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<p>Sorcerous Orb <i>Ranged Weapon</i></p>  <p>Sorcery 1</p> <p>: Sorcery 1</p> <p>When you choose to attack with this weapon, you may make two attacks instead of one, against the same or different targets.</p>  Gold	<p>Colossal Bow <i>Ranged Weapon</i></p>  <p> : +1 range  : +3 range </p> <p>Converts unneeded range into damage.</p>  Gold	<p>Bow of Fortune <i>Ranged Weapon</i></p>  <p>: +1 damage and +1 range</p> <p>All attacks with this weapon are aimed attacks.</p>  Gold	<p>Staff of Sustenance <i>Magic Weapon</i></p>  <p> : +2 damage : +1 range </p> <p>Recover 1 fatigue before making an attack roll. When you declare a Battle action, place a Rest order on yourself.</p>  Gold	<p>Scintillating Staff <i>Magic Weapon</i></p>  <p>1 free surge</p> <p> : Sorcery 1  : attack affects one additional space of your choice (within rolled range and line-of-sight) </p>  Gold






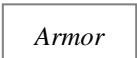
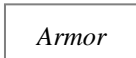
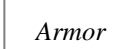


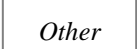



<p>Judgment <i>Magic Weapon – Rune</i></p>  <p> : +2 damage : Scatter 2 : discard one threat token (if monster hit) </p> <div>  Gold </div>	<p>Agony <i>Magic Weapon – Rune</i></p>  <p> Attacks with this weapon ignore armor, Deflection, and Fear. </p> <p> : +1 damage : +1 range </p> <div>  Gold </div>	<p>Shield of the Warrior <i>Shield</i></p> <p>Exhaust to cancel four received wounds.</p> <p>This card cannot cancel wounds that ignore armor.</p> <div>  Gold </div>	<p>Mantle of Midnight <i>Armor</i></p> <p>+1 Armor Shadowcloak</p> <p>You automatically dodge any attack that targets you.</p> <div> Armor Gold </div>	<p>Steelskin Armor <i>Armor</i></p> <p>+2 Armor</p> <p>You are immune to Aura, Bleed, Burn, and Pierce. You are immune to damage caused by Sorcery.</p> <div> Armor Gold </div>
<p>Ancestral Armor <i>Armor</i></p> <p>+3 Armor Fear 1</p> <p>When you take 1 or more damage from a melee attack (before armor), you may move the attacker as if you had hit him with a Knockback 2 attack. Your base speed is reduced to 4. You cannot equip Runes.</p> <div> Armor Gold </div>	<p>Dragon Scale Mail <i>Armor</i></p> <p>+4 Armor</p> <p>You are immune to Bleed, Burn, and Poison.</p> <p>Your base speed is reduced to 3.</p> <p>You cannot equip Runes.</p> <div> Armor Gold </div>	<p>Helm of Suresight <i>Other</i></p> <p>After making an attack roll, exhaust and spend 1 fatigue to make it an aimed attack.</p> <div> Other Gold </div>	<p>Charm of Perfection <i>Other</i></p> <p>You are immune to Aura, Black Curse, Bleed, Burn, Daze, Disruption, Freeze, Leech, Knockback, Poison, Stun, and Web.</p> <div> Other Gold </div>	<p>Tranquility <i>Other – Rune</i></p> <p>Exhaust during your turn to place a Rest order on yourself.</p> <div> Other Gold </div>






































































<p>Dire Flail <i>Melee Weapon</i></p>  <p> : +1 damage and Knockback 1 : Pierce 2 </p> <p>Off-Hand Bonus: Pierce 1, 1 free surge</p>  Silver	<p>Sorcerous Lash <i>Melee Weapon</i></p>  <p> : Sorcery 1 : +3 damage </p> <p>Entrap 5</p> <p>Off-Hand Bonus: None (but Entrap 5 applies)</p>  Silver	<p>Black Blade <i>Melee Weapon</i></p>  <p> 1 free surge Target always dodges </p> <p> : +2 damage : +5 damage </p> <p>Off-Hand Bonus: +2 damage</p>  Silver	<p>Soulrinker <i>Melee Weapon</i></p>  <p>Pierce 2</p> <p>After rolling attack, you may suffer any number of wounds to recover that much fatigue and add an equal amount of damage to your attack.</p> <p>: +1 damage</p> <p>Off-Hand Bonus: Pierce 2</p>  Silver	<p>Flying Death <i>Ranged Weapon</i></p>  <p> : +1 damage : +3 damage : +1 range </p>  Silver
<p>Eagle's Talon <i>Ranged Weapon</i></p>  <p> Sorcery 1 : Sorcery 2 </p>  Silver	<p>Bow of Bone <i>Ranged Weapon</i></p>  <p> Pierce 2 : +2 range : +1 damage and Pierce 1 </p>  Silver	<p>Dragon Mask <i>Ranged Weapon</i></p>  <p> Breath Pierce 1 1 free surge : Burn 1 </p>  Silver	<p>Silvered Staff <i>Magic Weapon</i></p>  <p> 1 free surge : +1 damage : +1 range </p> <p>May change direction once while tracing line-of-sight for attack.</p>  Silver	<p>Shear <i>Magic Weapon – Rune</i></p>  <p> Penetrate 2 : +1 damage and Pierce 1 : +1 range </p>  Silver













