

<div><div><div>Frost Axe</div><div>Melee Weapon</div></div><div><div><div><div></div><div>red</div></div><div><div></div><div>green</div></div><div><div></div><div>green</div></div></div></div><div><div>Freeze 1</div><div><div></div>: +1 damage</div><div><div></div>: Pierce 3</div></div><div><div>Off-Hand Bonus:</div><div>Pierce 3</div></div><div><div><div></div></div><div>Gold</div></div></div>	<div><div><div>Apocalypse</div><div>Melee Weapon</div></div><div><div><div><div></div><div>red</div></div><div><div></div><div>green</div></div><div><div></div><div>yellow</div></div></div></div><div><div>Burn 2</div><div>Daze 2</div><div><div></div>: Arcing 1 and Sorcery 1</div></div><div><div>Off-Hand Bonus:</div><div>Burn 3</div></div><div><div><div></div></div><div>Gold</div></div></div>	<div><div><div>Reaper</div><div>Melee Weapon</div></div><div><div><div><div></div><div>red</div></div><div><div></div><div>green</div></div><div><div></div><div>green</div></div><div><div></div><div>yellow</div></div></div></div><div><div><div></div><div></div><div></div>: +8 damage</div><div><div></div><div></div><div></div>: Sweep</div></div><div><div>Off-Hand Bonus:</div><div>+1 damage and 1 free surge</div></div><div><div><div></div></div><div>Gold</div></div></div>	<div><div><div>Phantom's Touch</div><div>Ranged Weapon</div></div><div><div><div><div></div><div>blue</div></div><div><div></div><div>green</div></div><div><div></div><div>yellow</div></div><div><div></div><div>yellow</div></div></div></div><div><div>Freeze 1</div><div>Pierce 3</div><div><div></div>: +1 damage</div><div><div></div>: +2 range</div></div><div><div> Ignores figures and obstacles when tracing line-of-sight for attacks.</div></div><div><div><div></div></div><div>Gold</div></div></div>	<div><div><div>Tamed Lightning</div><div>Ranged Weapon</div></div><div><div><div><div></div><div>blue</div></div><div><div></div><div>green</div></div><div><div></div><div>yellow</div></div><div><div></div><div>yellow</div></div></div></div><div><div>Bolt</div><div><div></div><div></div>: +1 damage</div><div><div></div>: Arcing 1</div></div><div><div><div></div></div><div>Gold</div></div></div>
<div><div><div>Needle Bow</div><div>Ranged Weapon</div></div><div><div><div><div></div><div>blue</div></div><div><div></div><div>green</div></div><div><div></div><div>yellow</div></div><div><div></div><div>yellow</div></div></div></div><div><div>Penetrate 3</div><div><div></div>: +1 damage</div><div><div></div>: +2 range</div></div><div><div><div></div><div></div></div><div>Gold</div></div></div>	<div><div><div>Grasping Shadows</div><div>Ranged Weapon</div></div><div><div><div><div></div><div>blue</div></div><div><div></div><div>red</div></div><div><div></div><div>green</div></div><div><div></div><div>green</div></div></div></div><div><div>Entrap 6</div><div><div></div>: +2 damage</div><div><div></div>: +1 range</div></div><div><div>May add both ranged and melee trait dice to attacks</div></div><div><div><div></div><div></div></div><div>Gold</div></div></div>	<div><div><div>Phantasm</div><div>Magic Weapon – Rune</div></div><div><div><div><div></div><div>white</div></div><div><div></div><div>green</div></div><div><div></div><div>yellow</div></div><div><div></div><div>yellow</div></div></div></div><div><div>Two free surges</div><div><div></div>: Sorcery 1 and Daze 1</div><div><div></div><div></div><div></div>: Burn 1 and Stun 1</div><div><div></div><div></div><div></div>: Pierce 1 and Bleed 1</div></div><div><div>You may trace line-of-sight for this weapon as if moving a 1x1 flying figure.