
























































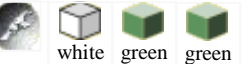



<p>Frost Axe <i>Melee Weapon</i></p>  <p>Freeze 1</p> <p>❧: +1 damage ❧: Pierce 3</p> <p>Off-Hand Bonus: Pierce 3</p>  Gold	<p>Apocalypse <i>Melee Weapon</i></p>  <p>Burn 2 Daze 2</p> <p>❧: Arcing 1 and Sorcery 1</p> <p>Off-Hand Bonus: Burn 3</p>  Gold	<p>Reaper <i>Melee Weapon</i></p>  <p>❧❧❧: +8 damage ❧❧❧: Sweep</p> <p>Off-Hand Bonus: +1 damage and 1 free surge</p>  Gold	<p>Phantom's Touch <i>Ranged Weapon</i></p>  <p>Freeze 1 Pierce 3</p> <p>❧: +1 damage ❧: +2 range</p> <p>Ignores figures and obstacles when tracing line-of-sight for attacks.</p>  Gold	<p>Tamed Lightning <i>Ranged Weapon</i></p>  <p>Bolt</p> <p>❧❧: +1 damage ❧: Arcing 1</p>  Gold
<p>Needle Bow <i>Ranged Weapon</i></p>  <p>Penetrate 3</p> <p>❧: +1 damage ❧: +2 range</p>  Gold	<p>Grasping Shadows <i>Ranged Weapon</i></p>  <p>Entrap 6</p> <p>❧: +2 damage ❧: +1 range</p> <p>May add both ranged and melee trait dice to attacks</p>  Gold	<p>Phantasm <i>Magic Weapon – Rune</i></p>  <p>Two free surges ❧: Sorcery 1 and Daze 1 ❧❧: Burn 1 and Stun 1 ❧❧❧: Pierce 1 and Bleed 1</p> <p>You may trace line-of-sight for this weapon as if moving a 1x1 flying figure.</p>  Gold	<p>Hurricane <i>Magic Weapon – Rune</i></p>  <p>Blast 1 Daze 1 Knockback 4</p> <p>❧❧❧: Blast 1 ❧❧❧: Freeze 1</p>  Gold	<p>Mist <i>Magic Weapon – Rune</i></p>  <p>Breath 1 free surge</p> <p>❧❧❧: +1 damage, Daze 1 and Pierce 1</p> <p>Monsters cannot trace line-of-sight to you from more than 3 spaces away.</p>  Gold



















<p>Energy Chain <i>Magic Weapon</i></p>      <p>white red green green</p> <p>Entrap 2</p> <p>: Sorcery 1  : +2 damage and Web 1</p> <p>May add both magic and melee trait dice to attacks</p> <div>  Gold </div>	<p>Unknowable <i>Morph Weapon</i></p>      <p>morph morph morph morph</p> <p>Morph</p> <p>: +2 damage : +2 range</p> <p>Aura 1</p> <div>  Gold </div>	<p>Aegis <i>Shield</i></p> <p>You have +1 armor and Deflection 2.</p> <div>  Gold </div>	<p>Rod of Distortion <i>Shield</i></p> <p>You have Disruption.</p> <p>Exhaust after any attack is declared (but before dice are rolled) to gain the Stealth ability against that attack.</p> <div>  Gold </div>	<p>Mantle of Mirage <i>Armor</i></p> <p>+0 Armor</p> <p>You have Resilience.</p> <p>When you suffer 1 or more wounds, roll one black die for each wound. Cancel one wound for each power enhancement rolled.</p> <div> <div>Armor</div> Gold </div>
<p>Beacon's Bulwark <i>Armor</i></p> <p>+3 Armor</p> <p>You have Entrap 3. You are immune to Web. When you are hit by a melee attack, place one Web token on the attacker (unless immune to Web).</p> <p>Your base speed is reduced to 4. You cannot equip Runes.</p> <div> <div>Armor</div> Gold </div>	<p>Wrappings of Insanity <i>Armor</i></p> <p>+2 Armor Fear 1</p> <p>When you are hit by an attack, place one Stun token on the attacker (unless immune to Stun).</p> <p>Your maximum fatigue is reduced by 1.</p> <div> <div>Armor</div> Gold </div>	<p>Crown of Kings <i>Other</i></p> <p>You receive +1 range and two free surges on all attack rolls</p> <div> <div>Other</div> Gold </div>	<p>Wings of Regiroth <i>Other</i></p> <p>You have Swift 2 and Fly.</p> <div> <div>Other</div> Gold </div>	<p>Authority <i>Other – Rune</i></p> <p>You have Command.</p> <div> <div>Other</div> Gold </div>



