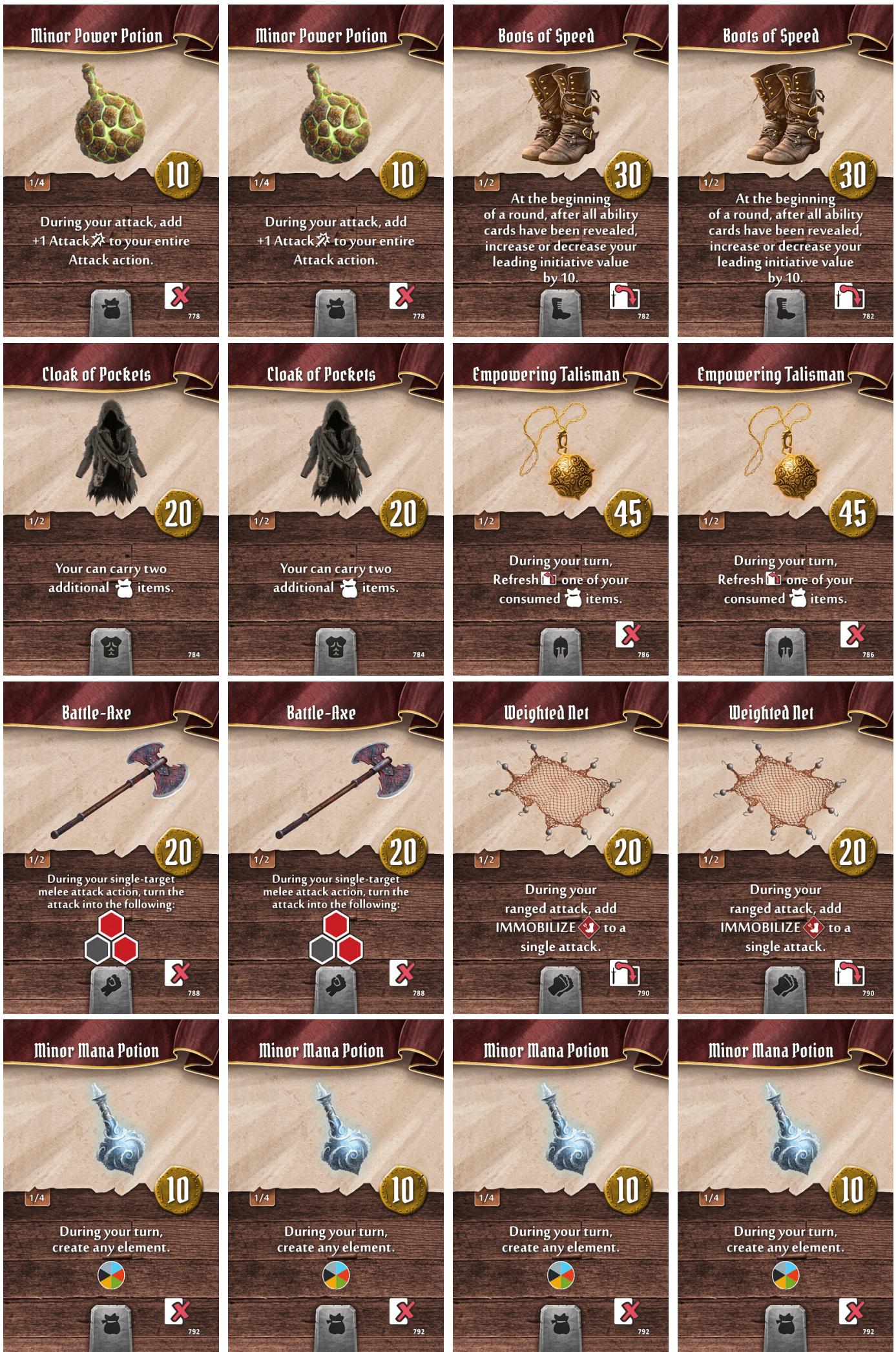
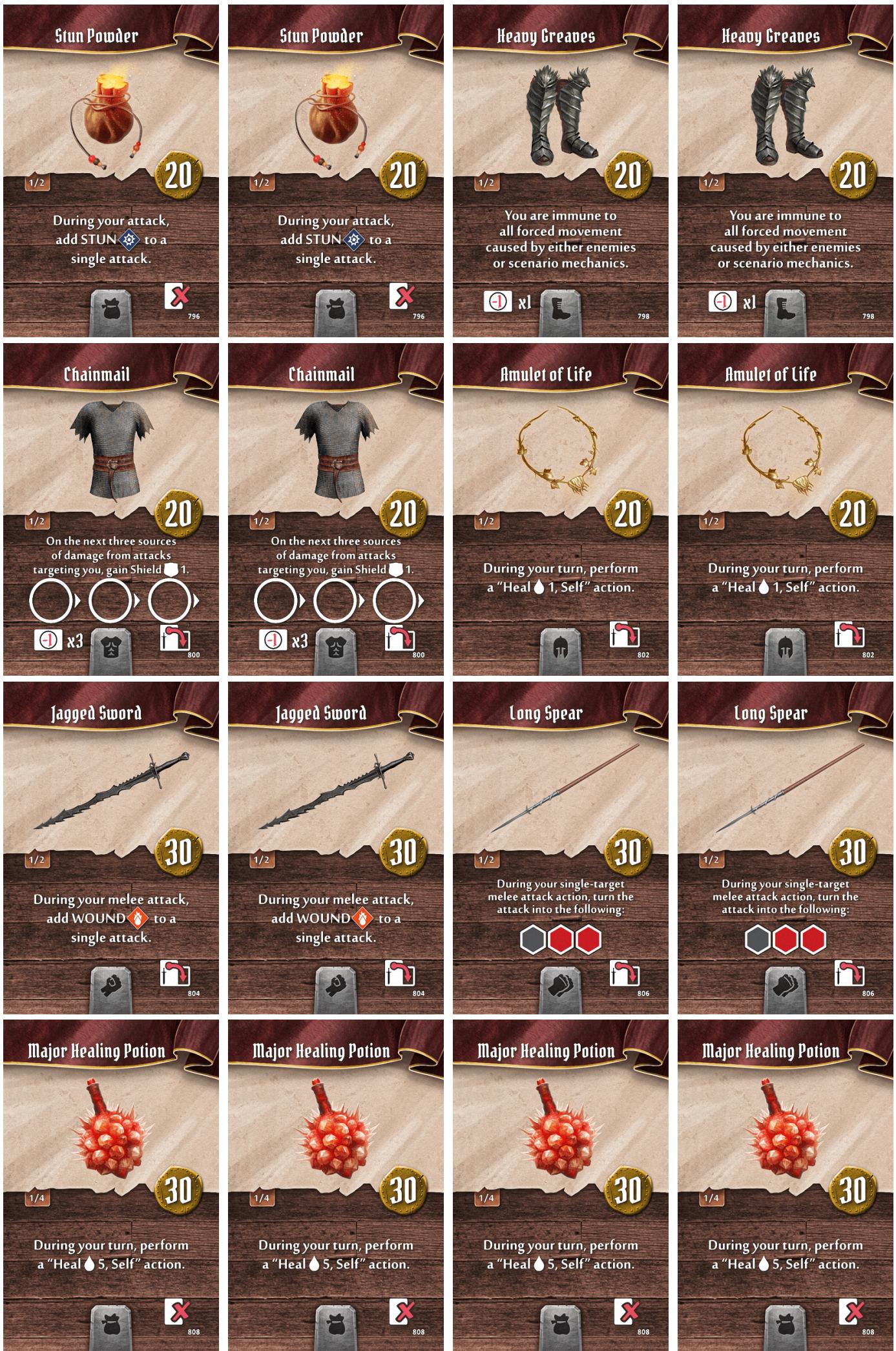
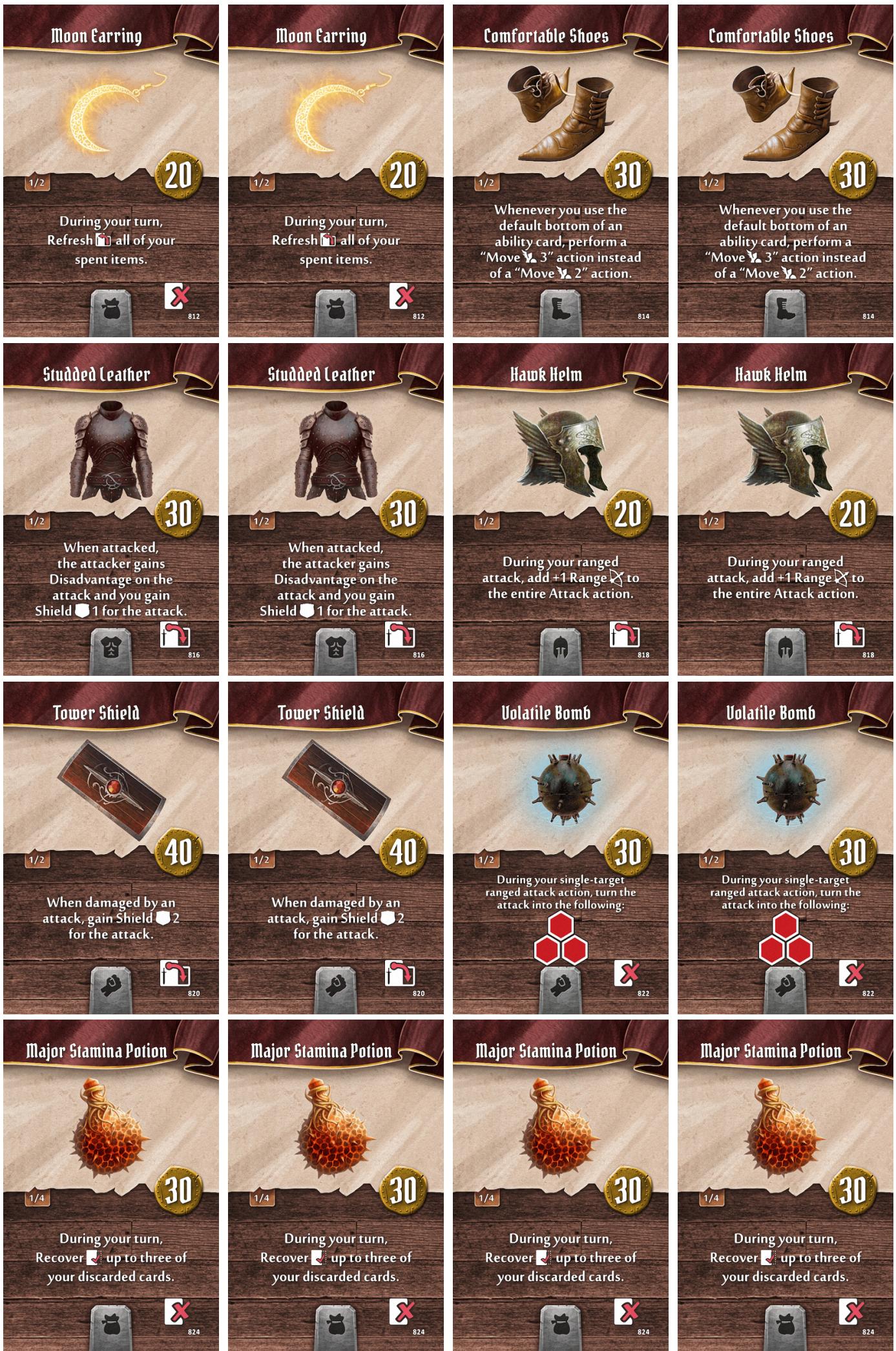


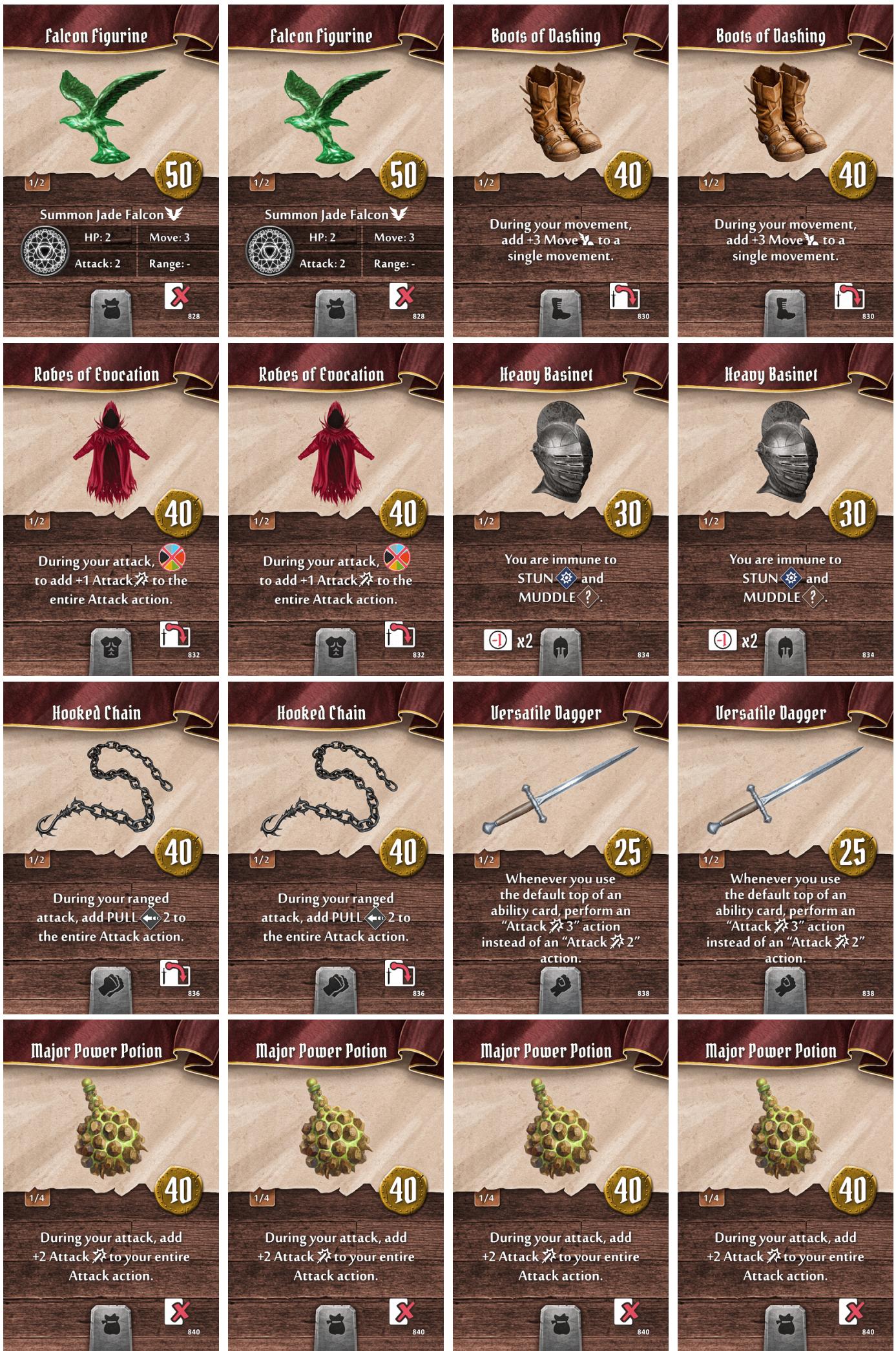


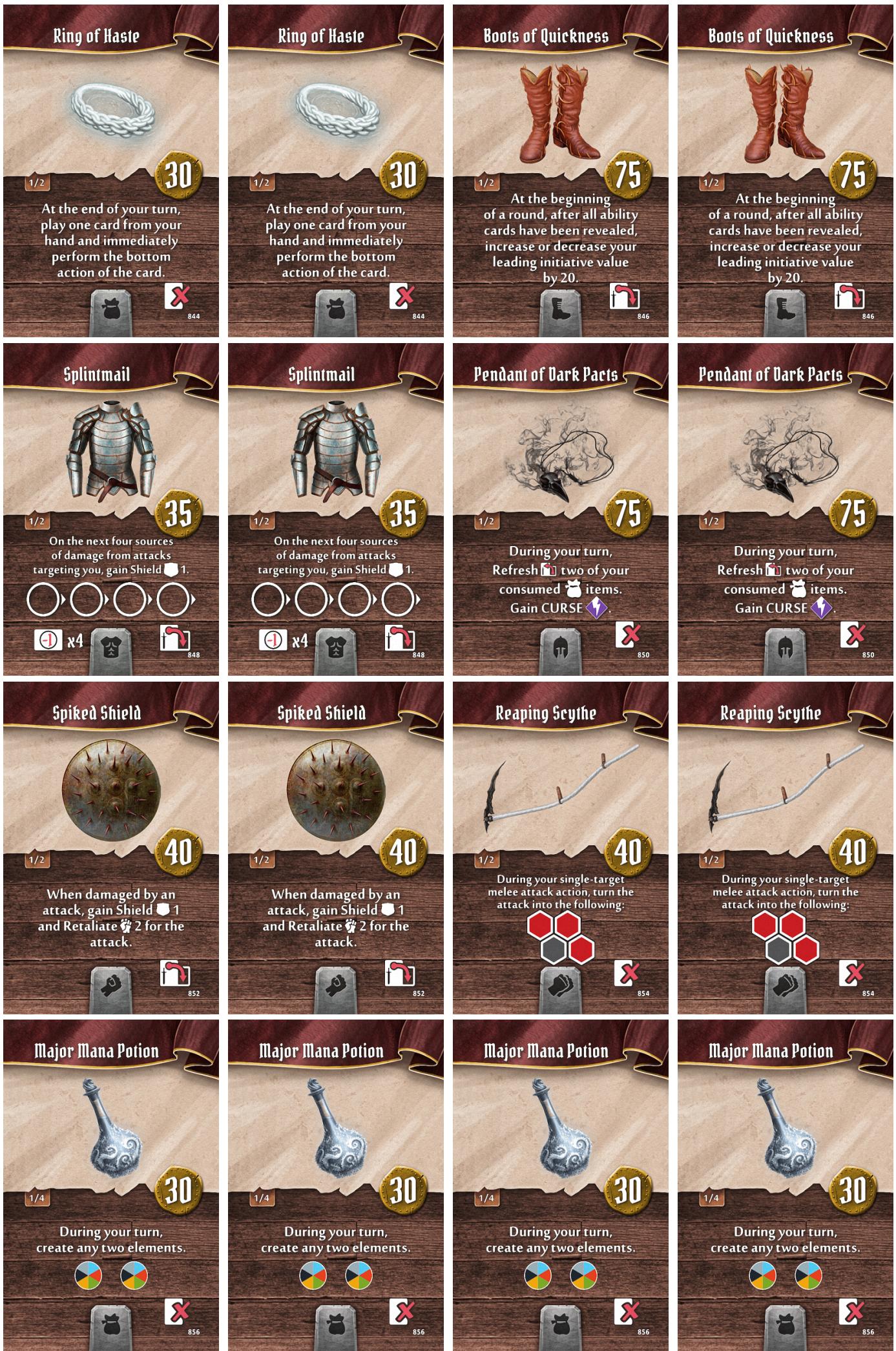
<p>Piercing Bow</p>  <p>30</p> <p>During your ranged attack, ignore all Shield values for the entire Attack action.