

:

Item ID: 1-10,15



1 Boots of Striding



20

1/2

During your movement, add +2 Move  to a single movement.

  748

2 Winged Shoes



20

1/2

During your movement, add Jump  to the movement.

  750

3 Hide Armor



10

1/2

On the next two sources of damage from attacks targeting you, gain Shield .

   752

4 Leather Armor



20

1/2

When attacked, the attacker gains Disadvantage on the attack.

  754

5 Cloak of Invisibility



20

1/2

During your turn, gain INVISIBLE .

  756

6 Eagle-Eye Goggles

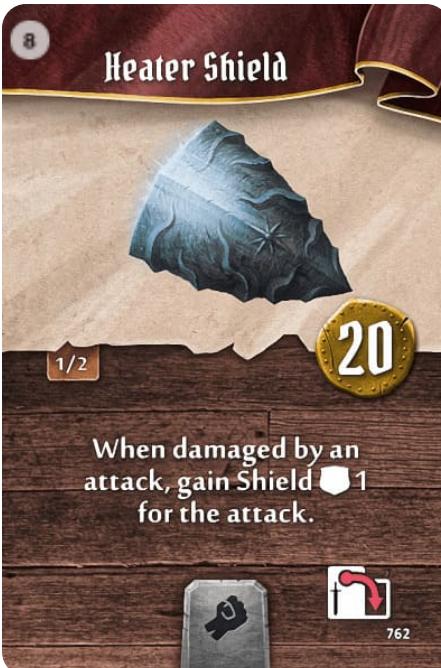


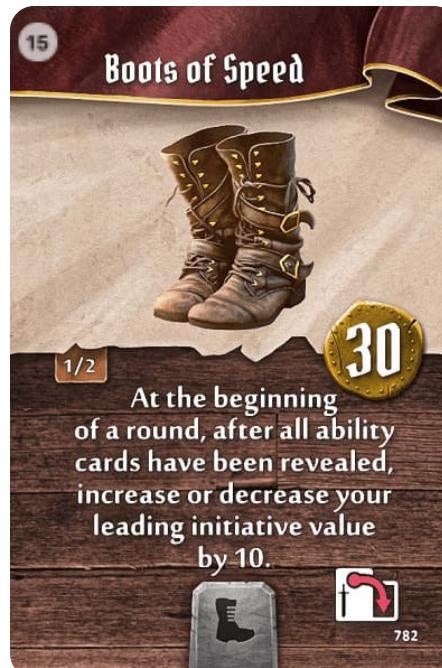
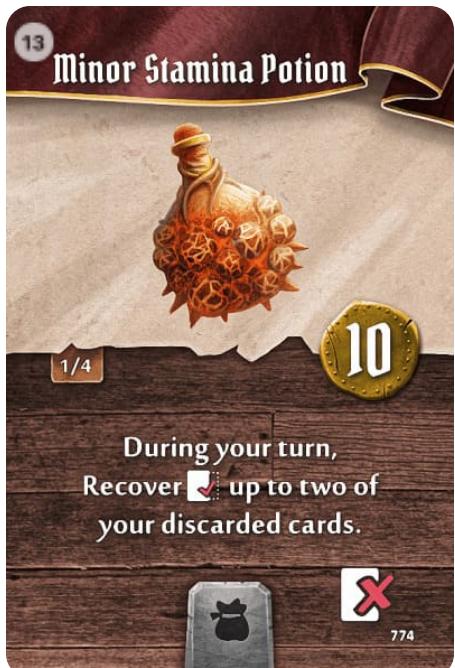
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1/2

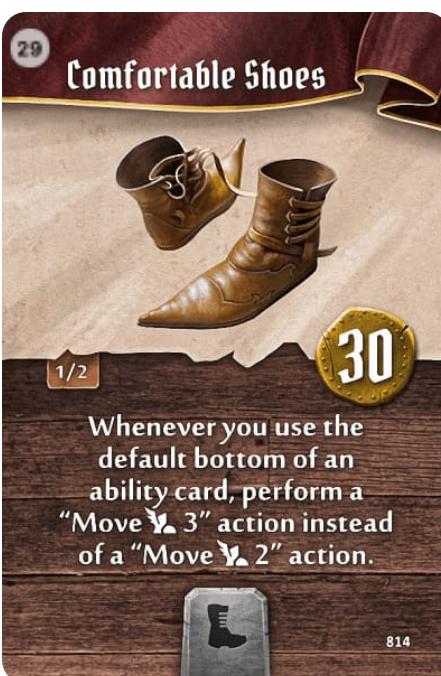
During your attack, gain Advantage on the entire Attack action.

