

<div>Wind Knife</div> <div>Melee Weapon</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>Swift 1, Pierce 1</div> <div><div>: +1 damage</div><div>: Knockback 1</div><div>: gain 1 movement point</div></div> <div>Off-Hand Bonus: One free surge (And Swift 1 applies)</div> <div><div></div><div>Gold</div></div>	<div>Blade of Despair</div> <div>Melee Weapon</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>: +2 damage</div><div>: Stun 1</div></div> <div>Off-Hand Bonus: Stun 1</div> <div><div></div><div>Gold</div></div>	<div>Death Sickle</div> <div>Melee Weapon</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>Sweep</div> <div><div>: +1 damage</div></div> <div>Off-Hand Bonus: +1 damage and One free surge</div> <div><div></div><div>Gold</div></div>	<div>Jade Trident</div> <div>Melee Weapon</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>Reach Penetrate 1</div> <div><div>: +1 damage</div><div>: Pierce 2</div></div> <div><div></div><div>Gold</div></div>	<div>Splintering Spear</div> <div>Ranged Weapon</div> <div><div><div></div><div>blue</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>: +2 damage</div><div>: Scatter 2</div><div>: +2 range</div><div>: Blast 1</div></div> <div><div></div><div>Gold</div></div>
<div>Sorcerous Orb</div> <div>Ranged Weapon</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>Sorcery 1</div> <div>: Sorcery 1</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>Gold</div></div>	<div>Colossal Bow</div> <div>Ranged Weapon</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>: +1 range</div><div>: +3 range</div></div> <div>Converts unneeded range into damage.</div> <div><div></div><div>Gold</div></div>	<div>Bow of Fortune</div> <div>Ranged Weapon</div> <div><div><div></div><div>blue</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>: +1 damage and +1 range</div></div> <div>All attacks with this weapon are aimed attacks.</div> <div><div></div><div>Gold</div></div>	<div>Staff of Sustenance</div> <div>Magic Weapon</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>: +2 damage</div><div>: +1 range</div></div> <div>Recover 1 fatigue before making an attack roll. When you declare a Battle action, place a Rest order on yourself.</div> <div><div></div><div>Gold</div></div>	<div>Scintillating Staff</div> <div>Magic Weapon</div> <div><div><div></div><div>white</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>1 free surge</div> <div><div>: Sorcery 1</div><div>: attack affects one additional space of your choice (within rolled range and line-of-sight)</div></div> <div><div></div><div>Gold</div></div>
<div>Judgment</div> <div>Magic Weapon – Rune</div> <div><div><div></div><div>white</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>: +2 damage</div><div>: Scatter 2</div><div>: discard one threat token (if monster hit)</div></div> <div><div></div><div>Gold</div></div>	<div>Agony</div> <div>Magic Weapon – Rune</div> <div><div><div></div><div>white</div></div><div><div></div><div>green</div></div><div><div></div><div>green</div></div></div> <div>Attacks with this weapon ignore armor, Deflection, and Fear.</div> <div><div>: +1 damage</div><div>: +1 range</div></div> <div><div></div><div>Gold</div></div>	<div>Shield of the Warrior</div> <div>Shield</div> <div>Exhaust to cancel four received wounds.</div> <div>This card cannot cancel wounds that ignore armor.</div> <div><div></div><div>Gold</div></div>	<div>Mantle of Midnight</div> <div>Armor</div> <div>+1 Armor Shadowcloak</div> <div>You automatically dodge any attack that targets you.</div> <div><div><div>Armor</div><div>Gold</div></div></div>	<div>Steelskin Armor</div> <div>Armor</div> <div>+2 Armor</div> <div>You are immune to Aura, Bleed, Burn, and Pierce. You are immune to damage caused by Sorcery.</div> <div><div><div>Armor</div><div>Gold</div></div></div>