</div></div><div><div><div></div><div></div></div><div>Gold</div></div></div>	<div><div><div>Hurricane</div><div>Magic Weapon – Rune</div></div><div><div><div><div></div><div>white</div></div><div><div></div><div>green</div></div><div><div></div><div>yellow</div></div><div><div></div><div>yellow</div></div></div></div><div><div>Blast 1</div><div>Daze 1</div><div>Knockback 4</div><div><div></div><div></div><div></div>: Blast 1</div><div><div></div><div></div><div></div>: Freeze 1</div></div><div><div><div></div><div></div></div><div>Gold</div></div></div>	<div><div><div>Mist</div><div>Magic Weapon – Rune</div></div><div><div><div><div></div><div>white</div></div><div><div></div><div>yellow</div></div><div><div></div><div>yellow</div></div></div></div><div><div>Breath</div><div>1 free surge</div><div><div></div><div></div>: +1 damage, Daze 1 and Pierce 1</div></div><div><div>Monsters cannot trace line-of-sight to you from more than 3 spaces away.</div></div><div><div><div></div><div></div></div><div>Gold</div></div></div>
<div><div><div>Energy Chain</div><div>Magic Weapon</div></div><div><div><div><div></div><div>white</div></div><div><div></div><div>red</div></div><div><div></div><div>green</div></div><div><div></div><div>green</div></div></div></div><div><div>Entrap 2</div><div><div></div>: Sorcery 1</div><div><div></div><div></div><div></div>: +2 damage and Web 1</div></div><div><div>May add both magic and melee trait dice to attacks</div></div><div><div><div></div><div></div></div><div>Gold</div></div></div>	<div><div><div>Unknowable</div><div>Morph Weapon</div></div><div><div><div><div></div><div>morph</div></div><div><div></div><div>morph</div></div><div><div></div><div>morph</div></div><div><div></div><div>morph</div></div><div><div></div><div>morph</div></div></div></div><div><div>Morph</div><div><div></div>: +2 damage</div><div><div></div>: +2 range</div></div><div><div>Aura 1</div></div><div><div><div></div><div></div></div><div>Gold</div></div></div>	<div><div><div>Aegis</div><div>Shield</div></div><div><div>You have +1 armor and Deflection 2.</div></div><div><div><div></div></div><div>Gold</div></div></div>	<div><div><div>Rod of Distortion</div><div>Shield</div></div><div><div>You have Disruption.</div></div><div><div>Exhaust after any attack is declared (but before dice are rolled) to gain the Stealth ability against that attack.</div></div><div><div><div></div></div><div>Gold</div></div></div>	<div><div><div>Mantle of Mirage</div><div>Armor</div></div><div><div>+0 Armor</div></div><div><div>You have Resilience.</div></div><div><div>When you suffer 1 or more wounds, roll one black die for each wound. Cancel one wound for each power enhancement rolled.</div></div><div><div><div><div>Armor</div></div><div>Gold</div></div></div></div>
<div><div><div>Beacon's Bulwark</div><div>Armor</div></div><div><div>+3 Armor</div><div>You have Entrap 3.</div><div>You are immune to Web.</div><div>When you are hit by a melee attack, place one Web token on the attacker (unless immune to Web).</div></div><div><div>Your base speed is reduced to 4.</div><div>You cannot equip Runes.</div></div><div><div><div><div>Armor</div></div><div>Gold</div></div></div></div>	<div><div><div>Wrappings of Insanity</div><div>Armor</div></div><div><div>+2 Armor</div><div>Fear 1</div><div>When you are hit by an attack, place one Stun token on the attacker (unless immune to Stun).</div></div><div><div>Your maximum fatigue is reduced by 1.</div></div><div><div><div><div>Armor</div></div><div>Gold</div></div></div></div>	<div><div><div>Crown of Kings</div><div>Other</div></div><div><div>You receive +1 range and two free surges on all attack rolls</div></div><div><div><div><div>Other</div></div><div>Gold</div></div></div></div>	<div><div><div>Wings of Regiroth</div><div>Other</div></div><div><div>You have Swift 2 and Fly.</div></div><div><div><div><div>Other</div></div><div>Gold</div></div></div></div>	<div><div><div>Authority</div><div>Other – Rune</div></div><div><div>You have Command.</div></div><div><div><div><div>Other</div></div><div>Gold</div></div></div></div>