<p>Static <i>Magic Weapon – Rune</i></p>  <p>⚡: Arcing 1 and Sorcery 1</p>  Silver	<p>Siphon <i>Magic Weapon – Rune</i></p>  <p>⚡: Sorcery 1 ⚡: recover 1 fatigue</p>  Silver	<p>Spectral Shield <i>Shield</i></p> <p>Exhaust after an attack is rolled to give yourself Fear 2 against that attack.</p>  Silver	<p>Robe of Mist <i>Armor</i></p> <p>+1 Armor</p> <p>When you suffer 1 or more wounds, roll one black die for each wound. Cancel one wound for each surge rolled.</p>  Silver	<p>Cloak of Granite <i>Armor</i></p> <p>+2 Armor Deflection 2</p> <p>You must unequip the Cloak of Granite before declaring a Run action, and cannot equip it during any turn that you declare a Run action.</p>  Silver
<p>Vermillion Mail <i>Armor</i></p> <p>+2 Armor Regeneration 1</p> <p>You may spend 1 fatigue to cancel a wound being dealt to you, or to prevent an effect token other than Curse from being placed on you.</p> <p>Your base speed is reduced to 4.</p> <p>You cannot equip Runes.</p>  Silver	<p>Immaterial Mail <i>Armor</i></p> <p>+0 Armor Fear 2</p> <p>Your maximum fatigue is reduced by 1.</p>  Silver	<p>Storm Bead <i>Other</i></p> <p>Your attacks gain the following surge ability:</p> <p>⚡: Arcing 1</p>  Silver	<p>Boots of Speed <i>Other</i></p> <p>When you spend fatigue to gain movement points, you gain 2 movement points per fatigue spent (instead of 1).</p>  Silver	<p>Bladeturn <i>Other – Rune</i></p> <p>You have +1 armor.</p>  Silver



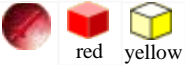

























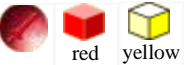


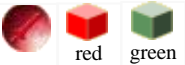














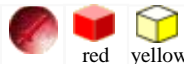


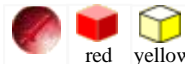






<p>Poniard <i>Melee Weapon</i></p> <p>    red yellow yellow</p> <p>: +1 damage : Pierce 2</p> <p>Off-Hand Bonus: +1 range, 1 free surge</p> <p> Copper</p>	<p>Greatsword <i>Melee Weapon</i></p> <p>     red green yellow yellow</p> <p> : +1 damage   : +2 damage</p> <p>Off-Hand Bonus: Extra dice:   yellow black</p> <p> Copper</p>	<p>War Hammer <i>Melee Weapon</i></p> <p>   red green</p> <p>Reach</p> <p>: +1 damage : Knockback 2</p> <p> Copper</p>	<p>Scythe <i>Melee Weapon</i></p> <p>   red yellow</p> <p>Sweep</p> <p>: +1 damage</p> <p> Copper</p>	<p>Fire Bombs <i>Ranged Weapon</i></p> <p>   blue green</p> <p>: +1 damage : +1 range</p> <p> Copper</p>
<p>Shuriken <i>Ranged Weapon</i></p> <p>   blue yellow</p> <p>1 free surge</p> <p>: +1 damage : Pierce 2</p> <p> Copper</p>	<p>Enchanted Bow <i>Ranged Weapon</i></p> <p>    blue green yellow</p> <p>Sorcery 1</p> <p> : +1 damage and +1 range</p> <p> Copper</p>	<p>Twin Bow <i>Ranged Weapon</i></p> <p>   blue green</p> <p> : +1 range</p> <p>When you choose to attack with the Twin Bow, you may make two attacks instead of one, against the same or different targets.</p> <p> Copper</p>	<p>Staff of Sleet <i>Magic Weapon</i></p> <p>   white yellow</p> <p>Sorcery 1</p> <p>: +1 damage : Scatter 1</p> <p> Copper</p>	<p>Shock <i>Magic Weapon – Rune</i></p> <p>   white yellow</p> <p>Stun 1</p> <p>: Sorcery 1</p> <p> Copper</p>













































