<div>Ancestral Armor</div> <div>Armor</div> <div>+3 Armor Fear 1</div> <div>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.</div> <div><div><div>Armor</div><div>Gold</div></div></div>	<div>Dragon Scale Mail</div> <div>Armor</div> <div>+4 Armor</div> <div>You are immune to Bleed, Burn, and Poison.</div> <div>Your base speed is reduced to 3.</div> <div>You cannot equip Runes.</div> <div><div><div>Armor</div><div>Gold</div></div></div>	<div>Helm of Suresight</div> <div>Other</div> <div>After making an attack roll, exhaust and spend 1 fatigue to make it an aimed attack.</div> <div><div><div>Other</div><div>Gold</div></div></div>	<div>Charm of Perfection</div> <div>Other</div> <div>You are immune to Aura, Black Curse, Bleed, Burn, Daze, Disruption, Freeze, Leech, Knockback, Poison, Stun, and Web.</div> <div><div><div>Other</div><div>Gold</div></div></div>	<div>Tranquility</div> <div>Other – Rune</div> <div>Exhaust during your turn to place a Rest order on yourself.</div> <div><div><div>Other</div><div>Gold</div></div></div>

<div>Dire Flail</div> <div>Melee Weapon</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>yellow</div></div></div> <div><div>: +1 damage and Knockback 1</div><div>: Pierce 2</div></div> <div>Off-Hand Bonus: Pierce 1, 1 free surge</div> <div><div></div><div>Silver</div></div>	<div>Sorcerous Lash</div> <div>Melee Weapon</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>: Sorcery 1</div><div>: +3 damage</div></div> <div>Entrap 5</div> <div>Off-Hand Bonus: None (but Entrap 5 applies)</div> <div><div></div><div>Silver</div></div>	<div>Black Blade</div> <div>Melee Weapon</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>1 free surge Target always dodges</div> <div><div>: +2 damage</div><div>: +5 damage</div></div> <div>Off-Hand Bonus: +2 damage</div> <div><div></div><div>Silver</div></div>	<div>Soulrinker</div> <div>Melee Weapon</div> <div><div><div></div><div>red</div></div><div><div></div><div>green</div></div></div> <div>Pierce 2</div> <div>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.</div> <div><div>: +1 damage</div></div> <div>Off-Hand Bonus: Pierce 2</div> <div><div></div><div>Silver</div></div>	<div>Flying Death</div> <div>Ranged Weapon</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>black</div></div></div> <div><div>: +1 damage</div><div>: +3 damage</div><div>: +1 range</div></div> <div><div></div><div>Silver</div></div>
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<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>blueyellowyellow</div></div><div>Sorcery 1</div><div>🔮: Sorcery 2</div><div><div><div></div></div></div>Silver</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>bluegreenyellow</div></div><div>Pierce 2</div><div>🔮: +2 range</div><div>🔮: +1 damage and Pierce 1</div><div><div><div></div><div></div></div></div>Silver</div>	<div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div><div>blueyellow</div></div><div>Breath Pierce 1</div><div>1 free surge</div><div>🔥🔥🔥: Burn 1</div><div><div><div></div><div></div></div></div>Silver</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>whitegreenyellow</div></div><div>1 free surge</div><div>🔮: +1 damage</div><div>🔮: +1 range</div><div>May change direction once while tracing line-of- sight for attack.