137


136


135


134


141


140


139


138


145


144


143


142

## Imposing Blade

Any time you kill an enemy during your turn, gain Shield ⬡ 1 for the rest of the round.

S01

## Focusing Ray

During your Heal action, double the value of the Heal.

S02

## Volatile Elixir

During your ranged attack, add +2 Attack ⚔ and gain Advantage on the entire Attack action, but suffer 2 damage for each attack made.

S03

## Silent Stiletto

Any time you perform a melee attack, add PIERCE ◈ 1 to the Attack.

S04

## Stone Charm

During your action where an obstacle is created, create one additional obstacle and apply all effects of the action to it.

S05

## Psychic Knife

Any time you perform an Augment action, add +1 Attack ⚔ to the entire action.

S06

## Sun Shield

When damaged by an attack, you may ✦ to gain Shield ⬡ 3 for the attack.

S07

## Utility Belt

During your turn, you or any one ally may Refresh 🔄 one of your spent or consumed items.

S08

## Phasing Idol

When a summon you own is damaged by an attack, it suffers no damage instead.

S09

## Smoke Elixir

During your turn, gain INVISIBLE ◆ and create

🌙

S10

## Pendant of the Plague

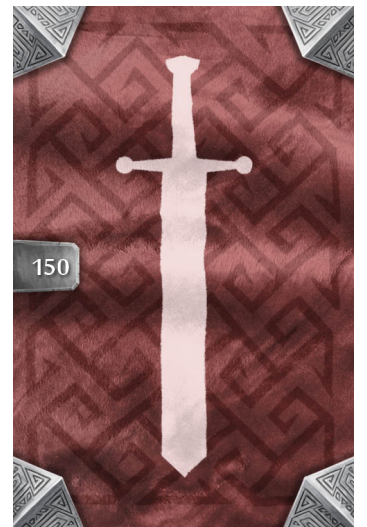During your turn, POISON ☣ and CURSE ⚡ one enemy within Range ⟡ 3.
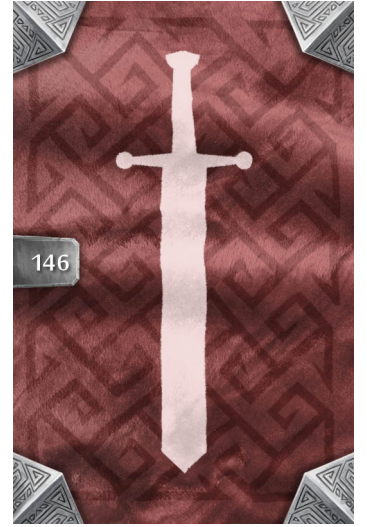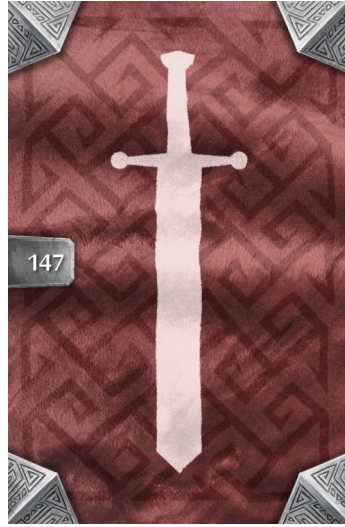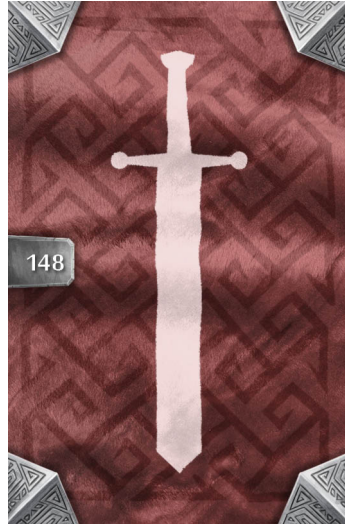
S11

## Mask of Death

Any time you perform a melee attack and you have exactly 1 hit point, add +2 Attack ⚔ to the Attack.

S12

149

148

147

146

150

## Master's Lute

1/1  50

After performing any Song action, immediately perform an Attack ✷2 or Move 👣2 action.

S13

## Cloak of the Hunter

1/1  50

Any time you perform a Doom action, MUDDLE ？ the target of the Doom.

S14

## Doctor's Coat

1/1  50

Any time an ally performs a Medical Pack or Large Medical Pack action, they add +1 Heal 💧 to their Heal.

S15

## Elemental Boots

1/1  50

If you move 5 or more hexes on your turn, create

S16

## Staff of Command

1/1  50

After performing a Command action, play one card from your hand and immediately perform the same side of the card (top or bottom) as the Command action.

S17