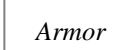





<p>Warp <i>Magic Weapon – Rune</i></p> <div>    </div> <div>white green</div> <p>Knockback 3</p> <p>⚡: Sorcery 1 ⚡: gain 1 movement point (if your turn)</p> <div>  Copper </div>	<p>Bane <i>Magic Weapon – Rune</i></p> <div>    </div> <div>white green</div> <p>1 free surge</p> <p>⚡⚡: Blast 1 ⚡⚡⚡: +1 range</p> <div>  Copper </div>	<p>Crystal Shield <i>Shield</i></p> <p>Exhaust to cancel two received wounds.</p> <p>This card cannot cancel wounds that ignore armor.</p> <div>  Copper </div>	<p>Sacred Shield <i>Shield</i></p> <p>Exhaust after an attack has been rolled to dodge that attack.</p> <div>  Copper </div>	<p>Martyr's Mantle <i>Armor</i></p> <p>+0 Armor</p> <p>Your conquest value is reduced by 1 (to a minimum of 1).</p> <div> <div>Armor</div> Copper </div>
<p>Cloak of Deception <i>Armor</i></p> <p>+1 Armor</p> <p>When you suffer 1 or more wounds, roll one black die for each wound. Cancel one wound for each blank rolled.</p> <div> <div>Armor</div> Copper </div>	<p>Plate Mail <i>Armor</i></p> <p>+3 Armor</p> <p>Your base speed is reduced to 3.</p> <p>You cannot equip <i>Runes</i>.</p> <div> <div>Armor</div> Copper </div>	<p>Ring of Might <i>Other</i></p> <p>You may add all of your trait dice (from all traits) to all types of attacks, up to a maximum of 5 power dice per attack.</p> <div> <div>Other</div> Copper </div>	<p>Ring of Quickness <i>Other</i></p> <p>You have Swift 1.</p> <div> <div>Other</div> Copper </div>	<p>Vigor <i>Other – Rune</i></p> <p>Your maximum fatigue is increased by 1.</p> <div> <div>Other</div> Copper </div>











<p>Dagger <i>Melee Weapon</i></p>  <p>red yellow</p> <p>🔪🔪: +1 damage</p> <p>Off-Hand Bonus: One free surge</p> <p>25  Shop</p>	<p>Whip <i>Melee Weapon</i></p>  <p>red yellow</p> <p>🔪🔪🔪: +1 damage 🔪🔪: Daze 1</p> <p>Entrap 2</p> <p>Off-Hand Bonus: None (but Entrap 2 applies)</p> <p>25  Shop</p>	<p>Main Gauche <i>Melee Weapon</i></p>  <p>red yellow</p> <p>🔪🔪: +1 damage</p> <p>+1 armor vs. melee attacks</p> <p>Off-Hand Bonus: None (but you keep the armor)</p> <p>25  Shop</p>	<p>Firebrand <i>Melee Weapon</i></p>  <p>red yellow</p> <p>Burn 1</p> <p>🔪🔪: +1 damage</p> <p>Off-Hand Bonus: Burn 1</p> <p>50  Shop</p>	<p>Stiletto <i>Melee Weapon</i></p>  <p>red yellow yellow</p> <p>Pierce 1</p> <p>🔪🔪: +1 damage</p> <p>Off-Hand Bonus: Pierce 1</p> <p>50  Shop</p>
<p>Sword <i>Melee Weapon</i></p>  <p>red green</p> <p>🔪🔪: +1 damage</p> <p>Off-Hand Bonus: +1 damage</p> <p>75  Shop</p>	<p>Axe <i>Melee Weapon</i></p>  <p>red green</p> <p>🔪: +1 damage</p> <p>100  Shop</p>	<p>Walking Stick <i>Melee Weapon</i></p>  <p>red yellow</p> <p>Reach</p> <p>🔪: +1 damage</p> <p>75  Shop</p>	<p>Throwing Knives <i>Ranged Weapon</i></p>  <p>blue yellow</p> <p>Pierce 1</p> <p>🔪🔪: Pierce 1 🔪🔪: +1 range</p> <p>25  Shop</p>	<p>Bow <i>Ranged Weapon</i></p>  <p>blue yellow</p> <p>Bleed 1</p> <p>🔪🔪: Pierce 1 🔪🔪: +1 range</p> <p>100  Shop</p>

