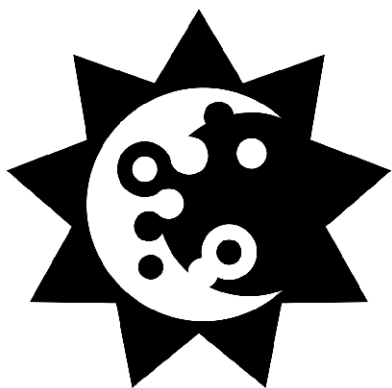
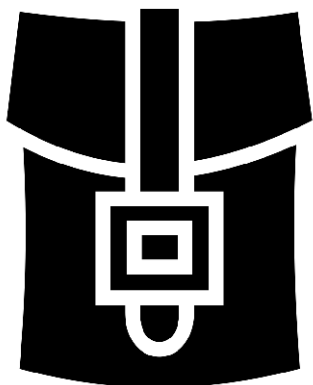


## Black Star



Elites now drop two  
relics.

## Backpack



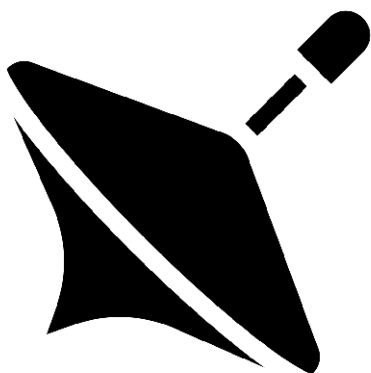
At the start of each  
combat, draw 2  
additional cards.

## Burning Blood



At the end of combat,  
heal 2 HP.

## Spinning Top



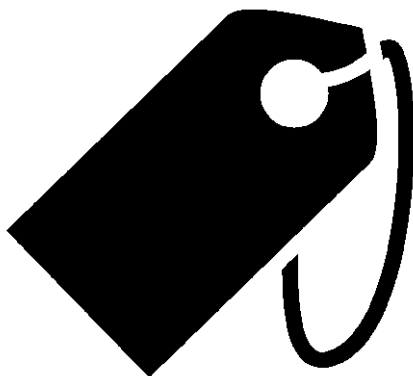
Whenever you have no  
cards in hand during  
your turn, draw a card.

## Carnival Mask



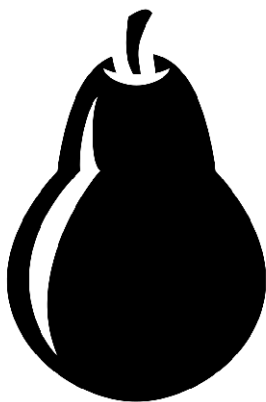
Each combat, ignore  
the first time HP would  
be lost.

## Omamori



Negate the next curse  
you obtain, then  
discard this relic.

Pear



Increase your max HP  
by 5.

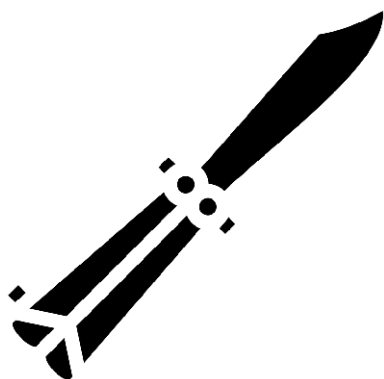
## Smiling Mask



The merchant's card  
removal cost is only 5  
gold now.



## Letter Opener



Every time you play 3  
Skills in a single  
turn, deal 1 **damage** to  
ALL enemies.

## Mark of Pain



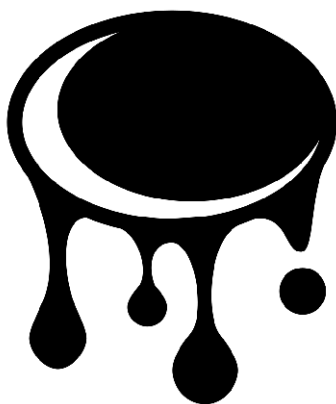
Whenever you lose HP,  
draw 1 card.

## Lizard Tail



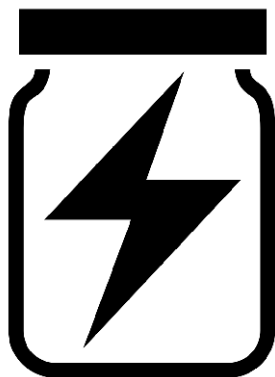
Next time you would die, heal to 50% HP and discard this relic.

## Ectoplasm



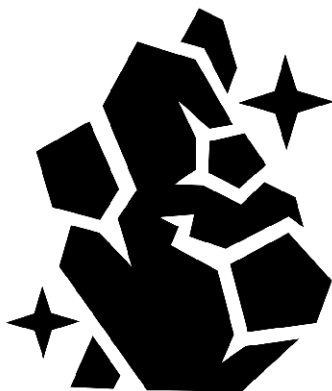
Gain 1 **energy** at the start of each turn. You no longer gain gold from battles.

## Bottled Lightning



At the start of each  
combat, put any Skill  
from your deck into  
your hand.

