

Slippers of Agility



10 🟡

0 🟡

+3 **Agility**

Light boots made from spider skin that tingles your senses.

Keep for 🟢 /

Clarity Potion



2 🟡

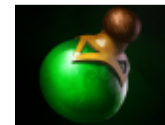
1 🟡

+2 **Mana**

Use: Restores mana over time. If the user is attacked, the effect is lost.

Discard after use

Healing Salve



2 🟡

1 🟡

+5 **Health**

Use: Regenerate - Restores HP over time. If the user is attacked, the effect is lost.

Discard after use

Scroll of Teleportation



6 🟡

5 🟡

Teleport to any allied building

Use: Teleport - Teleports you to a target friendly building.

Discard after use

Gauntlets of Strength



10 🟡

0 🟡

+3 **Strength**

Studded leather gloves that add brute strength.

Keep

Mantle of Intelligence



10 🟡

0 🟡

+3 **Intelligence**

A beautiful sapphire mantle worn by generations of queens.

Keep

Courier



10 🪙

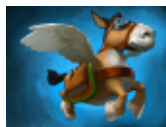
8 🪙

Any ally may purchase 1 item per turn without returning to the Fountain. **Excludes Secret Shop.**

Creature that carries items to and from your base.

Keep

Flying Courier



12 🪙

10 🪙

Any ally may purchase multiple items per turn without returning to the Fountain. **Includes Secret Shop.**

Fast flying creature that carries items to and from your base.

Requires Courier already in possession by any allied team member.

Keep

Bottle



16 🪙

14 🪙

+5 **Mana** storage OR +1 **Rune** storage

1 Mana

1 Mana

1 Mana

1 Mana

1 Mana

Used to carry additional Mana. Empty Bottle refills near town fountain. You can also store runes in the bottle, to save for later use.

Keep

Ironwood Branch



5 🪙

0 🪙

+1 **All Attributes**

A seemingly ordinary branch, its ironlike qualities are bestowed upon the bearer.

Keep for Recipe

Circlet



12 🪙

0 🪙

+2 **All Attributes**

An elegant circlet designed for human princesses.

Keep for  /

Belt of Strength



16 🪙

0 🪙

+6 **Strength**

A valued accessory for improving vitality.

Keep

Band of Elvenskin



16 🪙

0 🪙

+6 **Agility**

A tensile fabric often used for its light weight and ease of movement.

Keep

Robe of the Magi



16 🪙

0 🪙

+6 **Intelligence**

This robe corrupts the soul of the user, but provides wisdom in return.

Keep

Ogre Axe



25 🪙

0 🪙

+10 **Strength**

You grow stronger just by holding it.

Discard

Blade of Alacrity



25 🪙

0 🪙

+6 **Agility**

A long blade imbued with time magic.

Discard

Staff of Wizardry



25 🪙

0 🪙

+10 **Intelligence**

A staff of magical powers passed down from the eldest mages.

Discard

Ultimate Orb



25 🪙

0 🪙

+10 **All Attributes**

A mystical orb containing the essence of life.

Discard

Ring of Protection



25 🍋

0 🍋

+2 **Armour**

A glimmering ring that defends its bearer.

Discard

Quelling Blade



12 🍋

10 🍋

+5 🗡️

Passive: Quell - Gives bonus attack damage against non-hero units, depending on the type of hero you are.

Keep

Stout Shield



12 🍋

10 🍋

Chance to block attack to value of 1 die

Gives the player holding the card the chance to block damage on attack. The amount blocked is equal to the value of the 2 dice rolled.

Keep

Blades of Attack



18 🍋

12 🍋

+9 🗡️

The damage of these small, concealable blades should not be underestimated.

Keep

Chainmail



24 🍋

0 🍋

+5 🛡️

A medium weave of metal chains.

Discard

Helm of Iron Will



28 🍋

0 🍋

+5 🛡️ AND +3 **Health** p/turn

3 Mana

This helmet of a legendary warrior who fell in battle can heal 3 **health** per turn at the cost of 3 **mana**.

