

Lore Possession Breaker



Attach to a friendly character.
Something powerful in the folklore has possessed this person.
When attached to a character, roll before attack. If roll is 1 - 3, must attack closest friendly character instead.
Damage is attack roll + 3

Lore Possession

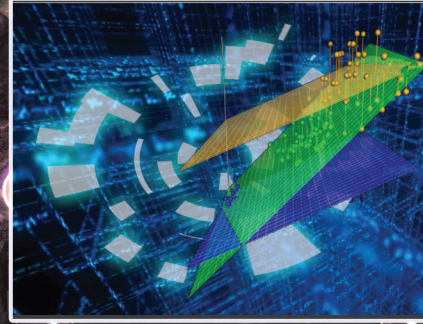
Mystique's Embrace Breaker



Attach to a friendly character.
When attached to a character, add +1 to attack rolls for all friendlies within 6 inches of that character.

Mystique's Embrace

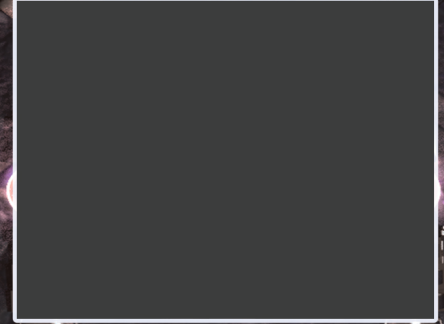
Something In The Datastream Breaker



Select any of opposing character cards. That card moves in any direction you choose a distance of 10 inches.

Something In The Datastream

Terrain Quake Breaker



The battlefield is composed of ancient programmable matter. You've hacked its code. Sacrifice a friendly character and arrange the terrain as you like.
Don't move features with characters on them or place features on any cards.

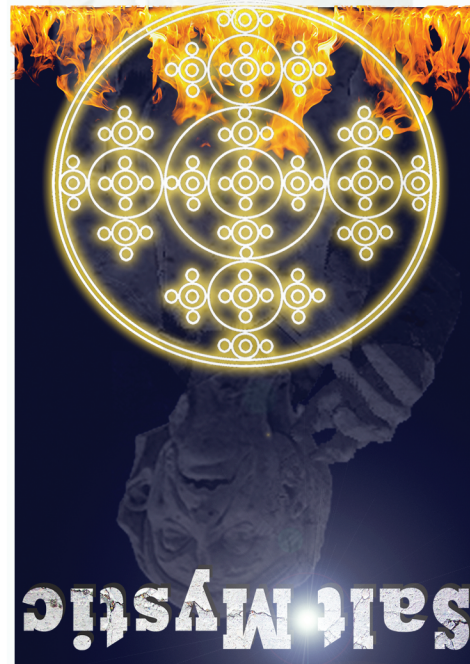
Terrain Quake



SaltMystic



SaltMystic



SaltMystic



SaltMystic