











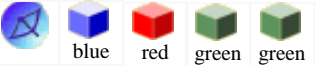







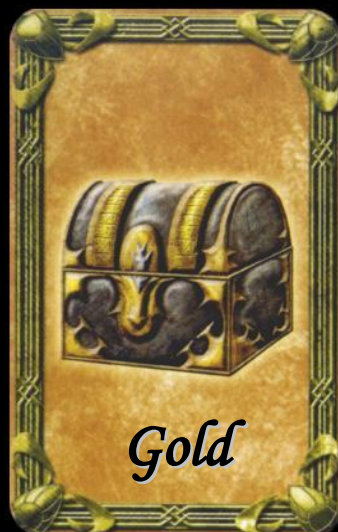
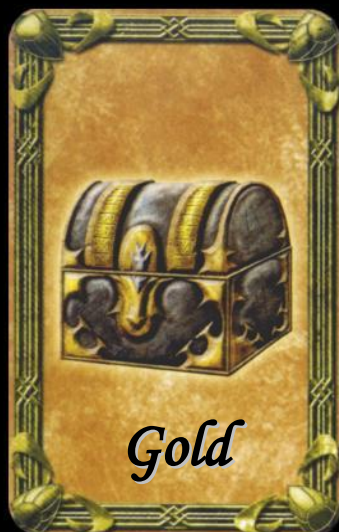
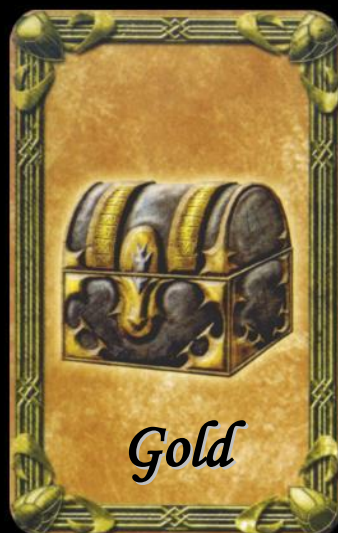




















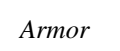




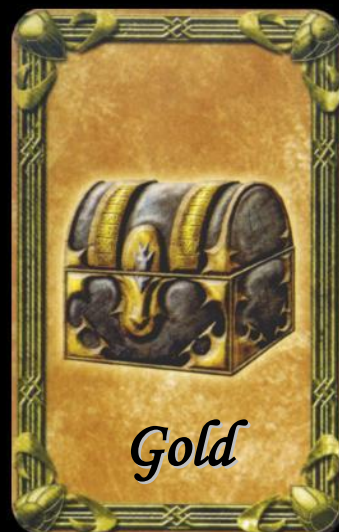
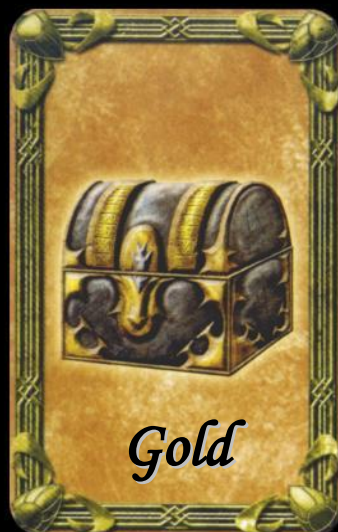
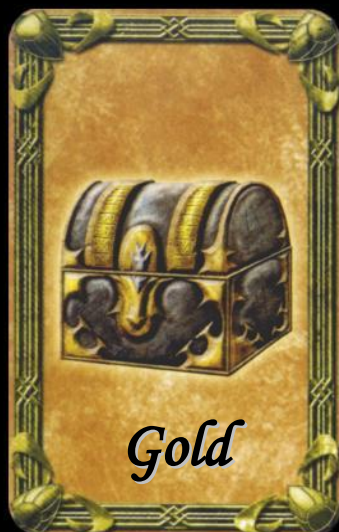
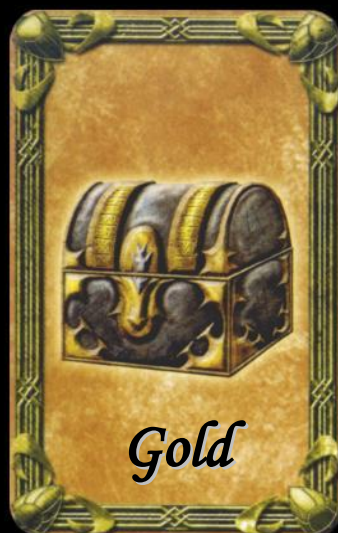






