## Orichalcum



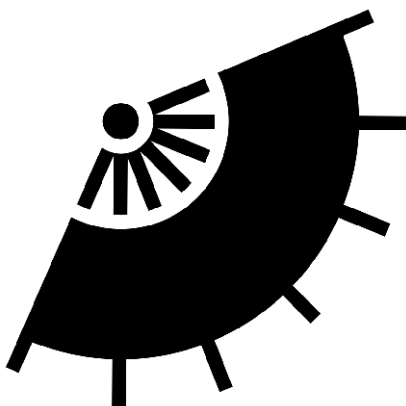
If you end your turn  
without **block**, gain 2  
**block**.

## Bottled Flame



At the start of each  
combat, put any Attack  
from your deck into  
your hand.

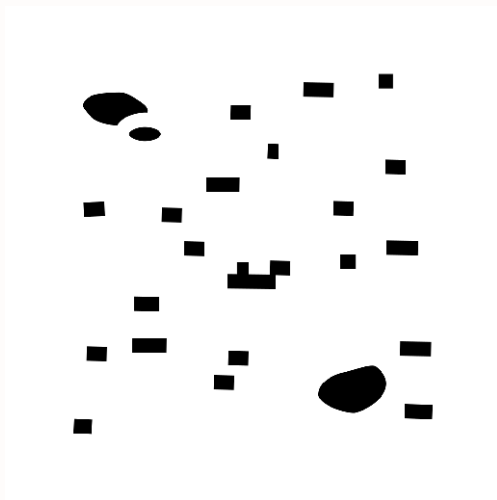
## Ornamental Fan



Every time you play 3  
Attacks in a single  
turn, gain 2 [block](#).



## Charon's Ashes



Whenever you Exhaust a  
card, deal 1 **damage** to  
ALL enemies.

## Matryoshka



The next two chests  
you open contain two  
relics.

## Anchor



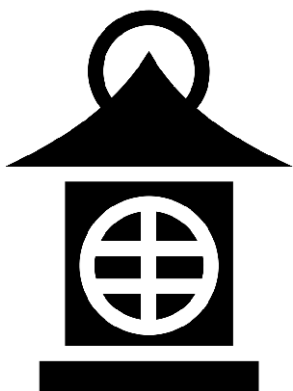
Start each combat with  
4 **block**.

## Ice Cream



Energy is now  
conserved between  
turns.

## Lantern

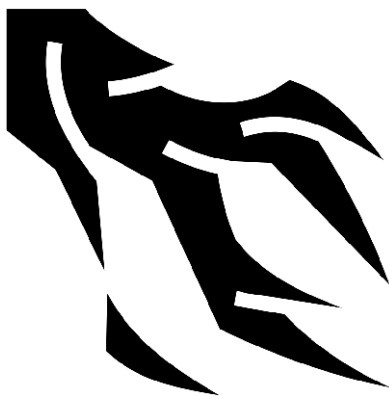


Gain 1 **energy** at the  
first turn of each  
combat.

## Philosopher's Stone

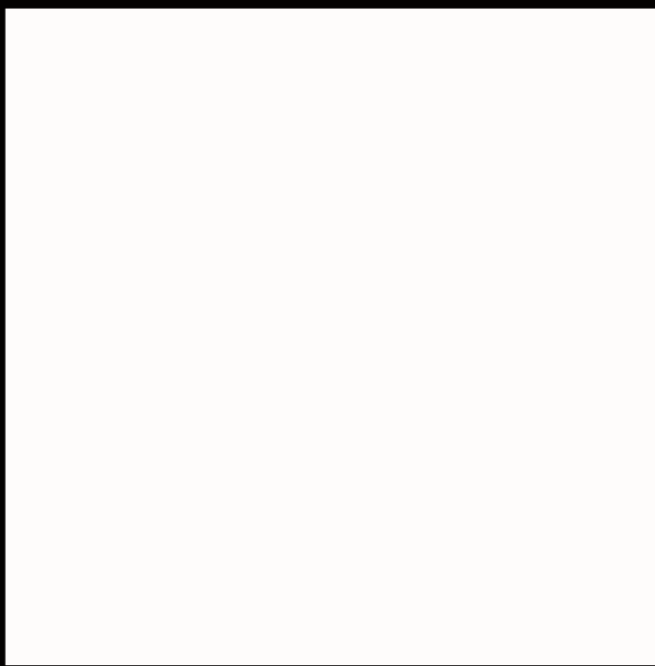
Gain 1 **energy** at the start of each turn. All enemies start with 2 **strength**.

Ginger



You can no longer  
become **weak**.

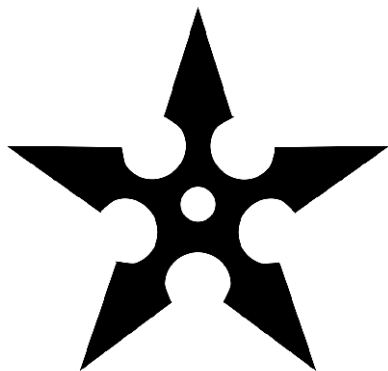
## Maurader's Map



When you enter a new level, you can swap the contents of two rooms.



## Shuriken



Every time you play 3  
Attacks in a single  
turn, gain 1 **strength**.

## Dumbbell



Start combats with +1  
strength.

## Coffee Dripper



Gain 1 **energy** at the start of each turn. You can no longer rest at campfires.