MAGIC ARROWS

AMMO • ARROW

✦ COMBO : ARCHERY

➤ FLIP: Before rolling for an Attack. All Damage from this Attack is MAGIC DMG. You may not use more than 1 ARROW on an Attack.

✧ PASSIVE

If this card is drawn as a reward, you may re-draw it.
**AMMO • ARROW**

✦ **COMBO : ARCHERY**

✘ **DISCARD:** Before rolling for an Attack. All Damage from this Attack is **MAGIC DMG**.

You may not use more than 1 **ARROW** on an Attack.

**MUNDANE CONSUMABLE**
Enchanted Arrows

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AMMO • ARROW

✦ COMBO : ARCHERY

➤ FLIP: Before rolling for an Attack. When the target is making a Conviction Check during the Follow Up step of this Attack, you may re-roll any of their dice.

You may not use more than 1 ARROW on an Attack.

✤ PASSIVE

If this card is drawn as a reward, you may re-draw it.
**COMBO: ARCHERY**

**DISCARD:** Before rolling for an Attack. When the target is making a Conviction Check during the Follow Up step of this Attack, you may re-roll any of their dice.

You may not use more than 1 **ARROW** on an Attack.
Barbed Arrows

AMMO • ARROW

✦ COMBO : ARCHERY

➤ FLIP: Before rolling for an Attack. Before spending Symbols on this Attack, if the Attack would still deal Damage, add +2 PHYSICAL DMG.

You may not use more than 1 ARROW on an Attack.

✤ PASSIVE

If this card is drawn as a reward, you may re-draw it.
**COMBO: ARCHERY**

✘ **DISCARD:** Before rolling for an Attack. Before spending Symbols on this Attack, if the Attack would still deal Damage, add +2 PHYSICAL DMG.

You may not use more than 1 ARROW on an Attack.
**COMBO: ARCHERY**

- **FLIP:** Before rolling for an Attack. If this Attack hits, place a *Time* token on your opponent's Combatant card. When this opponent is Defeated, draw a Combatant Loot card.

You may not use more than 1 *ARROW* on an Attack.

- **PASSIVE**

If this card is drawn as a reward, you may re-draw it.
COMBO: ARCHERY

× DISCARD: Before rolling for an Attack. If this Attack hits, place a *Time* token on your opponent's Combatant card. When this opponent is Defeated, draw a Combatant Loot card. You may not use more than 1 *ARROW* on an Attack.
Exploding Arrows

AMMO • ARROW

✦ COMBO : ARCHERY

➤ FLIP: Before rolling for an Attack. If this Attack hits, roll the BLACK against the target of this Attack and each adjacent figure. For each rolled against them, they are dealt 1 IRREDUCIBLE DMG.

You may not use more than 1 ARROW on an Attack.

✤ PASSIVE

If this card is drawn as a reward, you may re-draw it.
COMBO: ARCHERY

✗ DISCARD: Before rolling for an Attack. If this Attack hits, roll the BLACK \( \Box \) against the target of this Attack and each adjacent figure. For each \( \square \) rolled against them, they are dealt 1 IRREDUCIBLE DMG.

You may not use more than 1 ARROW on an Attack.
Quick Arrows

AMMO • ARROW

✦ COMBO: ARCHERY

➤ FLIP: Before rolling for an Attack. This Attack is made at a -1 TO THE ATK ROLL. After resolving this Attack, you may make another ✧ ATK at -1 TO THE ATK ROLL.

You may not use more than 1 ARROW on an Attack.

✤ PASSIVE

If this card is drawn as a reward, you may re-draw it.
**COMBO: ARCHERY**

**DISCARD:** Before rolling for an Attack. This Attack is made at a -1 TO THE ATK ROLL. After resolving this Attack, you may make another ATK at -1 TO THE ATK ROLL.

You may not use more than 1 ARROW on an Attack.