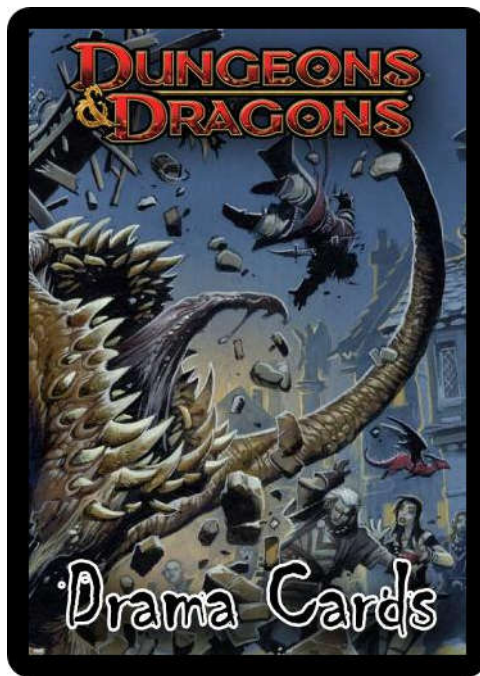
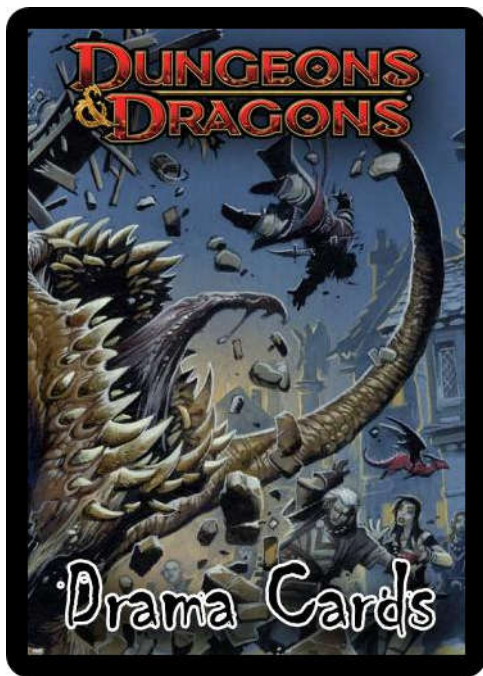


Drama Cards

DUNGEONS & DRAGONS



Drama Cards



Martyr
Platinum



Drama — Attack, Subplot

Choose an enemy; that enemy dies, and you die as well. You may not return to life by any means unless the targeted enemy returns to life as well.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 125/180

Well Rested
Copper



Drama — Recovery

Use this card after a long rest; until you your next short rest whenever you roll hit dice to recover hit points, roll two dice and take the highest.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 179/180

Disaster!
Platinum



Drama — Subplot

A disaster, natural or otherwise, occurs (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 79/180

Mysterious Stranger
Platinum



Drama — Subplot

A mysterious individual comes to your aid, only to leave as abruptly as he came; you may have the DM create the stranger, or you may design him yourself (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 133/180

The Stars Are Aligned

Silver



Drama — Adventure, Subplot

Use this card when casting a ritual. Treat all dice rolled as a result of the ritual as having their maximum value. The ritual may have additional effects beyond what's listed in its description; the DM determines what those effects might be.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 159/180

Shifty Maneuvers

Copper



Drama — Movement

You may Disengage as a bonus action until the start of your next turn. If you could already Disengage as a bonus action, you may Dash as a free action once this turn.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 155/180

Sidestep

Silver



Drama — Defense

Use this card when you would be hit by a melee or ranged attack; that attack hits an adjacent creature of your choice, instead.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 157/180

Catch Your Breath

Copper



Drama — Recovery

Use this card on your turn. You may spend a number of hit dice equal to your proficiency as a bonus action. Alternatively you can restore a number of Hit Dice to your Hit Dice Pool equal to your proficiency.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 59/180

Drama Card Types

Adventure: cards that enhance skill or ability checks, or provide a unique use of those checks.

Assist: cards that allow you to directly help an ally, or react to an ally.

Attack: cards that enhance attacks, provide an attack of their own, or effect an enemy in some conventional way, such as damage, status effects.

Combat: cards that have a general effect on combat, or change combat in some way; initiative.

Defense: cards that enhance defense, or provide a defense of their own; defenses, resists.

Movement: cards that enhance movement, or provide some form of movement themselves.

Recovery: cards that enhance any sort of recovery ability, prevent damage, or provide a recovery ability of their own; healing surges, temporary HP, rerolls, regaining abilities.

Subplot: cards that have either a non-mechanical effect, or a rules-breaking effect.

