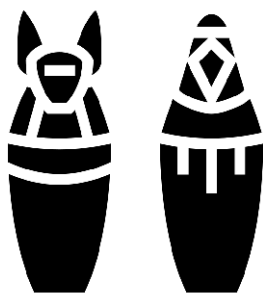


## Urn



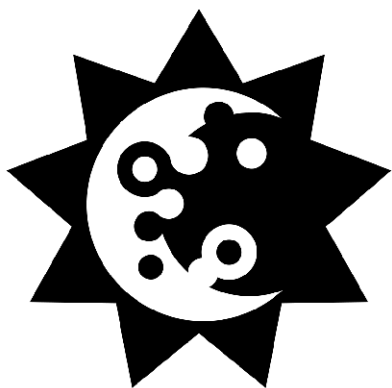
Whenever you play a  
Power, gain 1 HP.

## Peace Pipe



At camp sites, you can  
remove a card from your  
deck instead of  
healing.

## Black Star



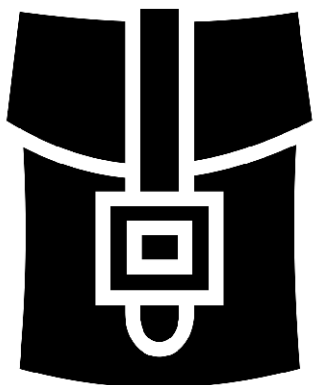
Elites now drop two  
relics.

## Mummified Hand



Whenever you play a  
Power, the next card  
you play costs 0  
energy.

## Backpack



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

## Frozen Eye



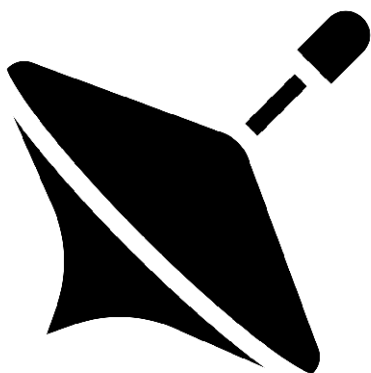
You can now view the  
cards in your draw  
pile.

## 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.



# Textbook



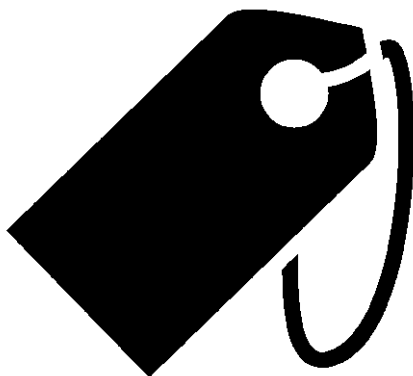
Draw 2 cards and lose  
1 **energy** at the start  
of each turn.

## Carnival Mask



Prevent the first time  
HP would be lost in  
combat.

## Omamori



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

## Gremlin Horn

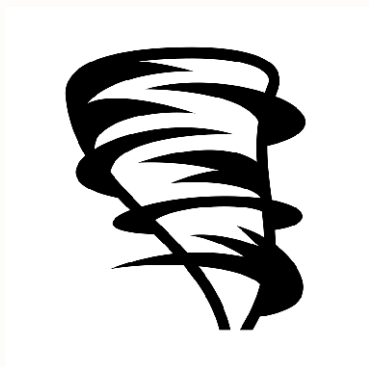


Whenever an enemy  
dies, gain 1 **energy** and  
draw a card.

## Dark Matter

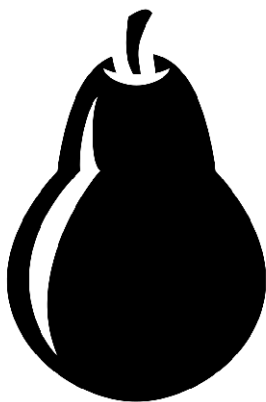
All **damage** to allies  
is multiplied by two  
and redirected to you.

## Bottled Tornado



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

Pear



Increase your max HP  
by 5.

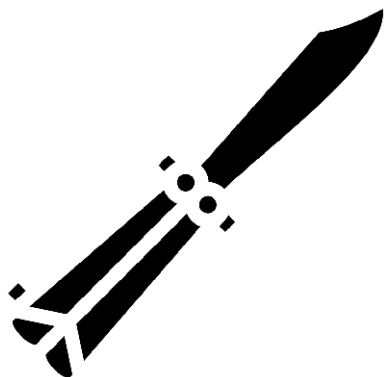
## Smiling Mask



All shop prices are  
reduced by 2 (minimum 1  
gold).



