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Item. Relic. Weapon. Melee.

Fast.

After Sword Cane enters play: You may deal 1 damage to an enemy engaged with you. Immediately trigger the "→" ability below without paying its cost.

➤ Exhaust Sword Cane: Fight/Evade. You may use your **②** in place of your **③** or **②** for this attack or evasion attempt and you get +1 skill value for this test,







Item. Clothing.

Reduce the difficulty of skill tests you perform during 'parley' actions by 2.

⇒ Exhaust Fine Clothes: **Parley.** Choose an enemy at your location and test your lowest skill (X), where X is that enemy's printed health. If you succeed, choose an **Ally** in your hand with cost X or less and play it, ignoring its cost.