<p>Blood Dagger <i>Melee Weapon</i></p>  <p>🔪: Bleed 1</p> <p>Off-Hand Bonus: Bleed 1</p>  Silver	<p>Mace of Strength <i>Melee Weapon</i></p>  <p>Knockback 4</p> <p>🔪: +1 damage</p> <p>Off-Hand Bonus: Knockback 4</p>  Silver	<p>Spear of Light <i>Melee Weapon</i></p>  <p>Reach Blast 1</p> <p>🔪🔪: Daze 1</p>  Silver	<p>Morning Star <i>Melee Weapon</i></p>  <p>Reach</p> <p>🔪: +1 damage and Pierce 1</p> <p>May add both melee and ranged trait dice to attacks</p>  Silver	<p>Skullcracker <i>Ranged Weapon</i></p>  <p>🔪: +1 damage and Daze 1 🔪🔪: +1 damage and Stun 1 🔪: +2 range</p>  Silver
<p>Red Mist <i>Ranged Weapon</i></p>  <p>🔪: Bleed 1 🔪: +1 range</p> <p>Aura 1</p>  Silver	<p>Repeater <i>Ranged Weapon</i></p>  <p>🔪🔪: +1 damage 🔪🔪: +1 range</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>  Silver	<p>Staff of Sanctuary <i>Magic Weapon</i></p>  <p>1 free surge</p> <p>🔪: Sorcery 1 and Knockback 1 🔪🔪: Sorcery 3</p> <p>Deflection 1</p>  Silver	<p>Haunting <i>Magic Weapon – Rune</i></p>  <p>If you damage a monster, you may move to a space adjacent to it. If you do, your attack gains Pierce 4 and Daze 1</p> <p>🔪: +1 damage and +1 range</p>  Silver	<p>Briars <i>Magic Weapon – Rune</i></p>  <p>🔪🔪: Bleed 1 and Web 1 🔪: +1 range</p>  Silver








<p>Wand of Fireballs <i>Magic Weapon</i></p>     <p>white blue green</p> <p>Pierce 1</p> <p>: Sorcery 1  : Sorcery 2 and Burn 1</p> <p>May add both magic and ranged trait dice to attacks</p> <div>  Silver </div>	<p>Incomparable <i>Morph Weapon</i></p>     <p>morph morph morph</p> <p>Morph Arcing 1</p> <p>: +1 damage : +1 range</p> <div>  Silver </div>	<p>Sun Shield <i>Shield</i></p> <p>You have Aura 2.</p> <p>Exhaust to cancel two received wounds.</p> <p>This card cannot cancel wounds that ignore armor.</p> <div>  Silver </div>	<p>Cloak of Displacement <i>Armor</i></p> <p>+0 Armor Stealth</p> <p>Your speed is increased by one.</p> <p>You are immune to Grapple and Web.</p> <div> Armor Silver </div>	<p>Robe of Light <i>Armor</i></p> <p>+1 Armor Deflection 1</p> <p>Before a monster makes an attack targeting you, place one Daze token on that monster (the Daze token affects the current attack).</p> <div> Armor Silver </div>
<p>Mirror Mail <i>Armor</i></p> <p>+3 Armor</p> <p>You have Resilience.</p> <p>You may spend 1 fatigue after an attack is rolled to dodge the attack.</p> <p>Your base speed is reduced to 3. You cannot equip Runes.</p> <div> Armor Silver </div>	<p>Circlet of Power <i>Other</i></p> <p>After making an attack roll, spend 1 fatigue to add 1 green die or 1 yellow die to your roll (up to a maximum of 2 of either color).</p> <div> Other Silver </div>	<p>Amulet of Energy <i>Other</i></p> <p>Exhaust at any time to recover 1 fatigue.</p> <div> Other Silver </div>	<p>Bottle Imp <i>Other</i></p> <p>Familiar: speed 4, Aura 1.</p> <p>The Bottle Imp familiar appears in your space when you equip this item and disappears if you unequip it.</p> <div> Other Silver </div>	<p>Serenity <i>Other – Rune</i></p> <p>Exhaust at any time to remove one Bleed, Burn, Daze, Freeze, or Poison token from yourself or an adjacent hero.</p> <div> Other Silver </div>