Meta: cards that have an effect either to do with the cards themselves, certain dice rolls or alternatives to dice or things outside of the game.

Countdown

Platinum



Drama — Subplot

The encounter you're in now, or the adventure you're on now, has a time limit of some sort imposed on it, if there was no time limit beforehand.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 69/180

Ambush!

Gold



Drama — Subplot

You, or a group of nearby NPCs (your choice), are ambushed by a group of hostile creatures.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 3/180

Recall

Silver



Drama — Recovery

You regain the use of an expended spell or power that normally requires a long or short rest to regain.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 144/180

Fast Learner

Gold



Drama — Attack

Use this card when an enemy you can see uses an attack or power. You gain the use of the triggering ability as an action (DM's discretion). You lose this ability during your next extended rest.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 172/180

That's Just Crazy Enough to Work

Gold



Drama — Subplot

Use this card after you come up with an absurd, overcomplicated or just plain stupid solution to a challenge. That plan will now have the best chance to succeed in the challenge at hand. (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 35/180

Rouse

Copper



Drama — Assist, Recovery

Spend a hit dice in order to allow an adjacent ally to heal as if they had spent a hit dice; or to make a saving throw against an ongoing effect.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 149/180

Expose Weakness

Copper



Drama — Attack

A single enemy gains vulnerability to one type of damage (acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant or thunder) until the end of your next turn.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 91/180

Better Things to Do

Copper



Drama — Subplot

Choose a group of NPCs; those NPCs are preoccupied with one thing or another, and get a penalty to their passive Perception checks equal to your proficiency bonus, and cannot make active checks until their suspicion is roused.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 50/180

Traveling Merchant

Gold



Drama — Subplot

You come across a traveling merchant; the exact nature of his wares are determined by the DM.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 40/180

Strangers in a Strange Land

Platinum



Drama — Subplot

You come across a group of strangers from a far away place; the exact nature of the strangers is determined by the DM.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 162/180

Cameo

Platinum



Drama — Subplot

A famous or notorious NPC of your choice makes a brief appearance (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 38/180

Hijack!

Platinum



Drama — Subplot

Use this card when you're traveling in a vehicle of some kind; hostile NPCs make an attempt to take the vehicle over; the exact intentions of the NPCs is determined by the DM.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 106/180

Cut-Scene

Platinum



Drama — Combat, Subplot

The DM must play out a scene involving NPCs in an upcoming encounter.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 73/180

Flashback

Platinum



Drama — Subplot

Your DM must run a short encounter that occurred in your character's or your party's past.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 94/180

True Potential

Platinum



Drama — Subplot

An item in your possession reveals itself to be an artifact; the DM determines the exact nature of the artifact.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 172/180

Stealing the Spotlight

Platinum



Drama — Subplot

You encounter another adventuring party that has either similar or conflicting goals as your party's; the DM determines the exact nature of this other party.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 160/180

Leadership

Silver



Drama — Meta

You may use any of your cards on your allies; the ally does not need to accept the card's effects.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 138/180

Take It From the Top

Silver



Drama — Attack, Combat

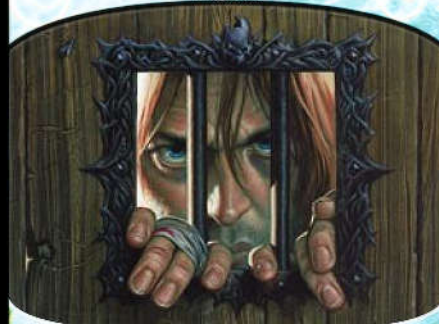
Use this card during a combat encounter. You and your allies may reroll initiative; you may also choose to force enemies to reroll initiative.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 165/180

Kidnapped!

Platinum



Drama — Subplot

You are either witness to, or are made aware of, a recent kidnapping, or you or your entire party find themselves abducted in some fashion. The DM determines the exact nature of this event.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 116/180

True Identity

Platinum



Drama — Subplot

An NPC is revealed to not be who they say they are. The DM determines the exact nature of this revelation.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 171/180

Recklessness

Copper



Drama — Combat

Use this card on your turn. You may take an additional standard action, but all enemies who attack you have advantage and you have Vulnerability [all]. These effects end at the start of your next turn.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 145/180

Madness

Platinum



Drama — Subplot

Choose an NPC; that NPC begins to act very oddly; the DM determines the exact nature of the change in personality.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 124/180

On the Run

Silver



Drama — Subplot

You come across a creature or a group of creatures being pursued by, or escaping from something; the DM determines the exact nature of the creature's plight.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 136/180

Prepare to Die!

