

Marshal's Badge

Source: Westworld Car

Once per short rest, force a construct to make a CON save (DC 16) or be destroyed this round. Grants advantage on social constructs.

Outlaw's Revolver

Source: Westworld Car

**Techno-magical sidearm. +1 ran
deals 1d10 psychic damage. Ign
to non-magical weapons.**

Shard Cards

Source: Casino Royale Car

Once per long rest, cast Synaptic Shock (DC 18, 8d6 psychic, 20 ft. radius). Affects all drones and avatars.

Mark of the Cheat

Source: Casino Royale Car

Once per day, gain advantage on
or WIS save.

Hero's Honeycomb

Source: Magical Express

**Consume to regain 2d10 HP and
to fear for 1 hour.**

Wit-Sharpener Wafer

Source: Magical Express

**Gain advantage on INT-based ch
throws for 10 minutes.**

Truth Tart

Source: Magical Express

**Forces Colm to reveal a hidden m
vs. WIS contest). Can be used to
resolve.**

Alpha Commuter's ID

Source: Train to Busan Car

**Deactivate one drone or suppress
action when used in the Engine**

Emergency Override

Source: Train to Busan Car

Once per encounter, force Mr. Corroll a legendary action use.

Memory Fragment of

Source: Pirate Signal

Interrupt any phase change or r
Legendary Resistances by 1.