<p>Leviathan <i>Melee Weapon</i></p>  <p>red green</p> <p>Always rolls stealth die</p> <p> : +2 damage : +5 damage </p> <p>Off-Hand Bonus: +2 damage, but target has Deflection 1</p>  Copper	<p>Thunderblade <i>Melee Weapon</i></p>  <p>red green</p> <p>Daze 1</p> <p> : Arcing 1 : +1 damage </p> <p>Off-Hand Bonus: Arcing 1, Daze 1</p>  Copper	<p>Dream Blade <i>Melee Weapon</i></p>  <p>red white</p> <p>Reach</p> <p> : Sorcery 1 : +3 damage : Bleed 1, Burn 1 and Stun 1 </p> <p>May add both melee and magic trait dice to attacks</p>  Copper	<p>Reaver <i>Melee Weapon – Cursed</i></p>  <p>red green yellow</p> <p>1 free surge Pierce 2 <i>Cursed</i></p> <p> : +1 damage : +2 damage </p> <p>Off-Hand Bonus: Pierce 2</p>  Copper	<p>Obsidian Javelin <i>Ranged Weapon</i></p>  <p>blue yellow</p> <p>Penetrate 1</p> <p> : Bleed 1 : Bleed 2 : +1 range </p>  Copper
<p>Great Bow <i>Ranged Weapon</i></p>  <p>blue yellow</p> <p>1 free surge</p> <p> : Bleed 1 : +1 range </p> <p>Converts unneeded range into Piercing.</p>  Copper	<p>Spell Sling <i>Ranged Weapon</i></p>  <p>blue white</p> <p> : Burn 1 : +1 damage : +3 damage : +1 range and Daze 1 : Burn 1, Web 1 and Sorcery 1 </p> <p>May add both ranged and magic trait dice to attacks</p>  Copper	<p>Wrath <i>Ranged Weapon – Cursed</i></p>  <p>blue green yellow yellow</p> <p>1 free surge <i>Cursed</i></p> <p> : Pierce 1 : Pierce 3 : +1 damage : +1 range </p>  Copper	<p>Staff of Sorrows <i>Magic Weapon</i></p>  <p>white green</p> <p>1 free surge</p> <p> : Sorcery 1 and Daze 1 : +2 damage </p>  Copper	<p>Scorch <i>Magic Weapon – Rune</i></p>  <p>white green yellow</p> <p>Aura 1</p> <p> : Burn 1 : +1 range </p>  Copper