Platinum



Drama — Subplot

A creature comes seeking revenge against you or another member of your party for either a real or imagined slight; the DM determines the exact nature of this act of vengeance.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 141/180

Saving Grace

Platinum



Drama — Subplot

When found in an inescapable situation, you find yourself praying to one local deity, when suddenly, you are granted a means to survive, escape, etc. You must, at the next level, either retrain a feat or take a feat to multi-class into a divine class worshiping that deity or take an appropriate channel divinity feat.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 151/180

Unstable Environment

Silver



Drama — Subplot

You may designate a 2d6 x 5 ft area as difficult or blocked terrain; depending on the environment, those squares may have other effects, as well (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 175/180

The Game is Afoot

Silver



Drama — Combat, Subplot

Change a combat encounter into chase encounter, where you have to catch some (or all) of the still living opponents to succeed. You have to prevent them from moving for at least one round, or surround them on two sides to consider them "caught".

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 99/180

What Have We Done?

Silver



Drama — Meta

You may draw up to 3 cards; the DM draws as many cards, and may use them as he sees fit on the NPCs.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 180/180

Nemesis

Gold



Drama — Subplot

Choose an NPC, minion, or other monster that you have interacted with or fought previously. The chosen creature becomes a recurring villain.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 28/180

Mopping Up

Silver



Drama — Combat, Subplot

Use this card when the remaining enemies in combat are defeated, bloodied (at below half health) or have no more than one hit dice each, and do not have the ability to take legendary actions. The combat is immediately resolved with your party victorious, with no further need to expend powers, spells, hit dice, and the like.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 132/180

No, No, Let Me See It

Gold



Drama — Subplot

A magic item your party finds changes to a different magic item of your choice (of equivalent value). Physically, the magic item appears to be the original item.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 29/180

Walk a Mile In My Shoes

Platinum



Drama — Subplot

Use this card at the beginning of combat; exchange character sheets and control of those characters with another player until the end of the encounter.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 172/180

It's Quiet... Too Quiet

Silver



Drama — Combat

Use this card when your party has been caught by surprise; your enemies lose their surprise round.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 133/180

Who's Awesome?

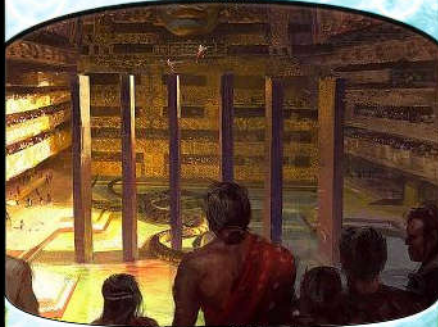


You're awesome.

Drama Cards: Core Set I/11

On My Terms

Platinum



Drama — Subplot

You may challenge an enemy to a competition of your choosing (i.e., unarmed combat, a battle of wits, a gambling game; DM's discretion); your opponent must accept.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 135/180

Circumnavigate

Silver



Drama — Subplot

You discover an alternative means to get around an encounter, avoiding the encounter entirely. (DM's discretion).

Drama Cards: Core Set (Beta) 65/180

Windfall

Gold



Drama — Subplot

You gain an amount of money equal to a treasure parcel equal to your level. The DM determines the exact amount, and how you come across the new wealth.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 45/180

Showoff

Silver



Drama — Adventure

You may use any skill in place of your next Deception, Negotiation or Intimidate check.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 156/180

Free Samples

Gold



Drama — Subplot

You encounter an individual who willingly provides you a sample of his concoctions; the exact effects of this concoction is determined by the DM.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 19/180

Stomping Grounds

Silver



Drama — Subplot

You may invent a nearby establishment (inn, tavern, shrine, guildhall, etc.); treat this invented establishment as if it was an old haunt of yours, or otherwise a place where you will be quickly accepted amongst its patrons.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 161/180

Accuracy

Copper



Drama — Attack

You add your proficiency bonus as an additional bonus to your next attack roll.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 46/180

The Gazebo Effect

Platinum



Drama — Subplot

Something seemingly harmless becomes a dangerous threat in some fashion.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 100/180

Walking Arsenal

Copper



Drama — Subplot

Choose a melee or ranged weapon. You are assumed to have been carrying a nonmagical weapon of that type "for just such an occasion."

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 178/180

Kick Down the Door

Copper



Drama — Action

You immediately destroy an obstacle in your path (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 115/180

Narrow Escape

Silver



Drama — Movement, Subplot

Use this card as you're moving through some manner of passageway; immediately after you pass through the passage, the way behind you is blocked for any pursuers.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 134/180

Stop Them, You Fools!

Gold



Drama — Movement, Subplot

Use this card when you and your party decide to flee. Instead of pursuing you immediately, your enemies stay dumbfounded until you're out of line of sight.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 33/180

There's Something I Ought to Tell You...