## Letter Opener



Every time you play 3  
Skills in a single  
turn, deal 2 **damage** to  
any target.

## Broken Glasses



Each turn, play the top card of your deck for free. Draw one less card.

## Mark of Pain



Whenever you lose HP,  
draw 1 card.

## Lizard Tail



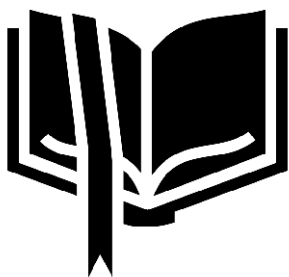
Next time you would die, heal to 50% HP and discard this relic.

## Ectoplasm



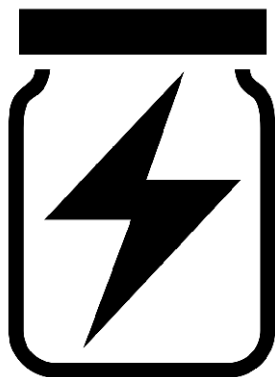
Gain 1 **energy** at the start of each turn. You get 1 less treasure from combats.

## Elemental Tome



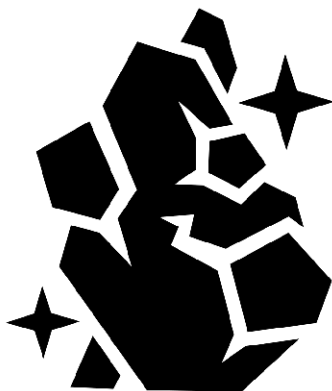
Before each combat starts, you may put one sigil from your deck in play.

## 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**.

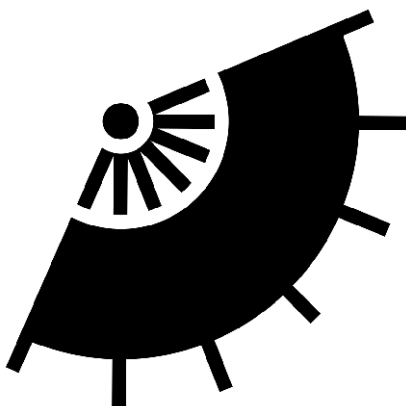


## Bottled Flame



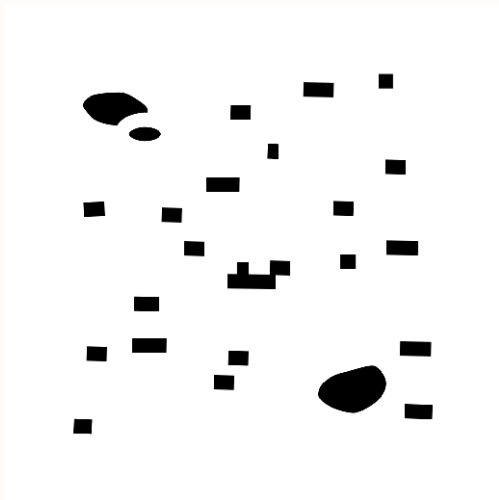
At the start of each combat, put any Attack from your deck into your hand.

## Ornamental Fan



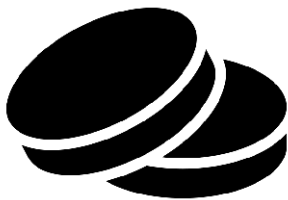
Every time you play 3  
Attacks in a single  
turn, gain 2 **block**.

## Charon's Ashes



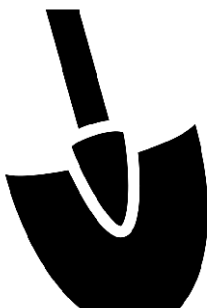
Whenever you Exhaust a  
card, deal 1 **damage** to  
ALL enemies.

## Gold Coin



Gain 15 gold and  
discard this relic.

## Shovel



At camp sites, you  
gain a relic instead of  
healing.

## Matryoshka



Next time you finish a  
combat, double the  
treasure you obtain.

## Anchor



You cannot take **damage**  
on the first turn of  
each combat.