<p>Firebrand <i>Melee Weapon</i></p>  <p>Burn 1</p> <p>: +1 damage</p> <p>Off-Hand Bonus: Burn 1</p> <p>50  Shop'</p>	<p>Main Gauche <i>Melee Weapon</i></p>  <p>: +1 damage</p> <p>+1 armor vs. melee attacks</p> <p>Off-Hand Bonus: None (but you keep the armor)</p> <p>25  Shop'</p>	<p>Walking Stick <i>Melee Weapon</i></p>  <p>Reach</p> <p>: +1 damage</p> <p>75  Shop'</p>	<p>Axe <i>Melee Weapon</i></p>  <p>: +1 damage</p> <p>100  Shop'</p>	<p>Sword <i>Melee Weapon</i></p>  <p>: +1 damage</p> <p>Off-Hand Bonus: +1 damage</p> <p>75  Shop'</p>
<p>Crossbow <i>Ranged Weapon</i></p>  <p>: +1 damage : +1 range</p> <p>150  Shop'</p>	<p>Sling <i>Ranged Weapon</i></p>  <p>: +1 damage : +1 range : Daze 1</p> <p>125  Shop'</p>	<p>Dagger <i>Melee Weapon</i></p>  <p>: +1 damage</p> <p>Off-Hand Bonus: One free surge</p> <p>25  Shop'</p>	<p>Whip <i>Melee Weapon</i></p>  <p>: +1 damage : Daze 1</p> <p>Entrap 2</p> <p>Off-Hand Bonus: None (but Entrap 2 applies)</p> <p>25  Shop'</p>	<p>Stiletto <i>Melee Weapon</i></p>  <p>Pierce 1</p> <p>: +1 damage</p> <p>Off-Hand Bonus: Pierce 1</p> <p>50  Shop'</p>

<p>Sling <i>Ranged Weapon</i></p>    <p>blue green</p> <p>   : +1 damage  : +1 range  : Daze 1 </p> <p>  125  Shop </p>	<p>Crossbow <i>Ranged Weapon</i></p>    <p>blue green</p> <p>  : +1 damage   : +1 range </p> <p>  150  Shop </p>	<p>Sorcerous Staff <i>Magic Weapon</i></p>    <p>white yellow</p> <p>Sorcery 1</p> <p>  : Sorcery 1 </p> <p>  150  Shop </p>	<p>Immolation <i>Magic Weapon – Rune</i></p>    <p>white yellow</p> <p>Burn 1</p> <p>  : Burn 1  : +1 Range </p> <p>  125  Shop </p>	<p>Tempest <i>Magic Weapon – Rune</i></p>    <p>white green</p> <p>  : Arcing 1  : +1 Range </p> <p>  175  Shop </p>
<p>Strangulation <i>Magic Weapon – Rune</i></p>    <p>white green</p> <p>  : +1 damage  : Web 1 </p> <p>  200  Shop </p>	<p>Iron Shield <i>Shield</i></p> <p>Exhaust to cancel one received wound.</p> <p>This card cannot cancel wounds that ignore armor.</p> <p>  25  Shop </p>	<p>Tower Shield <i>Shield</i></p> <p>Exhaust after an attack roll to give yourself +1 armor and Deflection 2 against that attack.</p> <p>Your base speed is reduced to 4.</p> <p>You cannot equip <i>Runes</i>.</p> <p>  50  Shop </p>	<p>Charmed Shield <i>Shield</i></p> <p>Exhaust to roll 5 black dice and cancel 1 received wound for each surge rolled.</p> <p>This card cannot cancel wounds that ignore armor.</p> <p>  200  Shop </p>	<p>Tunic <i>Armor</i></p> <p>+0 Armor</p> <p>When you suffer 1 or more wounds, roll one black die for each wound. Cancel one wound for each blank rolled.</p> <p>  25  Shop </p>