</div><div><div><div></div><div></div></div></div>Silver</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>whiteyellowyellow</div></div><div>Penetrate 2</div><div>🔮🔮: +1 damage and Pierce 1</div><div>🔮🔮: +1 range</div><div><div><div></div><div></div></div></div>Silver</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>whitegreenyellow</div></div><div>🔮: Arcing 1 and Sorcery 1</div><div><div><div></div><div></div></div></div>Silver</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>whitegreengreen</div></div><div>Siphon</div><div>🔮: Sorcery 1</div><div>🔮: recover 1 fatigue</div><div><div><div></div><div></div></div></div>Silver</div>	<div><div><div><div><div><div></div></div></div></div></div><div>Spectral Shield</div><div>Shield</div><div>Exhaust after an attack is rolled to give yourself Fear 2 against that attack.</div><div><div><div></div></div></div>Silver</div>	<div><div><div><div><div><div></div></div></div></div></div><div>Robe of Mist</div><div>Armor</div><div>+1 Armor</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><div><div></div></div></div>Silver</div>	<div><div><div><div><div><div></div></div></div></div></div><div>Cloak of Granite</div><div>Armor</div><div>+2 Armor Deflection 2</div><div>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.</div><div><div><div></div></div></div>Silver</div>
<div><div><div><div><div><div></div></div></div></div></div><div>Vermillion Mail</div><div>Armor</div><div>+2 Armor Regeneration 1</div><div>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.</div><div>Your base speed is reduced to 4.</div><div>You cannot equip <i>Runes</i>.</div><div><div><div></div></div></div>Silver</div>	<div><div><div><div><div><div></div></div></div></div></div><div>Immaterial Mail</div><div>Armor</div><div>+0 Armor Fear 2</div><div>Your maximum fatigue is reduced by 1.</div><div><div><div></div></div></div>Silver</div>	<div><div><div><div><div><div></div></div></div></div></div><div>Storm Bead</div><div>Other</div><div>Your attacks gain the following surge ability:</div><div>🔮: Arcing 1</div><div><div><div></div></div></div>Silver</div>	<div><div><div><div><div><div></div></div></div></div></div><div>Boots of Speed</div><div>Other</div><div>When you spend fatigue to gain movement points, you gain 2 movement points per fatigue spent (instead of 1).</div><div><div><div></div></div></div>Silver</div>	<div><div><div><div><div><div></div></div></div></div></div><div>Bladeturn</div><div>Other – Rune</div><div>You have +1 armor.</div><div><div><div></div></div></div>Silver</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>redyellowyellow</div></div><div>🔮: +1 damage</div><div>🔮: Pierce 2</div><div>Off-Hand Bonus: +1 range, 1 free surge</div><div><div><div></div></div></div>Copper</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>redgreenyellowyellow</div></div><div>🔮🔮: +1 damage</div><div>🔮🔮🔮: +2 damage</div><div>Off-Hand Bonus: Extra dice: <div><div><div></div></div><div><div></div></div></div></div></div> <div><div><div></div></div></div> Copper
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



<div><div><div>Warp</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>Knockback 3</div><div><div>: Sorcery 1</div><div>: gain 1 movement point (if your turn)</div></div><div><div><div></div><div>Copper</div></div></div></div></div>	<div><div><div>Bane</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>1 free surge</div><div><div>: Blast 1</div><div>: +1 range</div></div><div><div><div></div><div>Copper</div></div></div></div></div>	<div><div><div>Crystal Shield</div><div>Shield</div></div><div><div>Exhaust to cancel two received wounds.</div><div>This card cannot cancel wounds that ignore armor.</div></div><div><div><div></div><div>Copper</div></div></div></div>	<div><div><div>Sacred Shield</div><div>Shield</div></div><div><div>Exhaust after an attack has been rolled to dodge that attack.</div></div><div><div><div></div><div>Copper</div></div></div></div>	<div><div><div>Martyr’s Mantle</div><div>Armor</div></div><div><div>+0 Armor</div><div>Your conquest value is reduced by 1 (to a minimum of 1).</div></div><div><div><div><div></div><div>Armor</div></div><div>Copper</div></div></div></div>
