

Double Damage



Item

You gain an extra Attack this round

This whole “taking turns” thing is for toddlers; beat your enemy senseless!

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Elxir of Mostly Death



Item

Roll 1d6. Odds, your chosen foe is reduced to 1 Health. Evens, the same thing happens, but don't tell them that.

You're pretty sure that a few drops of water are the only thing stopping this from straight-up killing someone.

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Defense Creme



Item

Next time you'd take Damage, reduce it by 1d6

Your skin (or outer hull) grows denser as a result of applying this expensive foreign creme.

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Cursed d20



Item

You may change a single opponent's roll to a 1

Hewn from the pinky toe of Ver'thOz-ahn the Face-Wrecker, this accursed die is best kept on a shelf, in a closet, far away from your weekly tabletop campaign.

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Damage Solution



Item

Your next Attack deals an extra 1d6 Damage

Let your enemies tremble before you after you inject this highly questionable substance into your heart/brain/neural network.

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All-Seeing Eye



Item

Pick an opponent. They reveal a random card from their hand to you

Using dark and ancient magicks, you channel your very soul through the All-Seeing Eye to catch a really quick glimpse over your opponent's shoulder.

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Shock and Awe



Evasion

Your killer air guitar solo amazes your foe.

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Temporal Distortion



Evasion

Time seems to “wobble-wobble” around you.

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Shapeshift



Evasion

Your shape changes... shiftily. Everyone is confused.

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