<p>Sorcerous Staff <i>Magic Weapon</i></p>  <p>white yellow</p> <p>Sorcery 1</p> <p>☠☠☠: Sorcery 1</p> <p>150  Shop'</p>	<p>Tempest <i>Magic Weapon – Rune</i></p>  <p>white green</p> <p>☠☠☠: Arcing 1 ☠☠☠: +1 Range</p> <p>175  Shop'</p>	<p>Strangulation <i>Magic Weapon – Rune</i></p>  <p>white green</p> <p>☠☠☠: +1 damage ☠☠☠: Web 1</p> <p>200  Shop'</p>	<p>Throwing Knives <i>Ranged Weapon</i></p>  <p>blue yellow</p> <p>Pierce 1</p> <p>☠☠☠: Pierce 1 ☠☠☠: +1 range</p> <p>25  Shop'</p>	<p>Bow <i>Ranged Weapon</i></p>  <p>blue yellow</p> <p>Bleed 1</p> <p>☠☠☠: Pierce 1 ☠☠☠: +1 range</p> <p>100  Shop'</p>
<p>Leather Armor <i>Armor</i></p> <p>+1 Armor</p> <p>50  Shop'</p>	<p>Tower Shield <i>Shield</i></p> <p>Exhaust after an attack roll to give yourself +1 armor and Deflection 2 against that attack.</p> <p>Your base speed is reduced to 4.</p> <p>You cannot equip <i>Runes</i>.</p> <p>50  Shop'</p>	<p>Iron Shield <i>Shield</i></p> <p>Exhaust to cancel one received wound.</p> <p>This card cannot cancel wounds that ignore armor.</p> <p>25  Shop'</p>	<p>Charmed Shield <i>Shield</i></p> <p>Exhaust to roll 5 black dice and cancel 1 received wound for each surge rolled.</p> <p>This card cannot cancel wounds that ignore armor.</p> <p>200  Shop'</p>	<p>Immolation <i>Magic Weapon – Rune</i></p>  <p>white yellow</p> <p>Burn 1</p> <p>☠☠☠: Burn 1 ☠☠☠: +1 Range</p> <p>125  Shop'</p>

<p>Ceramic Armor <i>Armor</i></p> <p>+2 Armor</p> <p>You have Resilience.</p> <p>Your base speed is reduced to 3.</p> <p>You cannot equip Runes.</p> <p>125 Armor Shop'</p>	<p>Wizard's Robe <i>Armor</i></p> <p>+0 Armor +2 armor vs. ranged and magic attacks</p> <p>When you suffer 1 or more wounds, roll one black die for each wound. Cancel one wound for each blank rolled.</p> <p>75 Armor Shop'</p>	<p>Tunic <i>Armor</i></p> <p>+0 Armor</p> <p>When you suffer 1 or more wounds, roll one black die for each wound. Cancel one wound for each blank rolled.</p> <p>25 Armor Shop'</p>	<p>Chainmail <i>Armor</i></p> <p>+2 Armor</p> <p>Your base speed is reduced to 4.</p> <p>You cannot equip Runes.</p> <p>100 Armor Shop'</p>	<p>Heavy Furs <i>Armor</i></p> <p>+0 Armor You have Resilience.</p> <p>When you suffer 1 or more wounds, roll one black die for each wound. Cancel one wound for each surge rolled.</p> <p>Your maximum fatigue is reduced by 1.</p> <p>175 Armor Shop'</p>
<p>Bandolier <i>Other</i></p> <p>You do not pay movement points when drinking a potion.</p> <p>You may equip one additional potion.</p> <p>25 Other Shop'</p>	<p>Ring of Skill <i>Other</i></p> <p>When making an attack using a trait in which you have less than 2 dice, add one black die to your roll.</p> <p>25 Other Shop'</p>	<p>Blood Charm <i>Other</i></p> <p>Exhaust to cancel 1 wound being dealt to you.</p> <p>150 Other Shop'</p>	<p>Ring of Energy <i>Other</i></p> <p>After making an attack roll, exhaust this card and spend 2 surges to recover 1 fatigue</p> <p>50 Other Shop'</p>	<p>Girdle of Gravity <i>Other</i></p> <p>You have Entrap 1.</p> <p>75 Other Shop'</p>