<div><div><div>Cloak of Deception</div><div>Armor</div></div><div><div>+1 Armor</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><div><div></div><div>Armor</div></div><div>Copper</div></div></div></div>	<div><div><div>Plate Mail</div><div>Armor</div></div><div><div>+3 Armor</div><div>Your base speed is reduced to 3.</div><div>You cannot equip <i>Runes</i>.</div></div><div><div><div><div></div><div>Armor</div></div><div>Copper</div></div></div></div>	<div><div><div>Ring of Might</div><div>Other</div></div><div><div>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.</div></div><div><div><div><div></div><div>Other</div></div><div>Copper</div></div></div></div>	<div><div><div>Ring of Quickness</div><div>Other</div></div><div><div>You have Swift 1.</div></div><div><div><div><div></div><div>Other</div></div><div>Copper</div></div></div></div>	<div><div><div>Vigor</div><div>Other – Rune</div></div><div><div>Your maximum fatigue is increased by 1.</div></div><div><div><div><div></div><div>Other</div></div><div>Copper</div></div></div></div>

<div><div><div>Dagger</div><div>Melee Weapon</div></div><div><div><div><div></div><div>red</div></div><div><div></div><div>yellow</div></div></div></div><div><div>: +1 damage</div><div>Off-Hand Bonus: One free surge</div><div><div><div><div></div><div>25</div><div>Shop</div></div></div></div></div></div>	<div><div><div>Whip</div><div>Melee Weapon</div></div><div><div><div><div></div><div>red</div></div><div><div></div><div>yellow</div></div></div></div><div><div>: +1 damage</div><div>: Daze 1</div><div>Entrap 2</div><div>Off-Hand Bonus: None (but Entrap 2 applies)</div><div><div><div><div></div><div>25</div><div>Shop</div></div></div></div></div></div>	<div><div><div>Main Gauche</div><div>Melee Weapon</div></div><div><div><div><div></div><div>red</div></div><div><div></div><div>yellow</div></div></div></div><div><div>: +1 damage</div><div>+1 armor vs. melee attacks</div><div>Off-Hand Bonus: None (but you keep the armor)</div><div><div><div><div></div><div>25</div><div>Shop</div></div></div></div></div></div>	<div><div><div>Firebrand</div><div>Melee Weapon</div></div><div><div><div><div></div><div>red</div></div><div><div></div><div>yellow</div></div></div></div><div><div>Burn 1</div><div>: +1 damage</div><div>Off-Hand Bonus: Burn 1</div><div><div><div><div></div><div>50</div><div>Shop</div></div></div></div></div></div>	<div><div><div>Stiletto</div><div>Melee Weapon</div></div><div><div><div><div></div><div>red</div></div><div><div></div><div>yellow</div></div><div><div></div><div>yellow</div></div></div></div><div><div>Pierce 1</div><div>: +1 damage</div><div>Off-Hand Bonus: Pierce 1</div><div><div><div><div></div><div>50</div><div>Shop</div></div></div></div></div></div>
<div><div><div>Sword</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>: +1 damage</div><div>Off-Hand Bonus: +1 damage</div><div><div><div><div></div><div>75</div><div>Shop</div></div></div></div></div></div>	<div><div><div>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>: +1 damage</div></div><div><div><div><div></div><div>100</div><div>Shop</div></div></div></div></div>	<div><div><div>Walking Stick</div><div>Melee Weapon</div></div><div><div><div><div></div><div>red</div></div><div><div></div><div>yellow</div></div></div></div><div><div>Reach</div><div>: +1 damage</div><div><div><div><div></div><div>75</div><div>Shop</div></div></div></div></div></div>	<div><div><div>Throwing Knives</div><div>Ranged Weapon</div></div><div><div><div><div></div><div>blue</div></div><div><div></div><div>yellow</div></div></div></div><div><div>Pierce 1</div><div>: Pierce 1</div><div>: +1 range</div><div><div><div><div></div><div>25</div><div>Shop</div></div></div></div></div></div>	<div><div><div>Bow</div><div>Ranged Weapon</div></div><div><div><div><div></div><div>blue</div></div><div><div></div><div>yellow</div></div></div></div><div><div>Bleed 1</div><div>: Pierce 1</div><div>: +1 range</div><div><div><div><div></div><div>100</div><div>Shop</div></div></div></div></div></div>
