




<<< ITEMS

CALIANA 1P



Convert 3 damage to time each turn (prevent 3 per boss round). If Caliana would take damage, the game ends. **WHIMSICALITY**

X  Add  **X** and  **X**.

FAERIE FIRE 



<<< ITEMS

CALIANA 2P



Convert 2 damage to time each turn (prevent 2 per boss round). If Caliana would take damage, the game ends. **WHIMSICALITY**



Add  **X** OR  **X**. Your partner may increase one of their dice by 1.

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