

## Combining Your Call To Adventure Sets

While *The Stormlight Archive*® is designed to deliver a great standalone experience, it can also be combined with the original *Call To Adventure* to give you even more variety! For an optimal experience, we recommend adding these cards from the core game:

### Origin

Acolyte  
 Apprentice  
 Beggar  
 Conscript  
 Hunter  
 Noble  
 Outlander  
 Sailor  
 Settler

### Act I

Call to Arms  
 Childhood Friend  
 Childhood Rival  
 Dangerous Artifact  
 Forbidden Lore  
 Master at Arms  
 Mentor  
 Raging Inferno  
 Secret Royalty  
 Spiritual  
 Street Fight  
 The Academy  
 Thieves' Guild

### Motivation

Born Lucky  
 Bound by Honor  
 Driven to Despair  
 Lone Wanderer  
 Natural Leader  
 Seeker of Truth  
 Sole Survivor  
 Sworn Protector  
 Tempted by Darkness  
 Vow of Vengeance

### Act II

Captured  
 Corrupt Official  
 Daring Heist  
 Frozen Peak  
 Murder Mystery  
 Perilous Dungeon  
 Princess  
 Rags to Riches  
 Street Gang  
 Tragic Loss  
 Trench Warfare  
 Vault of Secrets

### Destiny

Force of Darkness  
 Hand of Fate  
 Hand of Vengeance  
 Heir to the Throne  
 Mighty Conqueror  
 Paragon of Light

### Act III

Ancient Evil  
 Arcane  
 Assassin's Guild  
 Blessed  
 Decisive Battle  
 Divine Calling  
 Imprisoned  
 Queen's Chambers  
 Tyrant's Army

### Hero

Brilliant Plan x1  
 Comrade in Arms x2  
 Dazzling Wit x1  
 Deny the Darkness x2  
 Divine Favor x1  
 Glorious Victory x2  
 Inner Strength x1  
 Narrow Escape x1  
 Surprise Attack x1  
 Unlikely Alliance x2

### Antihero

Bend the Rules x3  
 Desperate Rage x2  
 Fateful Choice x2  
 Harsh Lesson x2  
 Parting of Ways x2  
 Relentless x2

These cards have been chosen to stay true to *The Stormlight Archive*® while adding variety to your game! Be aware that Radiant paths will be less common when you combine sets, making Odium more challenging to defeat.



For more Call To Adventure resources, visit [www.brotherwisegames.com](http://www.brotherwisegames.com)!