<div><div><div>Sling</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>: +1 damage</div><div>: +1 range</div><div>: Daze 1</div><div><div><div><div></div><div>125</div><div>Shop</div></div></div></div></div></div>	<div><div><div>Crossbow</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>: +1 damage</div><div>: +1 range</div></div><div><div><div><div></div><div>150</div><div>Shop</div></div></div></div></div>	<div><div><div>Sorcerous Staff</div><div>Magic Weapon</div></div><div><div><div><div></div><div>white</div></div><div><div></div><div>yellow</div></div></div></div><div><div>Sorcery 1</div><div>: Sorcery 1</div></div><div><div><div><div></div><div>150</div><div>Shop</div></div></div></div></div>	<div><div><div>Immolation</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>Burn 1</div><div>: Burn 1</div><div>: +1 Range</div><div><div><div><div></div><div>125</div><div>Shop</div></div></div></div></div></div>	<div><div><div>Tempest</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>: Arcing 1</div><div>: +1 Range</div><div><div><div><div></div><div>175</div><div>Shop</div></div></div></div></div></div>



<div>Firebrand</div> <div>Melee Weapon</div> <div><div><div></div></div><div><div></div></div><div><div></div></div><div>red</div><div>yellow</div></div> <div>Burn 1</div> <div><div><div></div></div><div><div></div></div>: +1 damage</div> <div>Off-Hand Bonus:</div> <div>Burn 1</div> <div><div>0</div><div>50</div><div></div><div>Shop'</div></div>	<div>Main Gauche</div> <div>Melee Weapon</div> <div><div><div></div></div><div><div></div></div><div><div></div></div><div>red</div><div>yellow</div></div> <div><div><div></div></div><div><div></div></div>: +1 damage</div> <div>+1 armor vs. melee attacks</div> <div>Off-Hand Bonus:</div> <div>None (but you keep the armor)</div> <div><div>0</div><div>25</div><div></div><div>Shop'</div></div>	<div>Walking Stick</div> <div>Melee Weapon</div> <div><div><div></div></div><div><div></div></div><div><div></div></div><div>red</div><div>yellow</div></div> <div>Reach</div> <div><div><div></div></div>: +1 damage</div> <div><div>0</div><div>75</div><div></div><div>Shop'</div></div>	<div>Axe</div> <div>Melee Weapon</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>: +1 damage</div> <div><div>0</div><div>100</div><div></div><div>Shop'</div></div>	<div>Sword</div> <div>Melee Weapon</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><div></div></div>: +1 damage</div> <div>Off-Hand Bonus:</div> <div>+1 damage</div> <div><div>0</div><div>75</div><div></div><div>Shop'</div></div>
<div>Crossbow</div> <div>Ranged Weapon</div> <div><div><div></div></div><div><div></div></div><div><div></div></div><div>blue</div><div>green</div></div> <div><div><div></div></div><div><div></div></div>: +1 damage</div> <div><div><div></div></div><div><div></div></div>: +1 range</div> <div><div>0</div><div>150</div><div></div><div>Shop'</div></div>	<div>Sling</div> <div>Ranged Weapon</div> <div><div><div></div></div><div><div></div></div><div><div></div></div><div>blue</div><div>green</div></div> <div><div><div></div></div><div><div></div></div><div><div></div></div>: +1 damage</div> <div><div><div></div></div><div><div></div></div>: +1 range</div> <div><div><div></div></div>: Daze 1</div> <div><div>0</div><div>125</div><div></div><div>Shop'</div></div>	