<div><div><div>Blood Dagger</div><div>Melee Weapon</div></div><div><div><div><div></div><div>red</div></div><div><div></div><div>green</div></div><div><div></div><div>yellow</div></div></div></div><div><div>Bleed 1</div></div><div><div>Off-Hand Bonus:</div><div>Bleed 1</div></div><div><div><div></div></div><div>Silver</div></div></div>	<div><div><div>Mace of Strength</div><div>Melee Weapon</div></div><div><div><div><div></div><div>red</div></div><div><div></div><div>green</div></div><div><div></div><div>green</div></div></div></div><div><div>Knockback 4</div><div><div></div>: +1 damage</div></div><div><div>Off-Hand Bonus:</div><div>Knockback 4</div></div><div><div><div></div></div><div>Silver</div></div></div>	<div><div><div>Spear of Light</div><div>Melee Weapon</div></div><div><div><div><div></div><div>red</div></div><div><div></div><div>green</div></div><div><div></div><div>yellow</div></div></div></div><div><div>Reach</div><div>Blast 1</div><div><div></div><div></div><div></div>: Daze 1</div></div><div><div><div></div><div></div></div><div>Silver</div></div></div>	<div><div><div>Morning Star</div><div>Melee Weapon</div></div><div><div><div><div></div><div>red</div></div><div><div></div><div>blue</div></div><div><div></div><div>green</div></div><div><div></div><div>yellow</div></div></div></div><div><div>Reach</div><div><div></div>: +1 damage and Pierce 1</div></div><div><div>May add both melee and ranged trait dice to attacks</div></div><div><div><div></div><div></div></div><div>Silver</div></div></div>	<div><div><div>Skullcracker</div><div>Ranged Weapon</div></div><div><div><div><div></div><div>blue</div></div><div><div></div><div>green</div></div><div><div></div><div>yellow</div></div></div></div><div><div><div></div>: +1 damage and Daze 1</div><div><div></div><div></div><div></div>: +1 damage and Stun 1</div><div><div></div>: +2 range</div></div><div><div><div></div></div><div>Silver</div></div></div>
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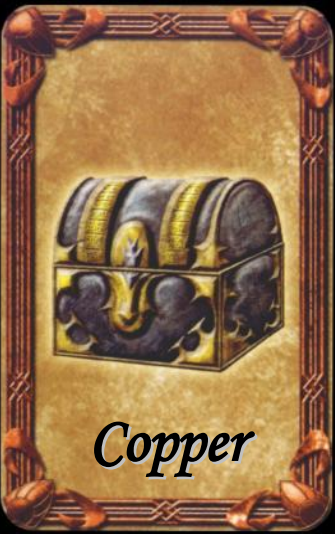
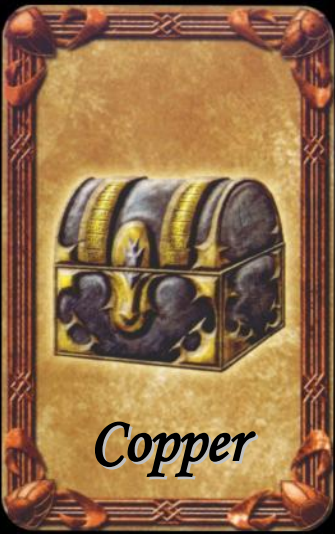
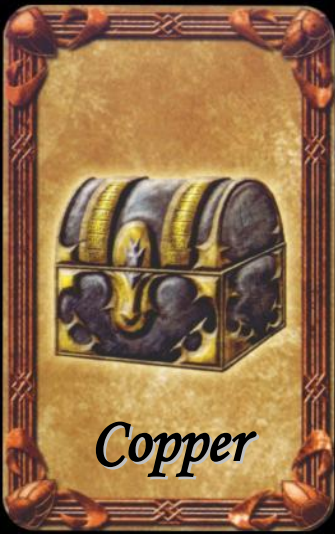
<div><div>Red Mist</div><div><i>Ranged Weapon</i></div><div><div><div></div><div></div><div></div></div><div>bluegreengreen</div></div><div><div></div><div>Bleed 1</div><div></div><div>+1 range</div></div><div><div>Aura 1</div></div><div><div><div></div><div>Silver</div></div></div></div>	<div><div>Repeater</div><div><i>Ranged Weapon</i></div><div><div><div></div><div></div><div></div></div><div>bluegreenyellow</div></div><div><div></div><div>+1 damage</div><div></div><div>+1 range</div></div><div><div>When you choose to attack with this weapon, you may make two attacks instead of one, against the same or different targets.</div></div><div><div><div></div><div>Silver</div></div></div></div>	<div><div>Staff of Sanctuary</div><div><i>Magic Weapon</i></div><div><div><div></div><div></div></div><div>whitegreen</div></div><div><div>1 free surge</div></div><div><div></div><div>Sorcery 1</div><div></div><div>Knockback 1</div><div></div><div>Sorcery 3</div></div><div><div>Deflection 1</div></div><div><div><div></div><div>Silver</div></div></div></div>	<div><div>Haunting</div><div><i>Magic Weapon – Rune</i></div><div><div><div></div><div></div><div></div></div><div>whiteyellowyellow</div></div><div><div>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</div></div><div><div></div><div>+1 damage and +1 range</div></div><div><div><div></div><div>Silver</div></div></div></div>	<div><div>Briars</div><div><i>Magic Weapon – Rune</i></div><div><div><div></div><div></div><div></div></div><div>whitegreengreen</div></div><div><div></div><div>Bleed 1 and Web 1</div><div></div><div>+1 range</div></div><div><div><div></div><div>Silver</div></div></div></div>
