

## Items

### Item 001

Boots of Striding - Only add to the numerical value of an existing single movement ability. They do not give you a free movement action.

### Item 002

Winged Shoes - May be used for only a single movement ability, not for multiple movement abilities of an action (ex: Action with Move, Attack, Move).

### Item 003

Hide Armor - Only grants the shield for the attack, not until the end of the round.

### Item 004

Leather Armor - Must be used before the enemy draws an attack modifier card.

### Item 013

Minor Stamina Potion - A future expansion will change this item so that you only recover one discarded card. Players may optionally play with the card that way in the base game if they feel they wish to nerf it. Note that the nerf has been included in some non-english versions of the core game.

### Item 023

### Item 034

### Items 035, 115, 123, 132

### Item 045

### Item 102

### Item 105

### Item 107

### Item 124 (R1)

### Item 131

### Item 136

### Item 141

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