  758

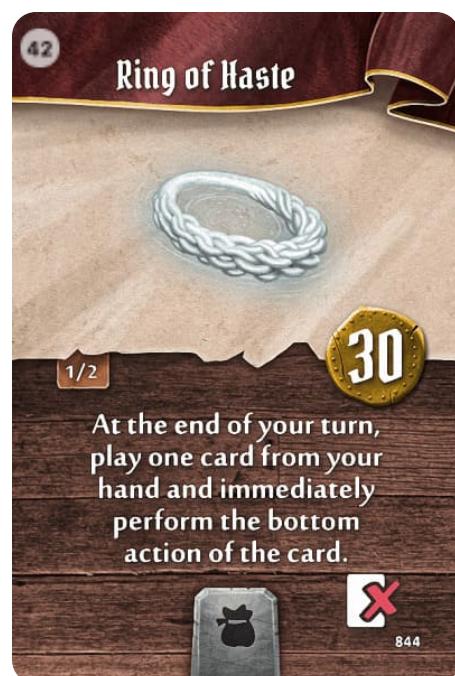
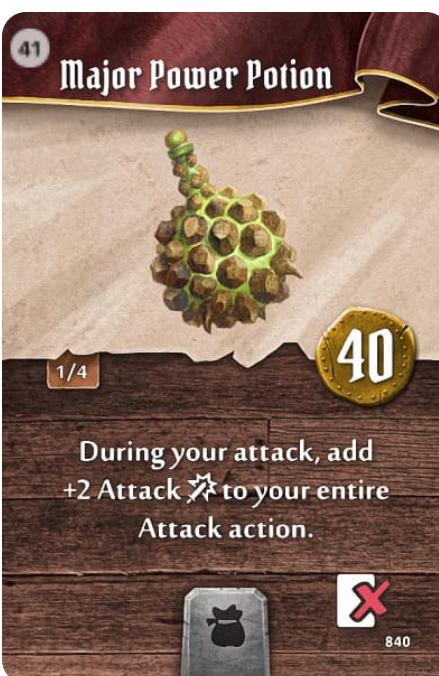
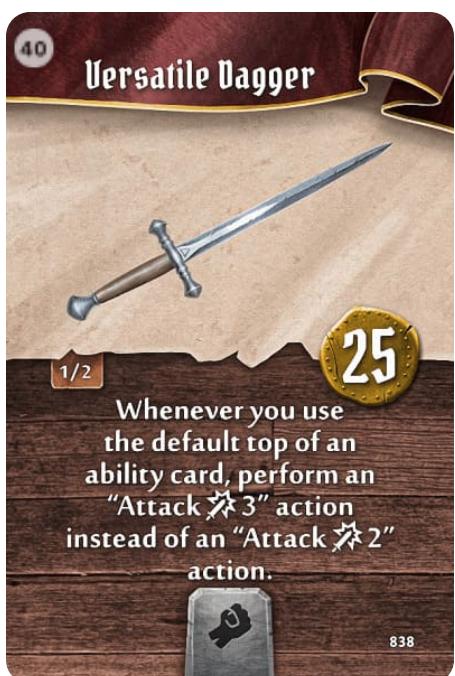
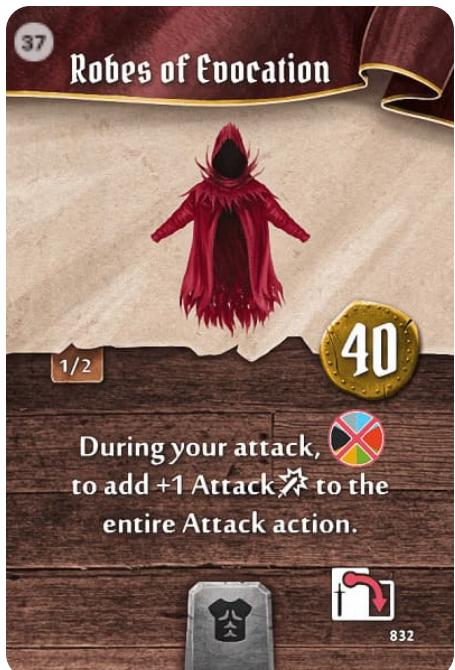