Keep

Broadsword



30 🟡

22 🟡

+18 🗡️

The classic weapon of choice for knights, this blade is sturdy and reliable for slaying enemies.

Keep

Quarterstaff



48 🟡

40 🟡

+10 🗡️ AND +1 📦

A basic staff that allows you to strike quickly.

Keep

Claymore



65 🟡

55 🟡

+21 🗡️

A sword that can cut through armor, it's a commonly chosen first weapon for budding swordsmen.

Keep

Javelin



75 🟡

60 🟡

+21 🗡️ AND +1 📦

A rather typical spear that can sometimes pierce through an enemy's armor when used to attack.

Keep

Platemail



60 🟡

0 🟡

+10 🛡️

Thick metal plates that protect the entire upper body. Avoid dropping on feet.

Keep

Mithril Hammer



65 🟡

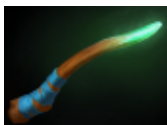
55 🟡

+21 🗡️

A hammer forged of pure mithril.

Keep

Magic Stick



Restores 2 Health **AND** 1 Mana per charge. Gains 1 charge per Level Card used on player.

A simple wand used to channel magic energies, it is favored by apprentice wizards and great warlocks alike. Gains charges (max 5) based on enemies using abilities in a nearby area. When activated, it restores health and mana based on the number of charges stored.

Keep

Sage's Mask



50% Mana Regen

A mask commonly used by mages and warlocks for various rituals.

Keep

Ring of Regen



+2 Health p/turn

2 Mana

This ring is considered a good luck charm among the Gnomes and can heal 2 health per turn at the cost of 2 mana.

Keep

Boots of Speed



Ability to move 2 tiles at a time

Fleet footwear, increasing movement. Flat movement speed bonuses from multiple pairs of boots do not stack.

Keep

Gloves of Haste

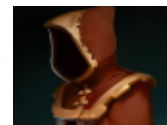


+1 Attack 

A pair of magical gloves that seems to render weapons weightless.

Keep

Cloak



A cloak made of a magical material that works to dispel any magic cast on it.

Multiple instances of spell resistance from items do not stack.

Keep

Morbid Mask



+5 Lifesteal

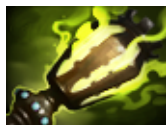
A mask that drains the energy of those caught in its gaze.

Passive: Lifesteal - Gives lifesteal on attacks.

Morbid Mask is a Unique Attack Modifier, and does not stack with other Unique Attack Modifiers.

Keep

Ghost Scepter



+7 All Attributes

Imbues the wielder with a ghostly presence, allowing them to evade physical damage.

Active: Ghost Form - Enter ghost form, unable to attack or be attacked, but take -40% extra magic damage. Using a Teleport Scroll or Boots of Travel dispels Ghost Form.

Keep

Talisman of Evasion



Chance to block attack to value of 2 dice

A necklace that allows you to anticipate enemy attacks.

Keep

Blink Dagger



Move up to 3 tiles

3 Mana

The fabled dagger used by the fastest assassin ever to walk the lands. Teleport to a target point up to 3 tiles away. Cost 3 Mana to use.

Keep

Shadow Amulet

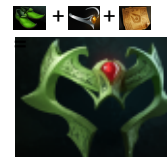


+1 Attack

Active: Fade - Go invisible over 1.8 seconds. If you move, you will become visible.

Keep

Wraith Band



42

0

10 + 12 + 20

+21 AND +3 Strength
AND +6 Agility
AND +3 Intelligence

A circlet with faint whispers echoing about it.

Keep

Null Talisman





46

0

+3

AND +3 Strength

AND +3 Agility

AND +6 Intelligence

A small gemstone attached to several chains.

Keep

Magic Wand





40

0

+3 All Attributes

When used +3 Health AND +2 Mana per charge consumed

1 Count

1 Count

1 Count

1 Count

1 Count

Gains energy charges (max 5) based on enemies using abilities on the hero. When activated, it restores health and mana based on the number of charges stored.

Keep