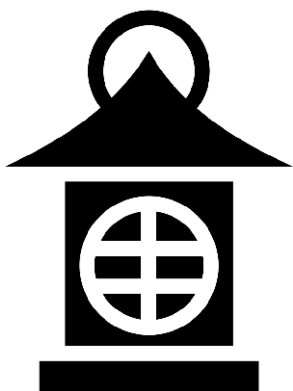
## Ice Cream



For any combat you  
enter alone, double  
rewards.



# Lantern



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

## Philosopher's Stone

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

## Scope



Select from 4 cards  
instead of 3 when you  
acquire Experience.

## Singing Bowl



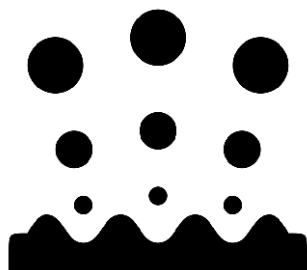
When selecting a card  
to add to your deck,  
you can gain 1 max HP  
instead.

## Chemical X



Effect of cards that  
cost X are increased by  
2.

## Blood Bag



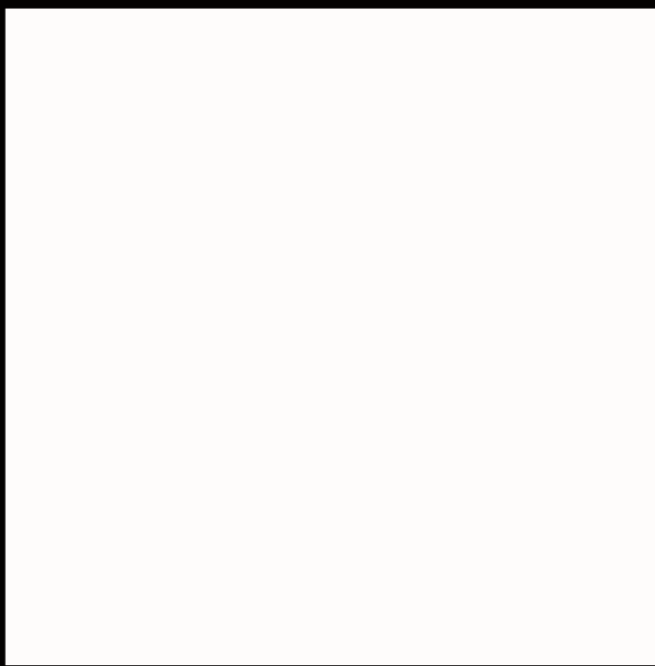
Each turn, you lose 1  
HP and all allies gain  
1 HP.

## Ginger



Gain 1 additional  
treasure from each  
combat.

## Maurader's Map



When you start a new stage, you can swap the contents of two rooms.

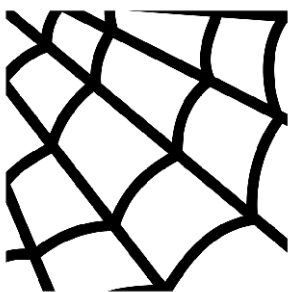


## Timeturner



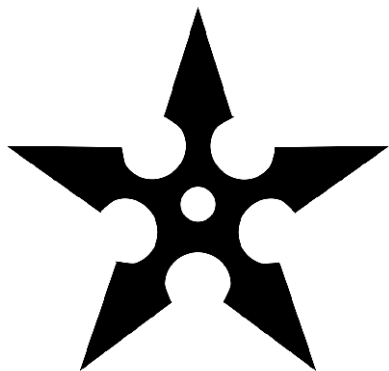
Next time an ally  
would die, heal them to  
50% HP and discard  
this relic.

## Hammock



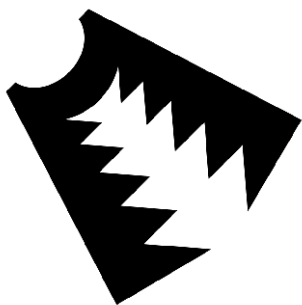
Whenever you enter a camp, gain 2 max HP.

## Shuriken



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

## Calipers



At the start of your  
turn, lose 5 **block**  
rather than all of your  
**block**.

## Dumbbell



Start combats with 1  
strength.

## Coffee Dripper



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

## Hovering Kite



Gain 1 **energy** and  
discard 2 cards at the  
start of each turn.