

Power Ballad 1

Song 🎵

All allies add +1 Attack ⚔️ to one of their attacks each turn.

Gain 🛡️ at the beginning of each of your turns.

When another Song 🎵 is played, discard this card.

2 2

19

Move 🚶 2

STRENGTHEN 📶

Affect all adjacent allies

348

Defensive Ditty 1

Song 🎵

All allies gain Shield 🛡️ 1.

Gain 🛡️ at the beginning of each of your turns.

When another Song 🎵 is played, discard this card.

2 2

09

Negate the next source of damage this round to one ally within Range 📏 2.

🛡️ 📶

349

Song of Speed 1

Song 🎵

All allies add +1 Move 🚶 to all their Move actions, and add +1 Range 📏 to all their ranged attacks.

Gain 🛡️ at the beginning of each of your turns.

When another Song 🎵 is played, discard this card.

2 2

05

MUDDLE 📶

Target all enemies in Range 📏 4

🛡️

350

Tuning the Outcome 1

BLESS 📶

Affect all adjacent allies

2 2

78

Move 🚶 3

CURSE 📶

Range 📏 3

351

Call to Action 1

STRENGTHEN 📶

Affect all allies

2 2

85

One ally with Range 📏 3 may perform

Attack ⚔️ 4

352

Warding Dagger 1

Attack ⚔️ 3

IMMOBILIZE 📶

2 2

56

Move 🚶 4

Shield 🛡️ 2

Affect all adjacent allies

🛡️ 📶

353

Throw Voice 1

DISARM 📶

Range 📏 3

2 2

44

Range 📏 3

Force all enemies in the targeted area to perform a "Move 🚶 1" action with you controlling the actions.

🛡️

354

Singing Arrow 1

CURSE 📶

Range 📏 3

2 2

89

Attack ⚔️ 1

Range 📏 3

WOUND 📶

355

Marching Beat 1

One ally within Range 📏 3 may perform

Move 🚶 4

2 2

32

Move 🚶 4

356

Wisful Wounding 1

Song 🎵

Add **WOUND** 📶 to all attacks made by all of your allies.

Gain 🛡️ at the beginning of each of your turns.

When another Song 🎵 is played, discard this card.

2 2

16

Attack ⚔️ 1

Range 📏 4

Target 🎯 3

🛡️

357

Unending Chant 1

The next five times you **CURSE** 📶 an enemy, **CURSE** 📶 them an additional time.

2 2

51

Move 🚶 2

Shield 🛡️ 1

Affect all adjacent allies

📶

358

Nimble Knife 1

Attack ⚔️ 2

CURSE 📶

BLESS 📶

Affect one adjacent ally

2 2

27

Move 🚶 4

359

Soothing Lullaby 2

Song 🎵

All allies may perform a "Heal 🩹 1, Self" action at the start of each of their turns.

Gain 🛡️ at the beginning of each of your turns.

When another Song 🎵 is played, discard this card.

2 2

11

Heal 🩹 3

Range 📏 4

🛡️

360

Change Tempo 2

IMMOBILIZE 📶

Target all enemies within Range 📏 3

2 2

91

Move 🚶 5

361

Echoing Aria 3

Song 🎵

All allies gain Retaliate 🛡️ 2, Range 📏 2.

Gain 🛡️ at the beginning of each of your turns.

When another Song 🎵 is played, discard this card.

2 2

08

Shield 🛡️ 2

Affect all allies in Range 📏 3

🛡️ 📶

362

Crippling Chorus 3

STUN 📶

Target all enemies within Range 📏 3

2 2

62

Move 🚶 3

DISARM 📶

Target one adjacent enemy

363

Disorienting Dirge 4

Song 🎵

All enemies gain Disadvantage on all their attacks.

Gain 🛡️ at the beginning of each of your turns.

When another Song 🎵 is played, discard this card.

2 2

14

CURSE 📶

Target all enemies within Range 📏 3

BLESS 📶

Affect all allies within Range 📏 3

🛡️

364

Inspiring Anthem 4

Any one ally may perform

Move 🚶 5

2 2

50

Any one ally may perform

Attack ⚔️ 5

365

Melody and Harmony 5

You may have two Songs 🎵 active at once, but you only gain experience from one.

If a third Song 🎵 is played, discard one of the others.

2 2

78

Move 🚶 3

Attack ⚔️ 3

Range 📏 3

366

Mobilizing Measure 5

Song 🎵

Allies may perform a "Move 🚶 1" action before any of their Attack actions.

Gain 🛡️ at the beginning of each of your turns.

When another Song 🎵 is played, discard this card.

2 2

06

Move 🚶 6

🛡️

367

Pull the Strings 6

Song 🎵

At the beginning of each of your turns, you may force an enemy within Range 📏 5 to perform a "Move 🚶 2" action with you controlling the action.

Gain 🛡️ at the beginning of each of your turns.

When another Song 🎵 is played, discard this card.

2 2

20

Force one enemy with Range 📏 5 to perform

Attack ⚔️ + 0

targeting another enemy with you controlling the action.

🛡️

368

Provoke Terror 6

STUN 📶

Range 📏 4

2 2

60

Attack ⚔️ 4

Range 📏 4

PUSH 📶 3

369

Nightmare Serenade 7

Song 🎵

At the beginning of each of your turns, **CURSE** 📶 one enemy within Range 📏 5.

Gain 🛡️ at the beginning of each of your turns.

When another Song 🎵 is played, discard this card.

2 2

13

Attack ⚔️ 1

Range 📏 3

CURSE 📶

🛡️

370

Booming Proclamation 7

Attack ⚔️ 1

Target all enemies within Range 📏 2

PUSH 📶 2

2 2

65

All allies within Range 📏 3 may perform

Attack ⚔️ 3

🛡️

371

Tranquil Trill 8

Song 🎵

All allies may perform a "Heal 🩹 2, Self" action at the start of each of their turns.

Gain 🛡️ at the beginning of each of your turns.

When another Song 🎵 is played, discard this card.

2 2

10

DISARM 📶

Target all adjacent enemies

🛡️

372

Commanding Presence 8

One ally within Range 📏 3 may perform

Attack ⚔️ 2

Target all adjacent enemies

2 2

59

Range 📏 2

Force all enemies in the targeted area to perform a "Move 🚶 2" action with you controlling the actions.

🛡️

373

Captivating Performance 9

Song 🎵

All allies add +1 Attack ⚔️ to all their attacks.

Gain 🛡️ at the beginning of each of your turns.

When another Song 🎵 is played, discard this card.

2 2

25

STUN 📶

Range 📏 3

Target 🎯 3

🛡️

374

Shadow Puppets 9

Move 🚶 4

Jump 📶

Force all enemies moved through to perform an "Attack ⚔️ 3" action targeting another enemy with you controlling the actions.

2 2

52

Two allies within Range 📏 3 may perform

Attack ⚔️ 4

375