<div><div>Wand of Fireballs</div><div><i>Magic Weapon</i></div><div><div><div></div><div></div><div></div></div><div>whitebluegreen</div></div><div><div>Pierce 1</div></div><div><div></div><div>Sorcery 1</div><div></div><div>Sorcery 2 and Burn 1</div></div><div><div>May add both magic and ranged trait dice to attacks</div></div><div><div><div></div><div>Silver</div></div></div></div>	<div><div>Incomparable</div><div><i>Morph Weapon</i></div><div><div><div></div><div></div><div></div><div></div></div><div>morphmorphmorph</div></div><div><div>Morph Arcing 1</div></div><div><div></div><div>+1 damage</div><div></div><div>+1 range</div></div><div><div><div></div><div>Silver</div></div></div></div>	<div><div>Sun Shield</div><div><i>Shield</i></div><div><div>You have Aura 2.</div></div><div><div>Exhaust to cancel two received wounds.</div></div><div><div>This card cannot cancel wounds that ignore armor.</div></div><div><div><div></div><div>Silver</div></div></div></div>	<div><div>Cloak of Displacement</div><div><i>Armor</i></div><div><div>+0 Armor Stealth</div></div><div><div>Your speed is increased by one.</div></div><div><div>You are immune to Grapple and Web.</div></div><div><div><div><div></div><div><i>Armor</i></div></div><div>Silver</div></div></div></div>	<div><div>Robe of Light</div><div><i>Armor</i></div><div><div>+1 Armor Deflection 1</div></div><div><div>Before a monster makes an attack targeting you, place one Daze token on that monster (the Daze token affects the current attack).</div></div><div><div><div><div></div><div><i>Armor</i></div></div><div>Silver</div></div></div></div>
<div><div>Mirror Mail</div><div><i>Armor</i></div><div><div>+3 Armor</div></div><div><div>You have Resilience.</div></div><div><div>You may spend 1 fatigue after an attack is rolled to dodge the attack.</div></div><div><div>Your base speed is reduced to 3. You cannot equip Runes.</div></div><div><div><div><div></div><div><i>Armor</i></div></div><div>Silver</div></div></div></div>	<div><div>Circlet of Power</div><div><i>Other</i></div><div><div>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).</div></div><div><div><div></div><div>Silver</div></div></div></div>	<div><div>Amulet of Energy</div><div><i>Other</i></div><div><div>Exhaust at any time to recover 1 fatigue.</div></div><div><div><div></div><div>Silver</div></div></div></div>	<div><div>Bottle Imp</div><div><i>Other</i></div><div><div>Familiar: speed 4, Aura 1.</div></div><div><div>The Bottle Imp familiar appears in your space when you equip this item and disappears if you unequip it.</div></div><div><div><div><div></div><div><i>Other</i></div></div><div>Silver</div></div></div></div>	<div><div>Serenity</div><div><i>Other – Rune</i></div><div><div>Exhaust at any time to remove one Bleed, Burn, Daze, Freeze, or Poison token from yourself or an adjacent hero.</div></div><div><div><div><div></div><div><i>Other</i></div></div><div>Silver</div></div></div></div>

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



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

<div><div><div>Health Training</div><div><div><div><div></div></div></div></div><div><div>Upgrade</div></div><div><div>+2 Max Wounds</div><div>Limit 1 per hero</div></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><div><div></div></div></div><div>500</div><div><div>Upgrade</div></div><div>Shop</div></div></div>	<div><div><div>Fatigue Training</div><div><div><div><div></div></div></div></div><div><div>Upgrade</div></div><div><div>+1 Max Fatigue</div><div>Limit 1 per hero</div></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><div><div></div></div></div><div>500</div><div><div>Upgrade</div></div><div>Shop</div></div></div>	<div><div><div>Speed Training</div><div><div><div><div></div></div></div></div><div><div>Upgrade</div></div><div><div>+1 