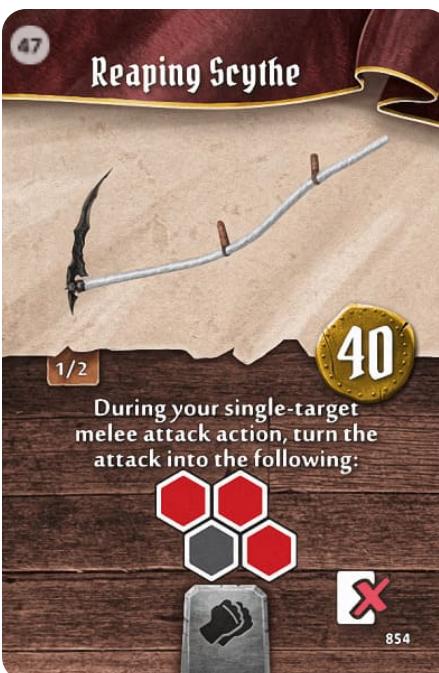
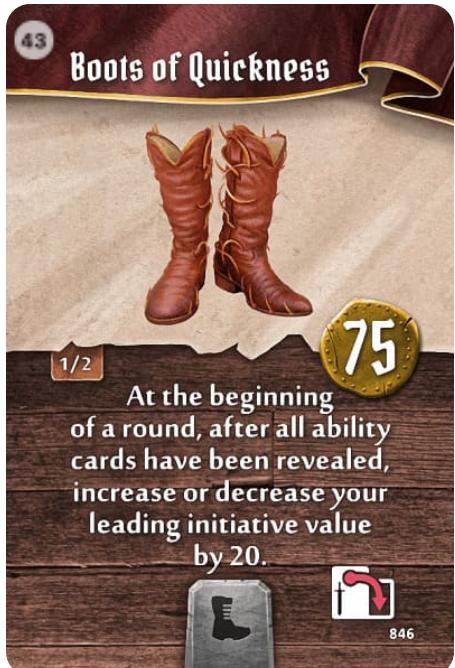