<div>Dagger</div> <div>Melee Weapon</div> <div><div><div></div></div><div><div></div></div><div><div></div></div><div>red</div><div>yellow</div></div> <div><div><div></div></div><div><div></div></div>: +1 damage</div> <div>Off-Hand Bonus:</div> <div>One free surge</div> <div><div>0</div><div>25</div><div></div><div>Shop'</div></div>	<div>Whip</div> <div>Melee Weapon</div> <div><div><div></div></div><div><div></div></div><div><div></div></div><div>red</div><div>yellow</div></div> <div><div><div></div></div><div><div></div></div><div><div></div></div>: +1 damage</div> <div><div><div></div></div><div><div></div></div>: Daze 1</div> <div>Entrap 2</div> <div>Off-Hand Bonus:</div> <div>None (but Entrap 2 applies)</div> <div><div>0</div><div>25</div><div></div><div>Shop'</div></div>	<div>Stiletto</div> <div>Melee Weapon</div> <div><div><div></div></div><div><div></div></div><div><div></div></div><div><div></div></div><div>red</div><div>yellow</div><div>yellow</div></div> <div>Pierce 1</div> <div><div><div></div></div><div><div></div></div>: +1 damage</div> <div>Off-Hand Bonus:</div> <div>Pierce 1</div> <div><div>0</div><div>50</div><div></div><div>Shop'</div></div>
<div>Sorcerous Staff</div> <div>Magic Weapon</div> <div><div><div></div></div><div><div></div></div><div><div></div></div><div>white</div><div>yellow</div></div> <div>Sorcery 1</div> <div><div><div></div></div><div><div></div></div>: Sorcery 1</div> <div><div>0</div><div>150</div><div></div><div>Shop'</div></div>	<div>Tempest</div> <div>Magic Weapon – Rune</div> <div><div><div></div></div><div><div></div></div><div><div></div></div><div>white</div><div>green</div></div> <div><div><div></div></div><div><div></div></div>: Arcing 1</div> <div><div><div></div></div><div><div></div></div>: +1 Range</div> <div><div>0</div><div>175</div><div></div><div>Shop'</div></div>	<div>Strangulation</div> <div>Magic Weapon – Rune</div> <div><div><div></div></div><div><div></div></div><div><div></div></div><div>white</div><div>green</div></div> <div><div><div></div></div><div><div></div></div>: +1 damage</div> <div><div><div></div></div><div><div></div></div>: Web 1</div> <div><div>0</div><div>200</div><div></div><div>Shop'</div></div>	<div>Throwing Knives</div> <div>Ranged Weapon</div> <div><div><div></div></div><div><div></div></div><div><div></div></div><div>blue</div><div>yellow</div></div> <div>Pierce 1</div> <div><div><div></div></div><div><div></div></div>: Pierce 1</div> <div><div><div></div></div><div><div></div></div>: +1 range</div> <div><div>0</div><div>25</div><div></div><div>Shop'</div></div>	<div>Bow</div> <div>Ranged Weapon</div> <div><div><div></div></div><div><div></div></div><div><div></div></div><div>blue</div><div>yellow</div></div> <div>Bleed 1</div> <div><div><div></div></div><div><div></div></div>: Pierce 1</div> <div><div><div></div></div><div><div></div></div>: +1 range</div> <div><div>0</div><div>100</div><div></div><div>Shop'</div></div>

<div>Strangulation</div> <div>Magic Weapon – <i>Rune</i></div> <div>whitegreen</div> <div><div>: +1 damage</div><div>: Web 1</div></div> <div><div>200</div><div></div><div>Shop</div></div>	<div>Iron Shield</div> <div>Shield</div> <div>Exhaust to cancel one received wound.</div> <div>This card cannot cancel wounds that ignore armor.</div> <div><div>25</div><div></div><div>Shop</div></div>	<div>Tower Shield</div> <div>Shield</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 <i>Runes</i>.</div> <div><div>50</div><div></div><div>Shop</div></div>	<div>Charmed Shield</div> <div>Shield</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>200</div><div></div><div>Shop</div></div>	<div>Tunic</div> <div>Armor</div> <div>+0 Armor</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>25</div><div>Armor</div><div>Shop</div></div>