Speed</div><div>Limit 1 per hero</div></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><div><div></div></div></div><div>500</div><div><div>Upgrade</div></div><div>Shop</div></div></div>	<div><div><div>Wizard’s Robe</div><div><div><div><div></div></div></div></div><div><div>Armor</div></div><div><div>+0 Armor</div><div>+2 armor vs. ranged and magic attacks</div></div><div><div><div></div></div></div><div>75</div><div><div>Armor</div></div><div>Shop</div></div></div>	<div><div><div>Chainmail</div><div><div><div><div></div></div></div></div><div><div>Armor</div></div><div><div>+2 Armor</div></div><div><div>Your base speed is reduced to 4.</div><div>You cannot equip Runes.</div></div><div><div><div></div></div></div><div>100</div><div><div>Armor</div></div><div>Shop</div></div></div>
<div><div><div>Iron Shield</div><div><div><div><div></div></div></div></div><div><div>Shield</div></div><div><div>Exhaust to cancel one received wound.</div><div>This card cannot cancel wounds that ignore armor.</div></div><div><div><div></div></div></div><div>25</div><div><div></div></div><div>Shop</div></div></div>	<div><div><div>Tower Shield</div><div><div><div><div></div></div></div></div><div><div>Shield</div></div><div><div>Exhaust after an attack roll to give yourself +1 armor and Deflection 2 against that attack.</div><div>Your base speed is reduced to 4.</div><div>You cannot equip Runes.</div></div><div><div><div></div></div></div><div>50</div><div><div></div></div><div>Shop</div></div></div>	<div><div><div>Charmed Shield</div><div><div><div><div></div></div></div></div><div><div>Shield</div></div><div><div>Exhaust to roll 5 black dice and cancel 1 received wound for each surge rolled.</div><div>This card cannot cancel wounds that ignore armor.</div></div><div><div><div></div></div></div><div>200</div><div><div></div></div><div>Shop</div></div></div>	<div><div><div>Leather Armor</div><div><div><div><div></div></div></div></div><div><div>Armor</div></div><div><div>+1 Armor</div></div><div><div><div></div></div></div><div>50</div><div><div>Armor</div></div><div>Shop</div></div></div>	<div><div><div>Axe</div><div><div><div><div></div></div></div></div><div><div>Melee Weapon</div></div><div><div><div><div><div></div></div></div><div><div><div></div></div></div><div><div><div></div></div></div></div><div><div>red</div><div>green</div></div></div><div><div><div></div></div>: +1 damage</div><div><div><div></div></div></div><div>100</div><div><div></div><div></div></div><div>Shop</div></div></div>
<div><div><div>Bandolier</div><div><div><div><div></div></div></div></div><div><div>Other</div></div><div><div>You do not pay movement points when drinking a potion.</div><div>You may equip one additional potion.</div></div><div><div><div></div></div></div><div>25</div><div><div>Other</div></div><div>Shop</div></div></div>	<div><div><div>Ring of Skill</div><div><div><div><div></div></div></div></div><div><div>Other</div></div><div><div>When making an attack using a trait in which you have less than 2 dice, add one black die to your roll.</div></div><div><div><div></div></div></div><div>25</div><div><div>Other</div></div><div>Shop</div></div></div>	<div><div><div>Blood Charm</div><div><div><div><div></div></div></div></div><div><div>Other</div></div><div><div>Exhaust to cancel 1 wound being dealt to you.</div></div><div><div><div></div></div></div><div>150</div><div><div>Other</div></div><div>Shop</div></div></div>	<div><div><div>Salve</div><div><div><div><div></div></div></div></div><div><div>Other</div></div><div><div>Discard at any time to remove all effect tokens other than Curse from yourself or one adjacent hero.</div></div><div><div><div></div></div></div><div>100</div><div><div>Other</div></div><div>Shop</div></div></div>	<div><div><div>Bandolier</div><div><div><div><div></div></div></div></div><div><div>Other</div></div><div><div>You do not pay movement points when drinking a potion.</div><div>You may equip one additional potion.</div></div><div><div><div></div></div></div><div>25</div><div><div>Other</div></div><div>Shop</div></div></div>