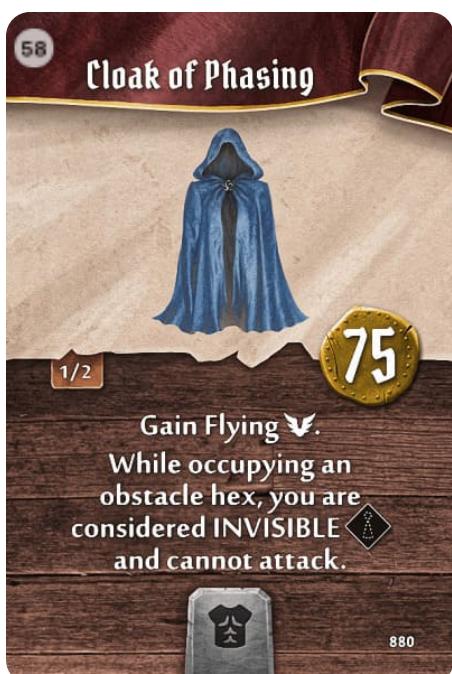
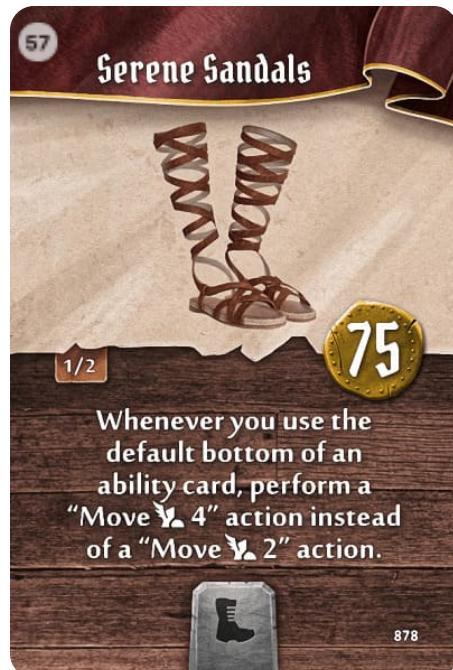
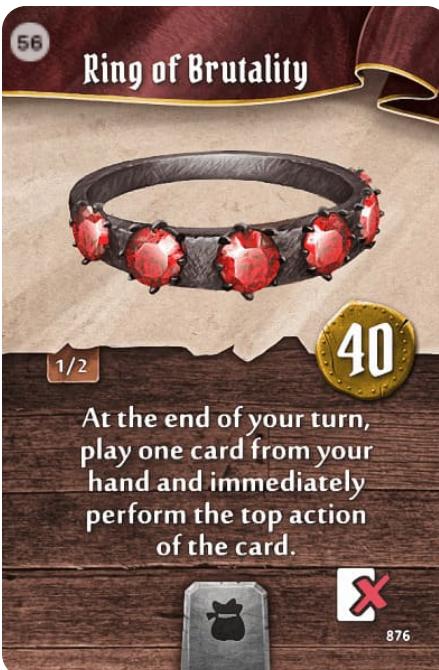


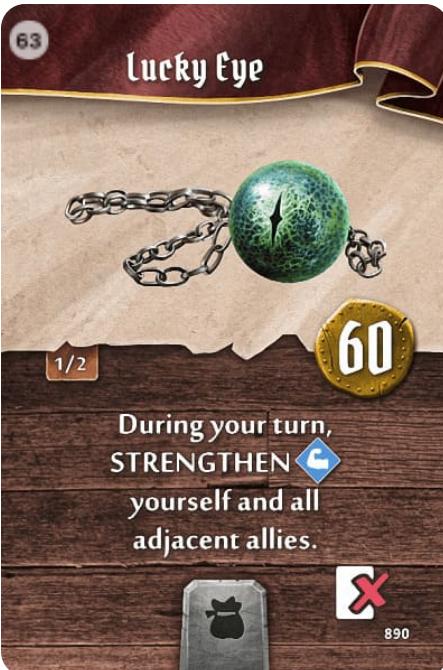
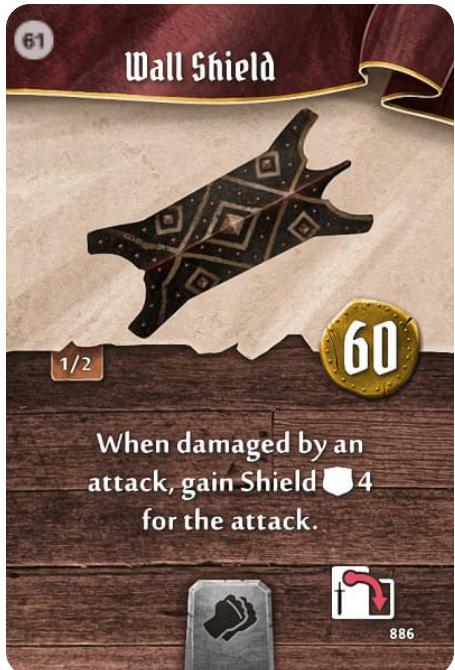


