

# Power Ballad



Song

All allies add +1 Attack to one of their attacks each turn.

Gain at the beginning of each of your turns.



When another Song is played, discard this card.

2

2

19

Move 2

**STRENGTHEN**

Affect all adjacent allies



# Soothsinger



PK



PK

# Defensive Ditty



Song

All allies gain Shield 1.

Gain 1 at the beginning of each of your turns.



When another Song is played, discard this card.

2

2

Negate the next source of damage this round to one ally within Range 2.



# Soothsinger



PK



PK

# Song of Speed



Song

All allies add +1 Move to all their Move actions, and add +1 Range to all their ranged attacks.

Gain at the beginning of each of your turns.



When another Song is played, discard this card.

2

2

05

## MUDDLE

Target all enemies in Range 4



350

# Soothsinger



PK



PK

# Tuning the Outcome



**BLESS**

Affect all adjacent allies

2

2

78

**Move** 3

**CURSE**

Range 3

# Soothsinger



PK



PK

# Call to Action



## STRENGTHEN

Affect all allies

2

2

85

One ally with Range 3 may perform

Attack 4



352



# Soothsinger



PK



PK

# Warding Dagger



Attack ⚡ 3 •  
IMMOBILIZE 🦶

⚡ 2

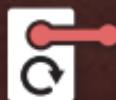
⚡ 2

56

Move ⚔ 4 •

Shield 🛡 2 •

Affect all adjacent allies



353

# Soothsinger



PK



PK

# Throw Voice



**DISARM**

Range 3



2

2

44

Range 3

Force all enemies in the targeted area to perform a “Move 1” action with you controlling the actions.



# Soothsinger



PK



PK

# Singing Arrow



**CURSE** ⚡ 1  
Range ⚔ 3



⚡ 2

⚡ 2

89

Attack ⚡ 1

Range ⚔ 3

WOUND ⚡ 1



355



# Soothsinger



PK



PK

# Marching Beat



One ally within Range 3 may perform  
**Move 4 •**

2

2

32

**Move 4 •**

# Soothsinger



PK



PK

# Wistful Wounding



Song

Add WOUND to all attacks  
made by all of your allies.

Gain at the beginning of each of your turns.



When another Song   
is played, discard this card.

2

2

16

Attack 1

Range 4 •

Target 3 •



# Soothsinger



PK



PK

# Unending Chant



The next five times you CURSE ⚡ an enemy,  
CURSE ⚡ them an additional time.



Move ⚡ 2

Shield ⚡ 1 •

Affect all adjacent allies



# Soothsinger



PK



PK

# Nimble Knife



Attack 2 •

CURSE

BLESS

Affect one adjacent ally

2

2

27

Move 4 •

# Soothsinger



PK



PK

# Soothing Lullaby



Song

All allies may perform a “Heal 1, Self” action at the start of each of their turns.

Gain 1 at the beginning of each of your turns.



When another Song is played, discard this card.

2

2



Heal 3 •  
Range 4



360

# Soothsinger



PK



PK

# Change Tempo



## IMMOBILIZE



Target all enemies within Range  3

 2

 2

 1

Move  5 •



361

# Soothsinger



PK



PK

# Echoing Aria



Song

All allies gain Retaliate 2, Range 2.

Gain 1 at the beginning of each of your turns.



When another Song is played, discard this card.

2

2

08

Shield 2

Affect all allies in Range 3



# Soothsinger



PK



PK

# Crippling Chorus



**STUN**

Target all enemies within Range

2

2

2

62



**Move**

**DISARM**

Target one adjacent enemy



363



# Soothsinger



PK



PK

# Disorienting Dirge

4

Song 

All enemies gain Disadvantage  
on all their attacks.

Gain  at the beginning of each of your turns.



When another Song  is played, discard this card.

 2 2

14

CURSE 

Target all enemies within Range  3

BLESS 

Affect all allies within Range  3

 1

364

# Soothsinger



PK



PK

# Inspiring Anthem



Any one ally may perform  
**Move 5** •

2

2

50

Any one ally may perform  
**Attack 5** •



365



# Soothsinger



PK



PK

# Melody and Harmony



You may have two Songs active at once,  
but you only gain experience from one.

If a third Song is played,  
discard one of the others.



2

2

78

Move 3 •

Attack 3 •

Range 3

# Soothsinger



PK



PK

# Mobilizing Measure



Song

Allies may perform a “Move  $\Delta 1$ ” action before any of their Attack actions.

Gain at the beginning of each of your turns.



When another Song is played, discard this card.

2

$\Delta$  2

6

Move  $\Delta 6$  •



# Soothsinger



PK



PK

# Pull the Strings



Song

At the beginning of each of your turns, you may force an enemy within Range 5 to perform a “Move 2” action with you controlling the action.

Gain 1 at the beginning of each of your turns.



When another Song is played, discard this card.

2

2

20

Force one enemy with Range 5 to perform

Attack + 0

targeting another enemy with you controlling the action.



# Soothsinger



PK



PK

# Provoke Terror

6

STUN   
Range  4



 2  
 2

60

Attack  4  
Range  4  
PUSH  3

369

# Soothsinger



PK



PK

# Nightmare Serenade



Song

At the beginning of each of your turns,  
CURSE one enemy within Range .

Gain at the beginning of each of your turns.



When another Song is played, discard this card.

2

2

13

Attack 1

Range

CURSE



# Soothsinger



PK



PK

# Booming Proclamation



Attack 1 •

Target all enemies within Range 2

PUSH 2 •

2

2

65

All allies within Range 3 may perform

Attack 3 •

1



371

# Soothsinger



PK



PK

# Tranquil Trill



Song

All allies may perform a “Heal 2, Self” action at the start of each of their turns.

Gain 1 at the beginning of each of your turns.



When another Song is played, discard this card.

2

2

10

DISARM

Target all adjacent enemies



# Soothsinger



PK



PK

# Commanding Presence



One ally within Range ⚡3 may perform  
**Attack ⚡2** •  
Target all adjacent enemies

⚡2

闫2

59

Range ⚡2

Force all enemies in the  
targeted area to perform a  
“Move 闫2” action with you  
controlling the actions.



# Soothsinger



PK



PK

# Captivating Performance

9

Song 

All allies add +1 Attack  to all their attacks.

Gain  at the beginning of each of your turns.



When another Song  is played, discard this card.

 2

 2

25

STUN



Range  3

Target  3

1



374

# Soothsinger



PK



PK

# Shadow Puppets



Move  $\forall 4$  •

Jump  $\leftarrow$

Force all enemies moved through to perform an “Attack  $\forall 3$ ” action targeting another enemy with you controlling the actions.

$\forall 2$

$\forall 2$

52

Two allies within Range  $\forall 3$  may perform  
Attack  $\forall 4$



375



# Soothsinger



PK



PK