

# Marshal's Badge

Source: Westworld Car

Once per short rest, force a construct to make a DC 16 Strength check or be stunned for 1 round. Grants a +2 bonus to all social checks with constructs.

# Outlaw's Revolver

Source: Westworld Car

**Techno-magical sidearm. +1 ranged weapon damage. Ignores resistance to non-magical**

# Shard Cards

Source: Casino Royale Car

**Once per long rest, cast Synaptic Static (DC 15, psychic, 20 ft. radius). Affects drones and a**

# Mark of the Cheat

Source: Casino Royale Car

Once per day, gain advantage on one INT, C

# Hero's Honeycomb

Source: Magical Express

**Consume to regain 2d10 HP and gain immunity to poison for 1 hour.**

# Wit-Sharpener Wafer

Source: Magical Express

**Gain advantage on INT-based checks and save 10 minutes.**

# Truth Tart

Source: Magical Express

**Forces Colm to reveal a hidden memory (CH)**  
**Can be used to weaken his resolve.**

# **Alpha Commuter's ID Badge**

Source: Train to Busan Car

**Deactivate one drone or suppress one lair a**  
**in the Engine Car.**



# **Emergency Override Lever**

Source: Train to Busan Car

**Once per encounter, force Mr. Comcast to reaction use.**

# Memory Fragment of Colm

Source: Pirate Signal

**Interrupt any phase change or reduce Colm  
Resistances by 1.**