</p> <p> </p> <p>764</p>	<p>Piercing Bow</p>  <p>30</p> <p>During your ranged attack, ignore all Shield values for the entire Attack action.</p> <p> </p> <p>764</p>	<p>War Hammer</p>  <p>30</p> <p>During your melee attack, add STUN ⚡ to the entire Attack action.</p> <p> </p> <p>766</p>	<p>War Hammer</p>  <p>30</p> <p>During your melee attack, add STUN ⚡ to the entire Attack action.</p> <p> </p> <p>766</p>
<p>Poison Dagger</p>  <p>20</p> <p>During your melee attack, add POISON ⚪ to a single attack.</p> <p> </p> <p>768</p>	<p>Poison Dagger</p>  <p>20</p> <p>During your melee attack, add POISON ⚪ to a single attack.</p> <p> </p> <p>768</p>	<p>Minor Healing Potion</p>  <p>10</p> <p>During your turn, perform a "Heal ⚪ 3, Self" action.</p> <p> </p> <p>770</p>	<p>Minor Healing Potion</p>  <p>10</p> <p>During your turn, perform a "Heal ⚪ 3, Self" action.</p> <p> </p> <p>770</p>
<p>Minor Healing Potion</p>  <p>10</p> <p>During your turn, perform a "Heal ⚪ 3, Self" action.