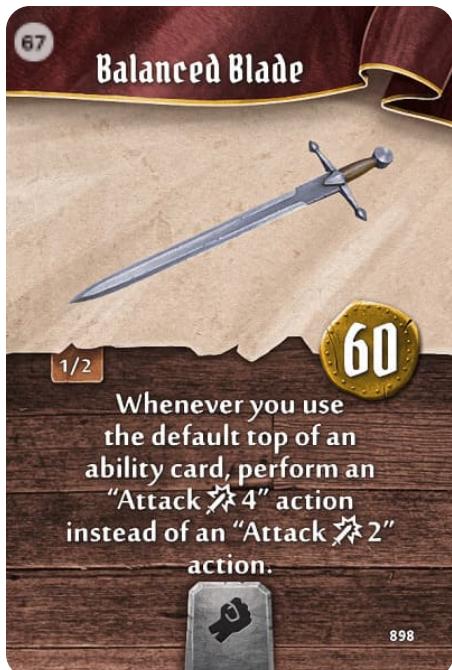




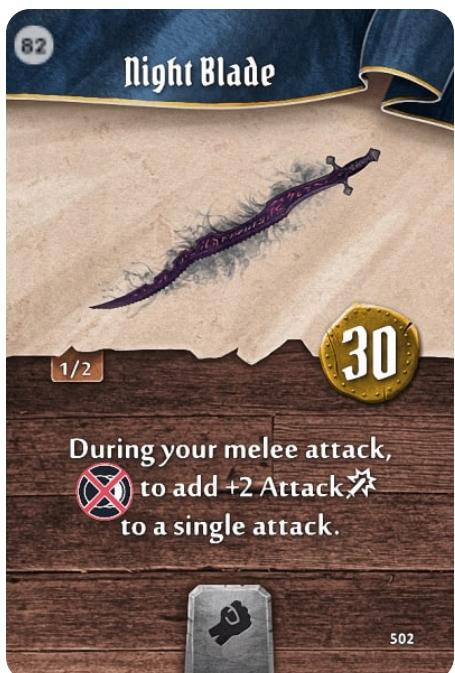
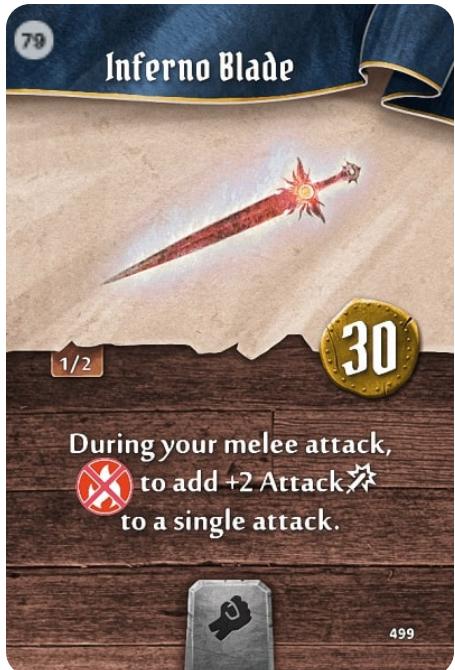