<p><b>Frost Axe</b> <i>Melee Weapon</i></p>  <p><b>Freeze 1</b> ❄️: +1 damage ❄️: Pierce 3</p> <p>Off-Hand Bonus: <b>Pierce 3</b></p>  Gold	<p><b>Apocalypse</b> <i>Melee Weapon</i></p>  <p><b>Burn 2</b> <b>Daze 2</b> 🔥: Arcing 1 and Sorcery 1</p> <p>Off-Hand Bonus: <b>Burn 3</b></p>  Gold	<p><b>Reaper</b> <i>Melee Weapon</i></p>  <p>🔪🔪🔪: +8 damage 🔪🔪🔪: Sweep</p> <p>Off-Hand Bonus: +1 damage and 1 free surge</p>  Gold	<p><b>Phantom's Touch</b> <i>Ranged Weapon</i></p>  <p><b>Freeze 1</b> <b>Pierce 3</b> ❄️: +1 damage ❄️: +2 range</p> <p>Ignores figures and obstacles when tracing line-of-sight for attacks.</p>  Gold	<p><b>Tamed Lightning</b> <i>Ranged Weapon</i></p>  <p><b>Bolt</b> ⚡🔥: +1 damage ⚡: Arcing 1</p>  Gold
<p><b>Needle Bow</b> <i>Ranged Weapon</i></p>  <p><b>Penetrate 3</b> 🏹: +1 damage 🏹: +2 range</p>  Gold	<p><b>Grasping Shadows</b> <i>Ranged Weapon</i></p>  <p><b>Entrap 6</b> 👤: +2 damage 👤: +1 range</p> <p>May add both ranged and melee trait dice to attacks</p>  Gold	<p><b>Phantasm</b> <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><b>Hurricane</b> <i>Magic Weapon – Rune</i></p>  <p><b>Blast 1</b> <b>Daze 1</b> <b>Knockback 4</b> 🌀🔪: Blast 1 🌀🔪: Freeze 1</p>  Gold	<p><b>Mist</b> <i>Magic Weapon – Rune</i></p>  <p><b>Breath</b> 1 free surge 🌫️🔪: +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


















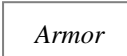


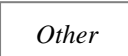



<p><b>Energy Chain</b> <i>Magic Weapon</i></p>      <p>white red green green</p> <p><b>Entrap 2</b></p> <p>: <b>Sorcery 1</b>   : +2 damage and <b>Web 1</b></p> <p>May add both magic and melee trait dice to attacks</p>  Gold	<p><b>Unknowable</b> <i>Morph Weapon</i></p>      <p>morph morph morph morph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



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








<p><b>Wand of Fireballs</b> <i>Magic Weapon</i></p>     <p>white blue green</p> <p><b>Pierce 1</b></p> <p>: <b>Sorcery 1</b>  : <b>Sorcery 2 and Burn 1</b></p> <p>May add both magic and ranged trait dice to attacks</p>  Silver	<p><b>Incomparable</b> <i>Morph Weapon</i></p>     <p>morph morph morph</p> <p><b>Morph Arcing 1</b></p> <p>: +1 damage  : +1 range</p>  Silver	<p><b>Sun Shield</b> <i>Shield</i></p> <p>You have <b>Aura 2</b>.</p> <p>Exhaust to cancel two received wounds.</p> <p>This card cannot cancel wounds that ignore armor.</p>  Silver	<p><b>Cloak of Displacement</b> <i>Armor</i></p> <p><b>+0 Armor Stealth</b></p> <p>Your speed is increased by one.</p> <p>You are immune to <b>Grapple</b> and <b>Web</b>.</p>  Silver	<p><b>Robe of Light</b> <i>Armor</i></p> <p><b>+1 Armor Deflection 1</b></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>  Silver
<p><b>Mirror Mail</b> <i>Armor</i></p> <p><b>+3 Armor</b></p> <p>You have <b>Resilience</b>.</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.</p> <p>You cannot equip <b>Runes</b>.</p>  Silver	<p><b>Circlet of Power</b> <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>  Silver	<p><b>Amulet of Energy</b> <i>Other</i></p> <p>Exhaust at any time to recover 1 fatigue.</p>  Silver	<p><b>Bottle Imp</b> <i>Other</i></p> <p>Familiar: speed 4, <b>Aura 1</b>.</p> <p>The Bottle Imp familiar appears in your space when you equip this item and disappears if you unequip it.</p>  Silver	<p><b>Serenity</b> <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>  Silver