<p>Girdle of Gravity <i>Other</i></p> <p>You have Entrap 1.</p> <p>75 Other Shop</p>	<p>Blood Charm <i>Other</i></p> <p>Exhaust to cancel 1 wound being dealt to you.</p> <p>150 Other Shop</p>	<p>Ghost Charm <i>Other</i></p> <p>Spend 1 fatigue to cancel 1 wound being dealt to you. You may use this ability multiple times, paying the cost each time.</p> <p>150 Other Shop</p>	<p>Recovery Charm <i>Other</i></p> <p>You have Resilience.</p> <p>125 Other Shop</p>	<p>Salve <i>Other</i></p> <p>Discard at any time to remove all effect tokens other than Curse from yourself or one adjacent hero.</p> <p>100 Other Shop</p>
<p>Health Training <i>Upgrade</i></p> <p>+2 Max Wounds Limit 1 per hero</p> <p>This is not an item, and thus does not count against inventory space, and cannot be traded or sold.</p> <p>500 Upgrade Shop</p>	<p>Fatigue Training <i>Upgrade</i></p> <p>+1 Max Fatigue Limit 1 per hero</p> <p>This is not an item, and thus does not count against inventory space, and cannot be traded or sold.</p> <p>500 Upgrade Shop</p>	<p>Speed Training <i>Upgrade</i></p> <p>+1 Speed Limit 1 per hero</p> <p>This is not an item, and thus does not count against inventory space, and cannot be traded or sold.</p> <p>500 Upgrade Shop</p>	<p>Chaos Blade <i>Morph Weapon</i></p> <p>      morph morph morph morph morph</p> <p>Morph Pierce 10 Ignores Undying</p> <p>: +1 damage and +1 range</p> <p>Off-Hand Bonus: Ignores Undying</p> <p> Relic</p>	<p>Starforged Armlet <i>Other</i></p> <p>Command Arcing 3 Fear 1 Undying</p> <p>You recover 1 fatigue at the start of each turn.</p> <p>Other Relic</p>

<div><div>Bandolier</div><div><i>Other</i></div><div>You do not pay movement points when drinking a potion.</div><div>You may equip one additional potion.</div><div><div>25</div><div>Other</div><div>Shop'</div></div></div>	<div><div>Bandolier</div><div><i>Other</i></div><div>You do not pay movement points when drinking a potion.</div><div>You may equip one additional potion.</div><div><div>25</div><div>Other</div><div>Shop'</div></div></div>	<div><div>Salve</div><div><i>Other</i></div><div>Discard at any time to remove all effect tokens other than Curse from yourself or one adjacent hero.</div><div><div>100</div><div>Other</div><div>Shop'</div></div></div>	<div><div>Salve</div><div><i>Other</i></div><div>Discard at any time to remove all effect tokens other than Curse from yourself or one adjacent hero.</div><div><div>100</div><div>Other</div><div>Shop'</div></div></div>	<div><div>Blood Charm</div><div><i>Other</i></div><div>Exhaust to cancel 1 wound being dealt to you.</div><div><div>150</div><div>Other</div><div>Shop'</div></div></div>
<div><div>Halforged Armlet</div><div><i>Other</i></div><div><div>Command</div><div>Fear 1</div></div><div>At the start of each turn, you recover 1 fatigue, but suffer 2 wounds (ignoring armor).</div><div><div>Other</div><div>Relic</div></div></div>	<div><div>Ghostly Mantle</div><div><i>Armor</i></div><div><div>+0 Armor</div><div>Fear 1</div><div>Disruption</div></div><div>You have Fly.</div><div><div>Armor</div><div>Relic</div></div></div>	<div><div>Fatigue Training</div><div><i>Upgrade</i></div><div><div>+1 Max Fatigue</div><div>Limit 1 per hero</div></div><div>This is not an item, and thus does not count against inventory space, and cannot be traded or sold.</div><div><div>500</div><div>Upgrade</div><div>Shop'</div></div></div>	<div><div>Health Training</div><div><i>Upgrade</i></div><div><div>+2 Max Wounds</div><div>Limit 1 per hero</div></div><div>This is not an item, and thus does not count against inventory space, and cannot be traded or sold.</div><div><div>500</div><div>Upgrade</div><div>Shop'</div></div></div>	<div><div>Speed Training</div><div><i>Upgrade</i></div><div><div>+1 Speed</div><div>Limit 1 per hero</div></div><div>This is not an item, and thus does not count against inventory space, and cannot be traded or sold.</div><div><div>500</div><div>Upgrade</div><div>Shop'</div></div></div>