<p>Destiny <i>Magic Weapon – Rune – Cursed</i></p>  <p>Any target gains Fear 1 against attacks made with this weapon</p> <p>Pierce 3 Cursed</p> <p>☠☠☠: Sorcery 1 ☠☠☠☠: Sorcery 2 ☠☠☠: discard 1 threat (if monster hit)</p> <div>  Copper </div>	<p>Indescribable <i>Morph Weapon</i></p>  <p>Morph</p> <p>☠: +1 damage ☠: +1 range</p> <div>  Copper </div>	<p>Blessed Shield <i>Shield</i></p> <p>Exhaust to roll 5 black dice and cancel 1 received wound for each power enhancement rolled.</p> <p>This card cannot cancel wounds that ignore armor.</p> <div>  Copper </div>	<p>Cloak of Winds <i>Armor</i></p> <p>+0 Armor Deflection 2</p> <p>You are immune to Knockback and Aura.</p> <div> <div>Armor</div> Copper </div>	<p>Demonic Mask <i>Armor</i></p> <p>+0 Armor Fear 1</p> <p>You have Resilience.</p> <p>You are immune to Entrap and Grapple.</p> <div> <div>Armor</div> Copper </div>
<p>Igneous Armor <i>Armor</i></p> <p>+2 Armor Aura 2</p> <p>You are immune to Burn.</p> <p>Your base speed is reduced to 4.</p> <p>You cannot equip Runes.</p> <div> <div>Armor</div> Copper </div>	<p>Sorcerous Mail <i>Armor</i></p> <p>+2 Armor Deflection 1 Fear 1</p> <p>Your maximum fatigue is reduced by 1.</p> <div> <div>Armor</div> Copper </div>	<p>Belt of Strength <i>Other</i></p> <p>You receive +1 damage on melee attacks</p> <div> <div>Other</div> Copper </div>	<p>Bracer of Archery <i>Other</i></p> <p>You receive +2 range on ranged attacks</p> <div> <div>Other</div> Copper </div>	<p>Mana Weave <i>Other – Rune</i></p> <p>You receive 1 free surge on magic attacks</p> <div> <div>Other</div> Copper </div>



<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>Wizard's Robe <i>Armor</i></p> <p>+0 Armor +2 armor vs. ranged and magic attacks</p> <p>75 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>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 Runes.</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>Leather Armor <i>Armor</i></p> <p>+1 Armor</p> <p>50 Armor Shop</p>	<p>Axe <i>Melee Weapon</i></p> <p>   red green</p> <p>: +1 damage</p> <p>100 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>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>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>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>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>Walking Stick <i>Melee Weapon</i></p> <p>   red yellow</p> <p>Reach</p> <p>: +1 damage</p> <p>75  Shop'</p>	<p>Ceramic Armor <i>Armor</i></p> <p>+2 Armor 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>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>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 Runes.</p> <p>50  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>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>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>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 Runes.</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>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>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>

Ghost Charm <i>Other</i> <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> <div> <div>150</div> <div>Other</div> <div>Shop</div> </div>	Ring of Force <i>Other</i> <p>After making an attack roll, exhaust this card and spend 2 surges to add Knockback 1 to the attack.</p> <div> <div>50</div> <div>Other</div> <div>Shop</div> </div>	Ring of Luck <i>Other</i> <p>After making an attack roll, exhaust this card and spend 1 fatigue to reroll 1 or 2 dice of your choice, even if the attack was aimed or dodged. You may not reroll any die showing an X.</p> <div> <div>50</div> <div>Other</div> <div>Shop</div> </div>	Ghost Charm <i>Other</i> <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> <div> <div>150</div> <div>Other</div> <div>Shop</div> </div>	Recovery Charm <i>Other</i> <p>You have Resilience.</p> <div> <div>125</div> <div>Other</div> <div>Shop</div> </div>
Ring of Skill <i>Other</i> <p>When making an attack using a trait in which you have less than 2 dice, add one black die to your roll.</p> <div> <div>25</div> <div>Other</div> <div>Shop'</div> </div>	Blood Charm <i>Other</i> <p>Exhaust to cancel 1 wound being dealt to you.</p> <div> <div>150</div> <div>Other</div> <div>Shop'</div> </div>	Iron Shield <i>Shield</i> <p>Exhaust to cancel one received wound.</p> <p>This card cannot cancel wounds that ignore armor.</p> <div> <div>25</div> <div></div> <div>Shop'</div> </div>	Charmed Shield <i>Shield</i> <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> <div> <div>200</div> <div></div> <div>Shop'</div> </div>	Tower Shield <i>Shield</i> <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 Runes.</p> <div> <div>50</div> <div></div> <div>Shop'</div> </div>