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









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



<p><b>Health Training</b> <i>Upgrade</i></p> <p><b>+2 Max Wounds</b> 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>0 500 Upgrade Shop</p>	<p><b>Fatigue Training</b> <i>Upgrade</i></p> <p><b>+1 Max Fatigue</b> 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>0 500 Upgrade Shop</p>	<p><b>Speed Training</b> <i>Upgrade</i></p> <p><b>+1 Speed</b> 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>0 500 Upgrade Shop</p>	<p><b>Wizard's Robe</b> <i>Armor</i></p> <p><b>+0 Armor</b> +2 armor vs. ranged and magic attacks</p> <p>0 75 Armor Shop</p>	<p><b>Chainmail</b> <i>Armor</i></p> <p><b>+2 Armor</b></p> <p>Your base speed is reduced to 4.</p> <p>You cannot equip <i>Runes</i>.</p> <p>0 100 Armor Shop</p>
<p><b>Iron Shield</b> <i>Shield</i></p> <p>Exhaust to cancel one received wound.</p> <p>This card cannot cancel wounds that ignore armor.</p> <p>0 25 Shop</p>	<p><b>Tower Shield</b> <i>Shield</i></p> <p>Exhaust after an attack roll to give yourself +1 armor and <b>Deflection 2</b> against that attack.</p> <p>Your base speed is reduced to 4.</p> <p>You cannot equip <i>Runes</i>.</p> <p>0 50 Shop</p>	<p><b>Charmed Shield</b> <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>0 200 Shop</p>	<p><b>Leather Armor</b> <i>Armor</i></p> <p><b>+1 Armor</b></p> <p>0 50 Armor Shop</p>	<p><b>Axe</b> <i>Melee Weapon</i></p> <p>   red green</p> <p>: +1 damage</p> <p>0 100 Shop</p>

<p><b>Heavy Furs</b> <i>Armor</i></p> <p><b>+0 Armor</b> You have <b>Resilience</b>.</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>0 175 <span>Armor</span> Shop'</p>	<p><b>Tunic</b> <i>Armor</i></p> <p><b>+0 Armor</b></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>0 25 <span>Armor</span> Shop'</p>	<p><b>Health Training</b> <i>Upgrade</i></p> <p><b>+2 Max Wounds</b> 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>0 500 <span>Upgrade</span> Shop'</p>	<p><b>Speed Training</b> <i>Upgrade</i></p> <p><b>+1 Speed</b> 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>0 500 <span>Upgrade</span> Shop'</p>	<p><b>Fatigue Training</b> <i>Upgrade</i></p> <p><b>+1 Max Fatigue</b> 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>0 500 <span>Upgrade</span> Shop'</p>
<p><b>Walking Stick</b> <i>Melee Weapon</i></p> <p>   red yellow</p> <p><b>Reach</b></p> <p>: +1 damage</p> <p>0 75  Shop'</p>	<p><b>Ceramic Armor</b> <i>Armor</i></p> <p><b>+2 Armor</b> You have <b>Resilience</b>.</p> <p>Your base speed is reduced to 3.</p> <p>You cannot equip <b>Runes</b>.</p> <p>0 125 <span>Armor</span> Shop'</p>	<p><b>Iron Shield</b> <i>Shield</i></p> <p>Exhaust to cancel one received wound.</p> <p>This card cannot cancel wounds that ignore armor.</p> <p>0 25  Shop'</p>	<p><b>Charmed Shield</b> <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>0 200  Shop'</p>	<p><b>Tower Shield</b> <i>Shield</i></p> <p>Exhaust after an attack roll to give yourself +1 armor and <b>Deflection 2</b> against that attack.</p> <p>Your base speed is reduced to 4.</p> <p>You cannot equip <b>Runes</b>.</p> <p>0 50  Shop'</p>

<p><b>Bandolier</b> <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><b>Ring of Skill</b> <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><b>Blood Charm</b> <i>Other</i></p> <p>Exhaust to cancel 1 wound being dealt to you.</p> <p>150 Other Shop</p>	<p><b>Salve</b> <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><b>Bandolier</b> <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><b>Iron Shield</b> <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><b>Tower Shield</b> <i>Shield</i></p> <p>Exhaust after an attack roll to give yourself +1 armor and <b>Deflection 2</b> 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><b>Charmed Shield</b> <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><b>Ring of Energy</b> <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><b>Salve</b> <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><b>Ghost Charm</b> <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 <i>Other</i> Shop</p>	<p><b>Ring of Force</b> <i>Other</i></p> <p>After making an attack roll, exhaust this card and spend 2 surges to add <b>Knockback 1</b> to the attack.</p> <p>50 <i>Other</i> Shop</p>	<p><b>Ring of Luck</b> <i>Other</i></p> <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> <p>50 <i>Other</i> Shop</p>	<p><b>Ghost Charm</b> <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 <i>Other</i> Shop</p>	<p><b>Recovery Charm</b> <i>Other</i></p> <p>You have <b>Resilience</b>.</p> <p>125 <i>Other</i> Shop</p>
<p><b>Ring of Skill</b> <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 <i>Other</i> Shop'</p>	<p><b>Blood Charm</b> <i>Other</i></p> <p>Exhaust to cancel 1 wound being dealt to you.</p> <p>150 <i>Other</i> Shop'</p>	<p><b>Iron Shield</b> <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><b>Charmed Shield</b> <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><b>Tower Shield</b> <i>Shield</i></p> <p>Exhaust after an attack roll to give yourself +1 armor and <b>Deflection 2</b> against that attack.</p> <p>Your base speed is reduced to 4.</p> <p>You cannot equip <b>Runes</b>.</p> <p>50  Shop'</p>