Platinum



Drama — Subplot

Confess something to another member of your party; if that party member returns the sentiment, and the DM considers it good enough of a confession (i.e., funny, touching, entertaining), you and your ally gain the benefits as if you just took a short rest.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 167/180

Did I Just Say That Out Loud?

Platinum



Drama — Subplot

Choose an enemy or NPC; that NPC loses the ability to use their internal monologue (DM's discretion).

Drama Cards: Core Set (Beta) 70/180

Caution

Copper



Drama — Defense

Choose an enemy; whenever that enemy attacks you, you add your proficiency as an additional bonus to your Armor Class.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 60/180

Aptitude

Copper



Drama — Adventure

You add your proficiency as an additional bonus on your next skill check.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 49/180

Hang On!

Gold



Drama — Movement

Use this card when an ally is about to fall; you may move your speed +10 ft towards them. If you end your move adjacent to them with this movement, they do not fall, but are prone in a space adjacent to the square which they would have fallen.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 23/180

Henchmen's Aim

Silver



Drama — Defense

You are immune to all damage and effects by creatures who have a number of hit dice that is less than your proficiency bonus. This effect ends at the end of the counter.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 105/180

Counter

Copper



Drama — Attack

Use this card when you take damage from a creature; make an attack against the triggering creature as a reaction.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 70/180

Escape

Copper



Drama — Movement

Use this card if you start your turn adjacent to one or more enemies; you may Disengage as a free action.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 86/180

Safe Haven

Platinum



Drama — Recovery, Subplot

You and your party come across some manner of safe haven (a tavern, a grove, a small community); you may stay there as long as you like, however, upon leaving, you may find it difficult to find the haven again in the future (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 150/180

Protégé

Platinum



Drama — Subplot

You find yourself a protégé; you may either choose to elect a friendly NPC as your protégé, or create one who seeks you out (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 112/180

Guesswork

Gold



Drama — Meta

The DM must draw/reveal an obscured area for you, however he has no obligations to advise you of any of the contents of that area.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 22/180

What's That, Girl?

Gold



Drama — Subplot

You may speak with a beast or magical beast as if they spoke your language (provided they didn't already have their own language); only you can understand the creature, and only long enough to receive some small bit of information, or to ask the creature a favor (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 43/180

Be Aggressive

Gold



Drama — Attack

This turn you may take 2 Standard Actions instead of one.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 5/180

Let Me Show You How It's Done

Silver



Drama — Adventure

Use this card after an ally fails a skill check that they're trained in; you may perform the same action and automatically succeed.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 120/180

Gremlins

Silver



Drama — Subplot

A trap, mechanical device or magical device fails to work for a short period of time (DM's discretion).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 101/180

Hit 'Em Where It Hurts

Copper



Drama — Attack

Choose a creature; you know their vulnerabilities. Until the end of your next turn, when you and your allies deal damage to that creature and that damage is of a type that they're vulnerable to, that creature takes extra damage equal the extra damage they have already taken.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 107/180

Rocks Fall

Platinum



Drama — Attack, Subplot

Use this card while in combat; some manner of catastrophe occurs, putting everyone at risk. All creatures in the combat must make an immediate Intelligence or Dexterity Save equal to 10+the level of the highest level party member. On a successful save, a creature takes 1/2 its Hit Dice in damage; on a failed save, they take their Hit Dice in damage.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 140/180

Crashing the Party

Gold



Drama — Combat, Subplot

Use this card during combat; a creature, or a group of creatures, hostile to both you and your enemies, enters the fray.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 12/180

Born Ready

Silver



Drama — Combat

You may take an action right away, as if you had prepared a readied action beforehand; your initiative moves to the point at which you take this action.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 30/180

Fancy Seeing You Here

Silver



Drama — Adventure, Subplot

Use this card when you're discovered somewhere that you're not supposed to be; those that discovered you have no business being there, either. The DM determines the reason as to why they're there.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 90/180

Curiouser and Curiouser

Platinum



Drama — Subplot

Play this card when you've defeated a major enemy; that enemy is either revealed to be not who you thought it was, or was being manipulated by yet another enemy of yours. The DM determines the exact nature of the duplicity.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 72/180

Improvisation

Copper



Drama — Attack

Your next attack deals a type of damage of your choosing (acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant or thunder).

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 110/180

Perfect Coordination

Platinum



Drama — Assist, Attack, Defense, Movement, Recovery

Use this card during combat; until the end of the encounter, you and your allies may transfer any number of Hit Dice to another ally, as well as give them any number of actions on your turn (Standard, Bonus, Reaction) by sacrificing your own.

<http://www.obsidianportal.com/campaign/spire4e/>

Drama Cards: Core Set (Beta) 139/180