<div>Heavy Furs</div> <div>Armor</div> <div><div>+0 Armor</div><div>You have Resilience.</div></div> <div><div>When you suffer 1 or more wounds, roll one black die for each wound. Cancel one wound for each surge rolled.</div><div>Your maximum fatigue is reduced by 1.</div></div> <div><div>175</div><div>Armor</div><div>Shop'</div></div>	<div>Tunic</div> <div>Armor</div> <div><div>+0 Armor</div></div> <div><div>When you suffer 1 or more wounds, roll one black die for each wound. Cancel one wound for each blank rolled.</div></div> <div><div>25</div><div>Armor</div><div>Shop'</div></div>	<div>Health Training</div> <div>Upgrade</div> <div><div>+2 Max Wounds</div><div>Limit 1 per hero</div></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><div>500</div><div>Upgrade</div><div>Shop'</div></div>	<div>Speed Training</div> <div>Upgrade</div> <div><div>+1 Speed</div><div>Limit 1 per hero</div></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><div>500</div><div>Upgrade</div><div>Shop'</div></div>	<div>Fatigue Training</div> <div>Upgrade</div> <div><div>+1 Max Fatigue</div><div>Limit 1 per hero</div></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><div>500</div><div>Upgrade</div><div>Shop'</div></div>
<div>Walking Stick</div> <div>Melee Weapon</div> <div><div><div></div><div>red</div></div><div><div></div><div>yellow</div></div></div> <div><div>Reach</div><div>: +1 damage</div></div> <div><div>75</div><div></div><div>Shop'</div></div>	<div>Ceramic Armor</div> <div>Armor</div> <div><div>+2 Armor</div><div>You have Resilience.</div></div> <div><div>Your base speed is reduced to 3.</div><div>You cannot equip Runes.</div></div> <div><div>125</div><div>Armor</div><div>Shop'</div></div>	<div>Iron Shield</div> <div>Shield</div> <div><div>Exhaust to cancel one received wound.</div><div>This card cannot cancel wounds that ignore armor.</div></div> <div><div>25</div><div></div><div>Shop'</div></div>	<div>Charmed Shield</div> <div>Shield</div> <div><div>Exhaust to roll 5 black dice and cancel 1 received wound for each surge rolled.</div><div>This card cannot cancel wounds that ignore armor.</div></div> <div><div>200</div><div></div><div>Shop'</div></div>	<div>Tower Shield</div> <div>Shield</div> <div><div>Exhaust after an attack roll to give yourself +1 armor and Deflection 2 against that attack.</div><div>Your base speed is reduced to 4.</div><div>You cannot equip Runes.</div></div> <div><div>50</div><div></div><div>Shop'</div></div>
<div>Ghost Charm</div> <div>Other</div> <div><div>Spend 1 fatigue to cancel 1 wound being dealt to you. You may use this ability multiple times, paying the cost each time.</div></div> <div><div>150</div><div>Other</div><div>Shop</div></div>	<div>Ring of Force</div> <div>Other</div> <div><div>After making an attack roll, exhaust this card and spend 2 surges to add Knockback 1 to the attack.</div></div> <div><div>50</div><div>Other</div><div>Shop</div></div>	<div>Ring of Luck</div> <div>Other</div> <div><div>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.</div></div> <div><div>50</div><div>Other</div><div>Shop</div></div>	<div>Ghost Charm</div> <div>Other</div> <div><div>Spend 1 fatigue to cancel 1 wound being dealt to you. You may use this ability multiple times, paying the cost each time.</div></div> <div><div>150</div><div>Other</div><div>Shop</div></div>	<div>Recovery Charm</div> <div>Other</div> <div><div>You have Resilience.</div></div> <div><div>125</div><div>Other</div><div>Shop</div></div>