<div>Leather Armor</div> <div>Armor</div> <div>+1 Armor</div> <div><div>50</div><div>Armor</div><div>Shop</div></div>	<div>Wizard’s Robe</div> <div>Armor</div> <div>+0 Armor +2 armor vs. ranged and magic attacks</div> <div><div>75</div><div>Armor</div><div>Shop</div></div>	<div>Chainmail</div> <div>Armor</div> <div>+2 Armor</div> <div>Your base speed is reduced to 4.</div> <div>You cannot equip <i>Runes</i>.</div> <div><div>100</div><div>Armor</div><div>Shop</div></div>	<div>Ceramic Armor</div> <div>Armor</div> <div>+2 Armor</div> <div>You have Resilience.</div> <div>Your base speed is reduced to 3.</div> <div>You cannot equip <i>Runes</i>.</div> <div><div>125</div><div>Armor</div><div>Shop</div></div>	<div>Heavy Furs</div> <div>Armor</div> <div>+0 Armor You have Resilience.</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>175</div><div>Armor</div><div>Shop</div></div>
<div>Bandolier</div> <div>Other</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>Ring of Skill</div> <div>Other</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>25</div><div>Other</div><div>Shop</div></div>	<div>Ring of Energy</div> <div>Other</div> <div>After making an attack roll, exhaust this card and spend 2 surges to recover 1 fatigue</div> <div><div>50</div><div>Other</div><div>Shop</div></div>	<div>Ring of Force</div> <div>Other</div> <div>After making an attack roll, exhaust this card and spend 2 surges to add Knockback 1 to the attack.</div> <div><div>50</div><div>Other</div><div>Shop</div></div>	<div>Ring of Luck</div> <div>Other</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>50</div><div>Other</div><div>Shop</div></div>
<div>Girdle of Gravity</div> <div>Other</div> <div>You have Entrap 1.</div> <div><div>75</div><div>Other</div><div>Shop</div></div>	<div>Blood Charm</div> <div>Other</div> <div>Exhaust to cancel 1 wound being dealt to you.</div> <div><div>150</div><div>Other</div><div>Shop</div></div>	<div>Ghost Charm</div> <div>Other</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>150</div><div>Other</div><div>Shop</div></div>	<div>Recovery Charm</div> <div>Other</div> <div>You have Resilience.</div> <div><div>125</div><div>Other</div><div>Shop</div></div>	<div>Salve</div> <div>Other</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>Health Training</div> <div>Upgrade</div> <div>+2 Max Wounds Limit 1 per hero</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>Fatigue Training</div> <div>Upgrade</div> <div>+1 Max Fatigue Limit 1 per hero</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>Speed Training</div> <div>Upgrade</div> <div>+1 Speed Limit 1 per hero</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>Chaos Blade</div> <div>Morph Weapon</div> <div>morphmorphmorphmorphmorph</div> <div>Morph Pierce 10 Ignores Undying</div> <div>: +1 damage and +1 range</div> <div>Off-Hand Bonus: Ignores Undying</div> <div><div></div><div>Relic</div></div>	<div>Starforged Armlet</div> <div>Other</div> <div>Command Arcing 3 Fear 1 Undying</div> <div>You recover 1 fatigue at the start of each turn.</div> <div><div>Other</div><div>Relic</div></div>

<div><div>Leather Armor</div><div>Armor</div><div><div>+1 Armor</div></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 <i>Runes</i>.</div></div> <div><div>50</div><div>Armor</div><div>Shop'</div></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 <i>Runes</i>.</div></div></div> <div><div>50</div><div></div><div>Shop'</div></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><div>25</div><div></div><div>Shop'</div></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><div>200</div><div></div><div>Shop'</div></div>	<div><div>Immolation</div><div>Magic Weapon – <i>Rune</i></div><div><div></div><div>Burn 1</div><div>: Burn 1 : +1 Range</div></div></div> <div><div>125</div><div></div><div>Shop'</div></div>