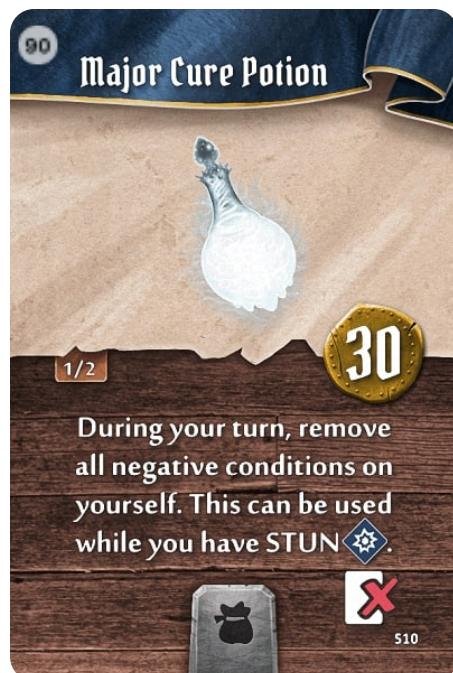


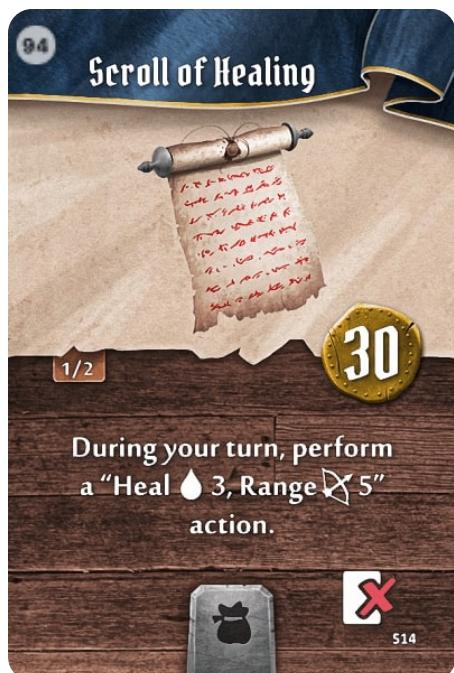
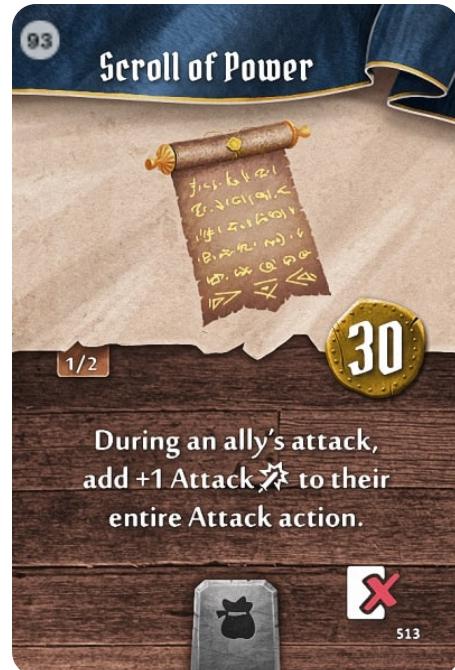
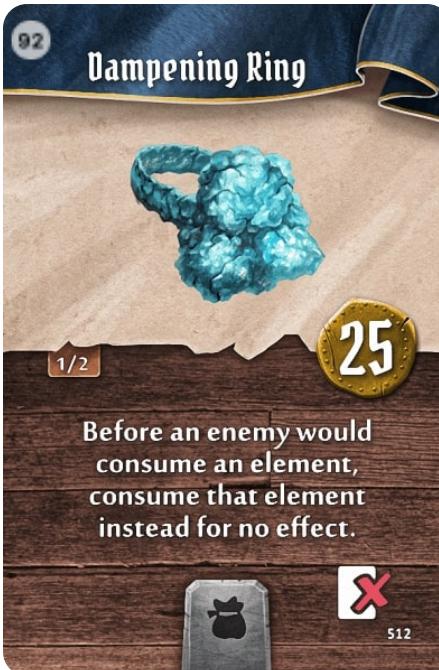
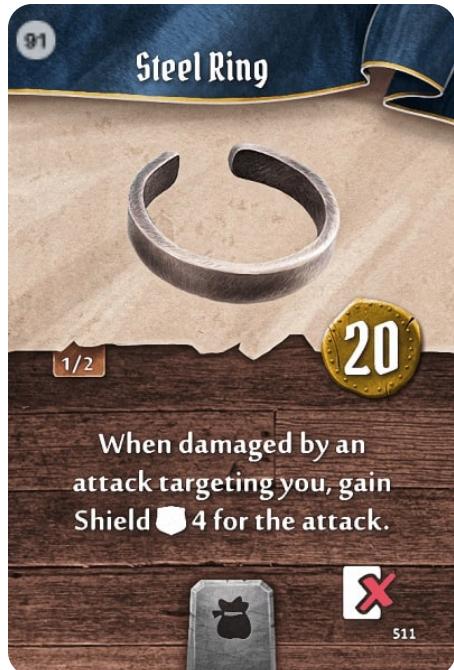














If you move 4 or more hexes on your turn, perform a "Heal 1, Self" action.



You are unaffected by difficult and hazardous terrain.



Ignore the damaging effects of hazardous terrain and perform a "Heal 2, Self" action on any turn in which you have entered a hazardous terrain hex.



During your turn, perform a "Heal 2, target any summoned ally" action.



Remove two from your attack modifier deck.



During your ranged attack, suffer 3 damage to add +1 Attack to the entire Attack action.