<div><div>Ceramic Armor</div><div>Armor</div><div><div>+2 Armor</div><div>You have Resilience.</div><div>Your base speed is reduced to 3.</div><div>You cannot equip <i>Runes</i>.</div></div></div> <div><div>125</div><div>Armor</div><div>Shop'</div></div>	<div><div>Wizard’s Robe</div><div>Armor</div><div><div>+0 Armor</div><div>+2 armor vs. ranged and magic attacks</div></div></div> <div><div>75</div><div>Armor</div><div>Shop'</div></div>	<div><div>Tunic</div><div>Armor</div><div><div>+0 Armor</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><div>25</div><div>Armor</div><div>Shop'</div></div>	<div><div>Chainmail</div><div>Armor</div><div><div>+2 Armor</div><div>Your base speed is reduced to 4.</div><div>You cannot equip <i>Runes</i>.</div></div></div> <div><div>100</div><div>Armor</div><div>Shop'</div></div>	<div><div>Heavy Furs</div><div>Armor</div><div><div>+0 Armor</div><div>You have Resilience.</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><div>175</div><div>Armor</div><div>Shop'</div></div>
<div><div>Bandolier</div><div>Other</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>25</div><div>Other</div><div>Shop'</div></div>	<div><div>Ring of Skill</div><div>Other</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>25</div><div>Other</div><div>Shop'</div></div>	<div><div>Blood Charm</div><div>Other</div><div><div>Exhaust to cancel 1 wound being dealt to you.</div></div></div> <div><div>150</div><div>Other</div><div>Shop'</div></div>	<div><div>Ring of Energy</div><div>Other</div><div><div>After making an attack roll, exhaust this card and spend 2 surges to recover 1 fatigue</div></div></div> <div><div>50</div><div>Other</div><div>Shop'</div></div>	<div><div>Girdle of Gravity</div><div>Other</div><div><div>You have Entrap 1.</div></div></div> <div><div>75</div><div>Other</div><div>Shop'</div></div>
<div><div>Bandolier</div><div>Other</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>25</div><div>Other</div><div>Shop'</div></div>	<div><div>Bandolier</div><div>Other</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>25</div><div>Other</div><div>Shop'</div></div>	<div><div>Salve</div><div>Other</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>100</div><div>Other</div><div>Shop'</div></div>	<div><div>Salve</div><div>Other</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>100</div><div>Other</div><div>Shop'</div></div>	<div><div>Blood Charm</div><div>Other</div><div><div>Exhaust to cancel 1 wound being dealt to you.</div></div></div> <div><div>150</div><div>Other</div><div>Shop'</div></div>
<div><div>Halforged Armlet</div><div>Other</div><div><div>Command Fear 1</div><div>At the start of each turn, you recover 1 fatigue, but suffer 2 wounds (ignoring armor).</div></div></div> <div><div>Other</div><div>Relic</div></div>	<div><div>Ghostly Mantle</div><div>Armor</div><div><div>+0 Armor Fear 1 Disruption</div><div>You have Fly.</div></div></div> <div><div>Armor</div><div>Relic</div></div>	<div><div>Fatigue Training</div><div>Upgrade</div><div><div>+1 Max Fatigue</div><div>Limit 1 per hero</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>500</div><div>Upgrade</div><div>Shop'</div></div>	<div><div>Health Training</div><div>Upgrade</div><div><div>+2 Max Wounds</div><div>Limit 1 per hero</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>500</div><div>Upgrade</div><div>Shop'</div></div>	<div><div>Speed Training</div><div>Upgrade</div><div><div>+1 Speed</div><div>Limit 1 per hero</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>500</div><div>Upgrade</div><div>Shop'</div></div>