</p> <p> </p> <p>770</p>	<p>Minor Healing Potion</p>  <p>10</p> <p>During your turn, perform a "Heal ⚪ 3, Self" action.</p> <p> </p> <p>770</p>	<p>Minor Stamina Potion</p>  <p>10</p> <p>During your turn, Recover ⚪ up to two of your discarded cards.</p> <p> </p> <p>774</p>	<p>Minor Stamina Potion</p>  <p>10</p> <p>During your turn, Recover ⚪ up to two of your discarded cards.</p> <p> </p> <p>774</p>
<p>Minor Stamina Potion</p>  <p>10</p> <p>During your turn, Recover ⚪ up to two of your discarded cards.</p> <p> </p> <p>774</p>	<p>Minor Stamina Potion</p>  <p>10</p> <p>During your turn, Recover ⚪ up to two of your discarded cards.</p> <p> </p> <p>774</p>	<p>Minor Power Potion</p>  <p>10</p> <p>During your attack, add +1 Attack ⚡ to your entire Attack action.</p> <p> </p> <p>778</p>	<p>Minor Power Potion</p>  <p>10</p> <p>During your attack, add +1 Attack ⚡ to your entire Attack action.</p> <p> </p> <p>778</p>



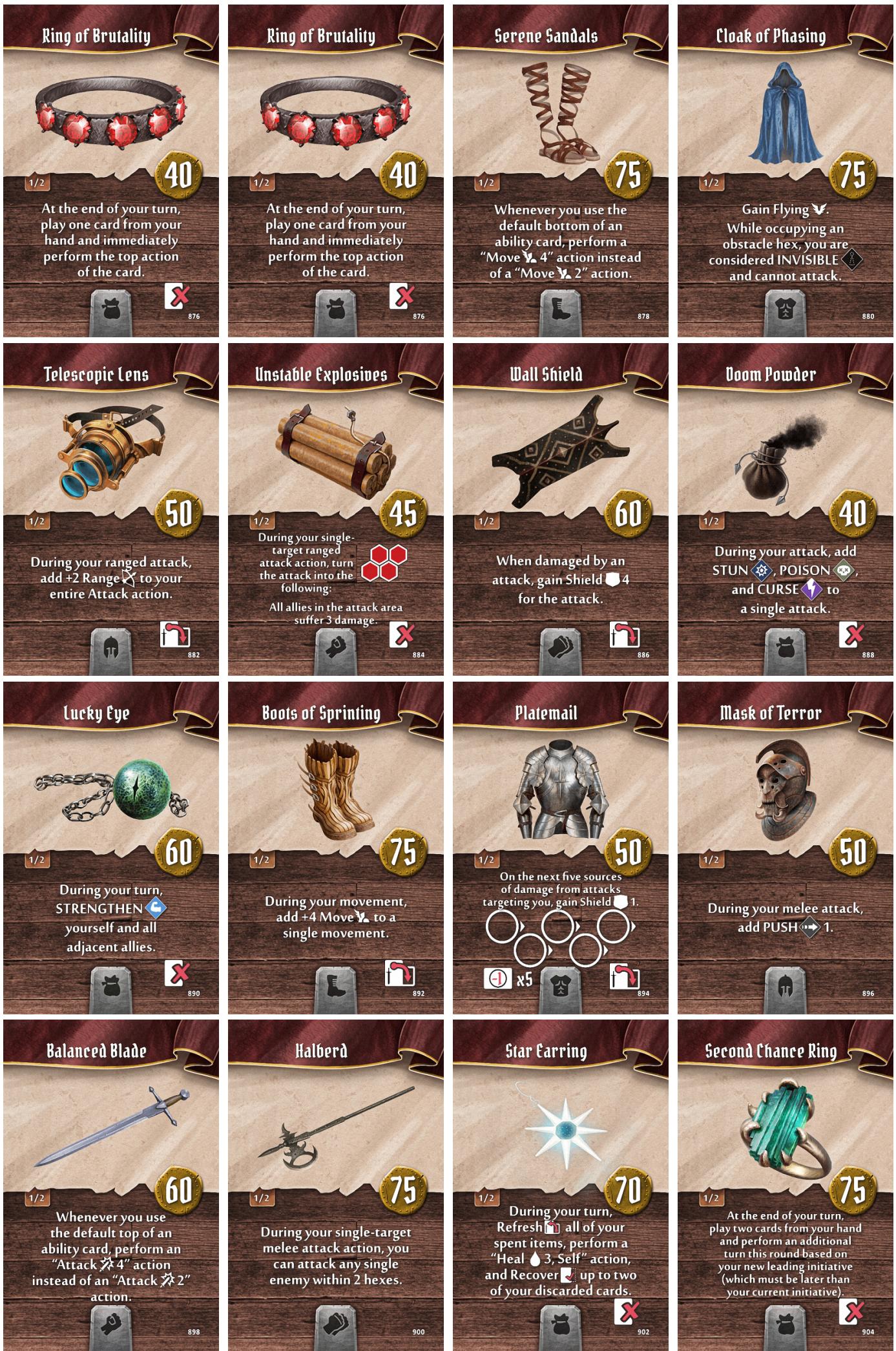


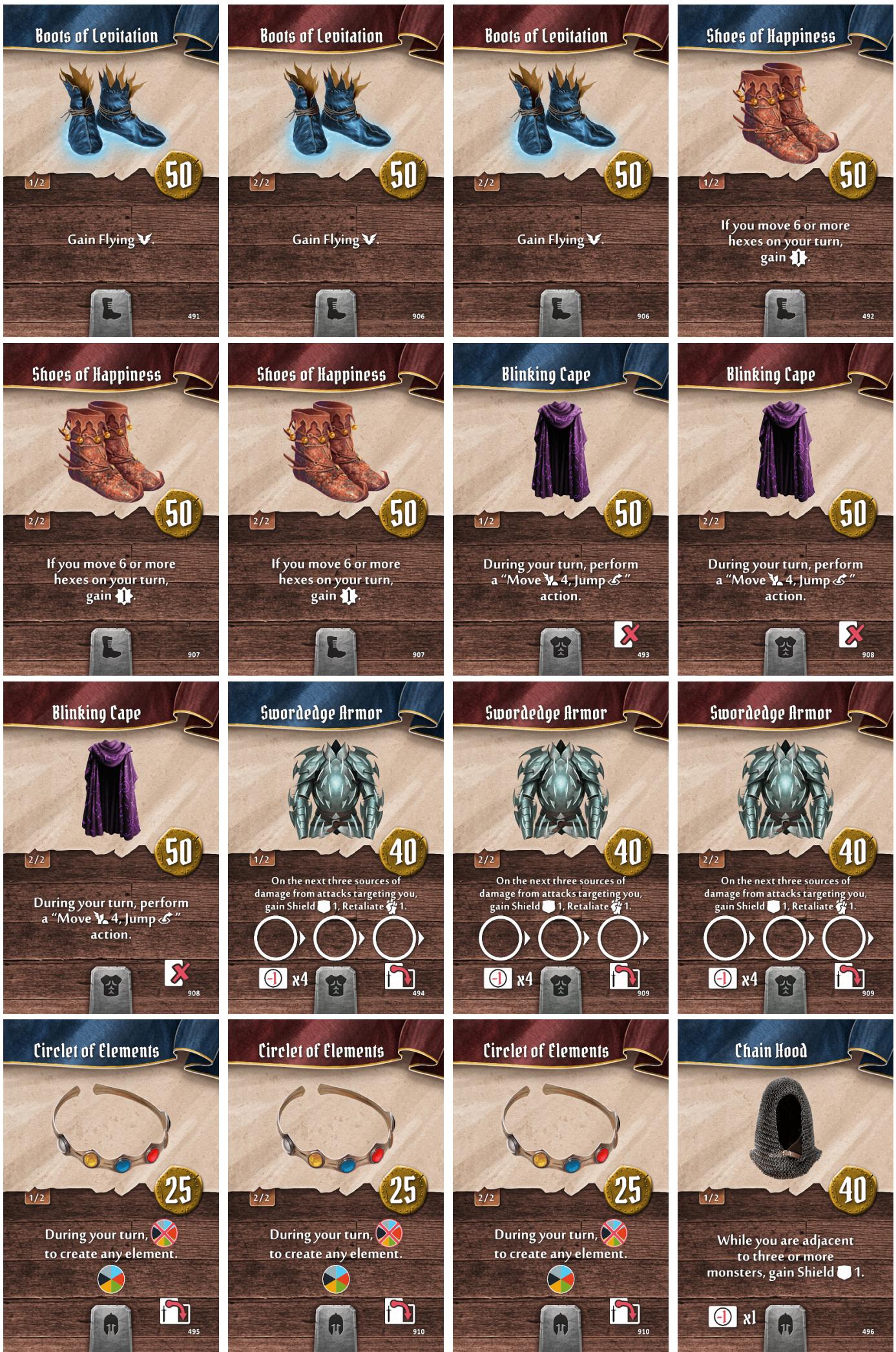








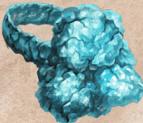


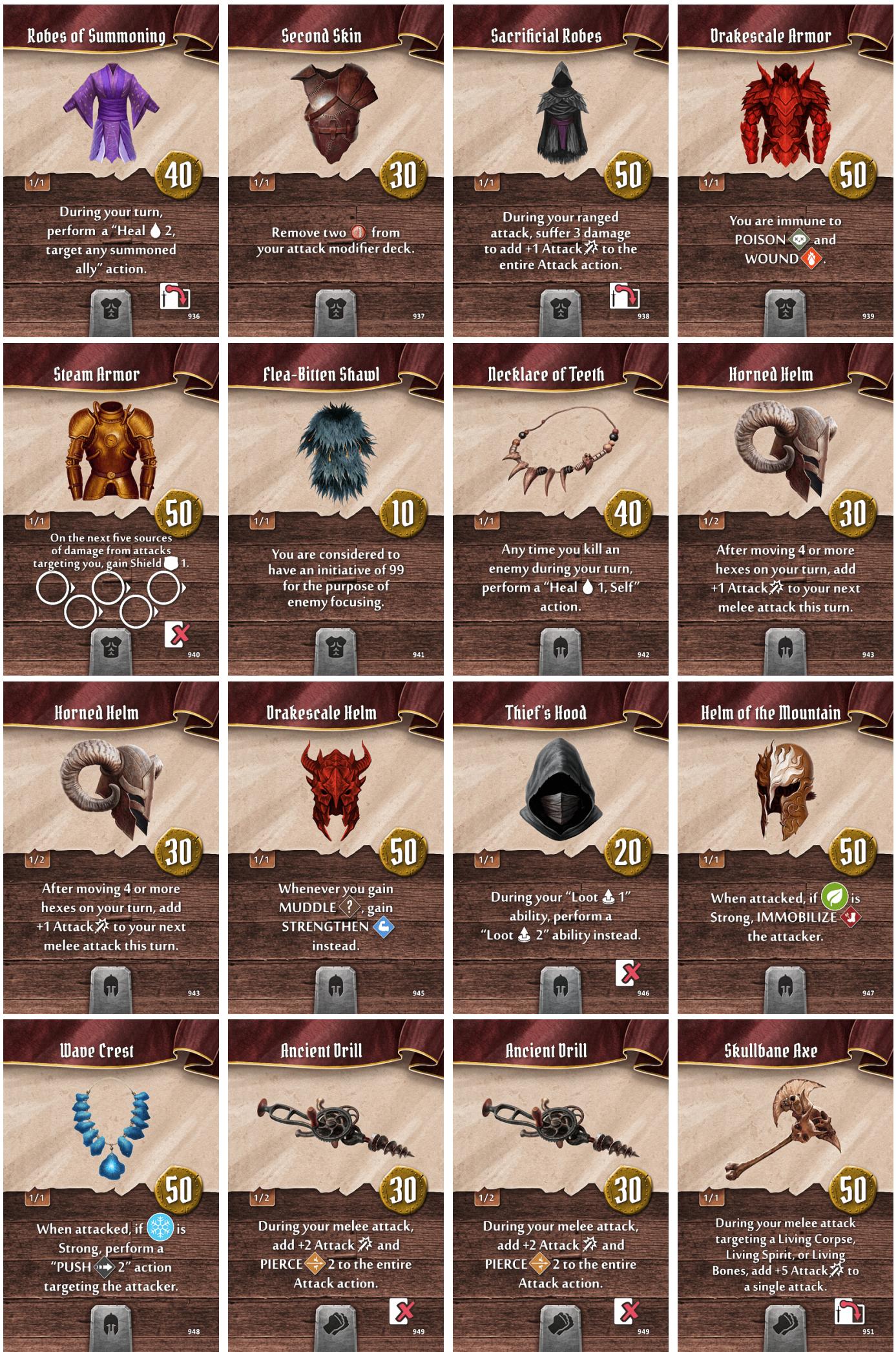


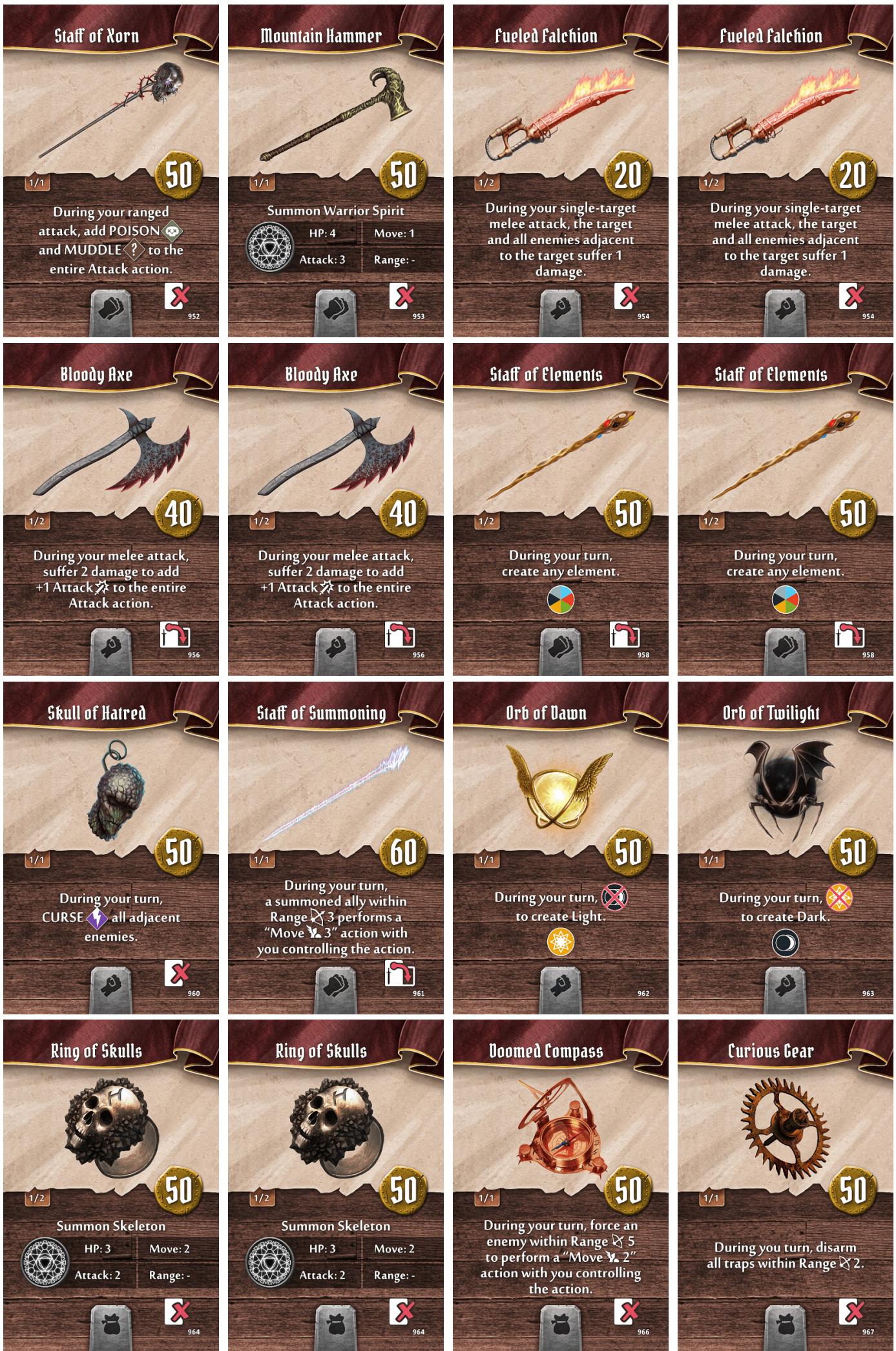


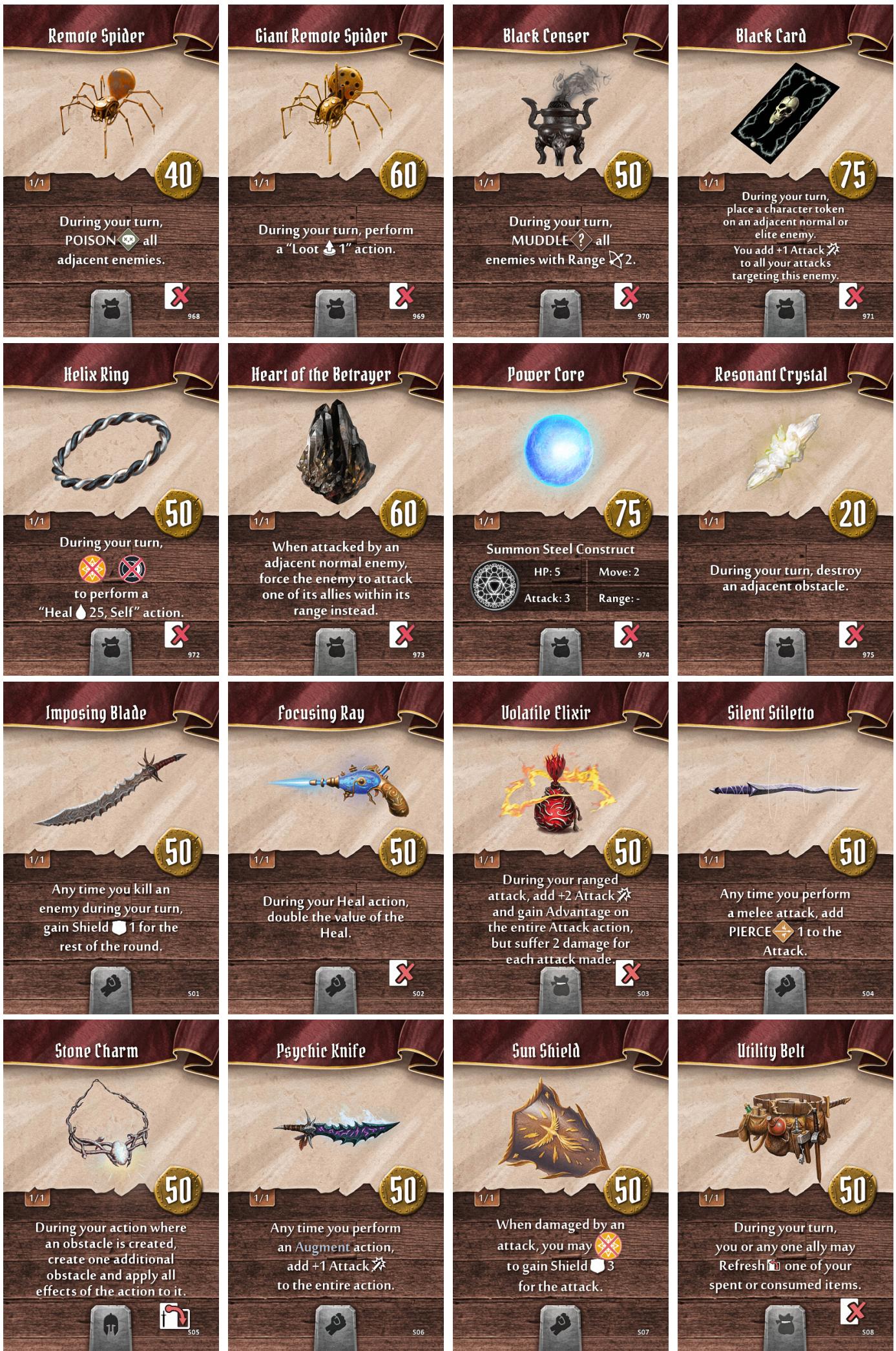


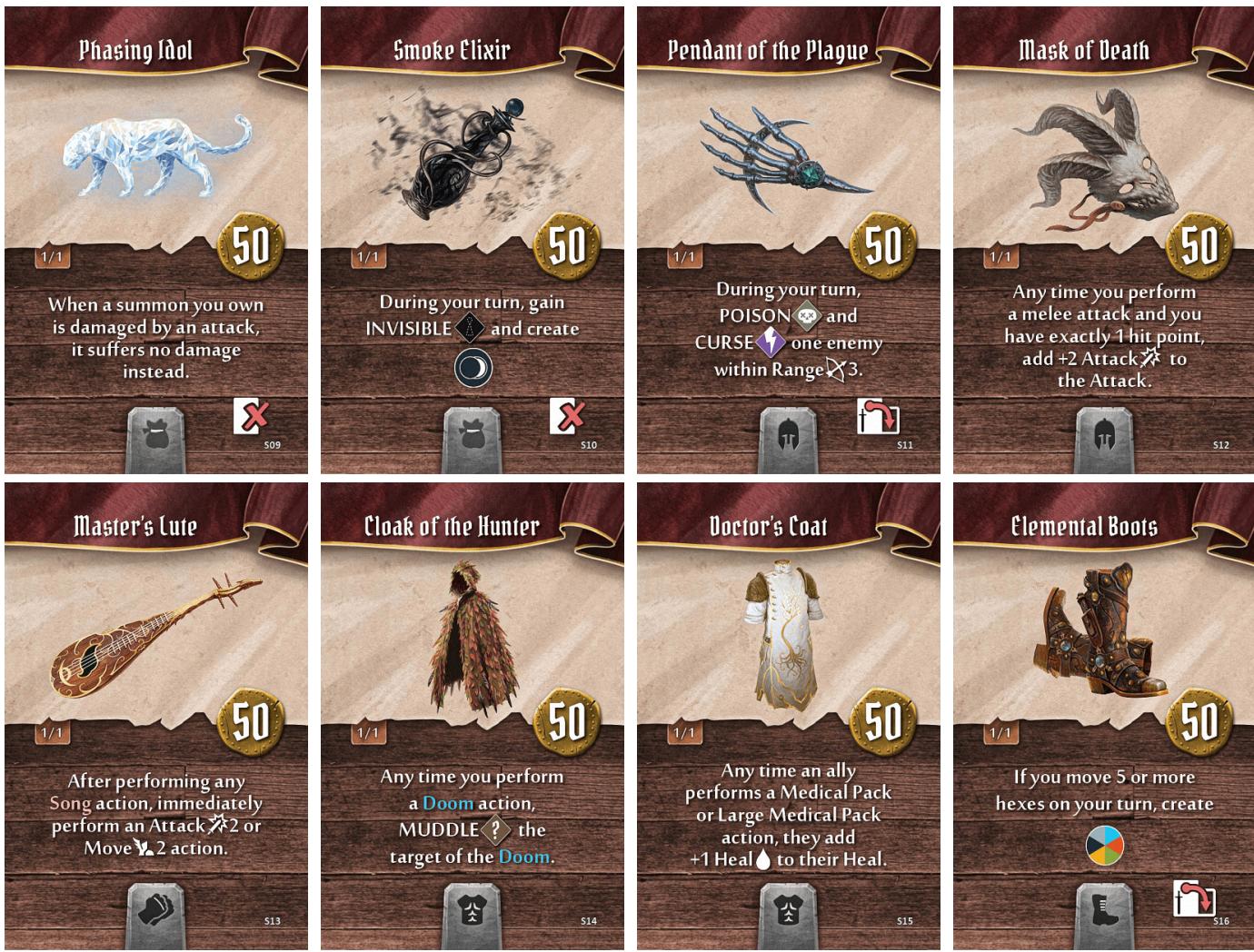


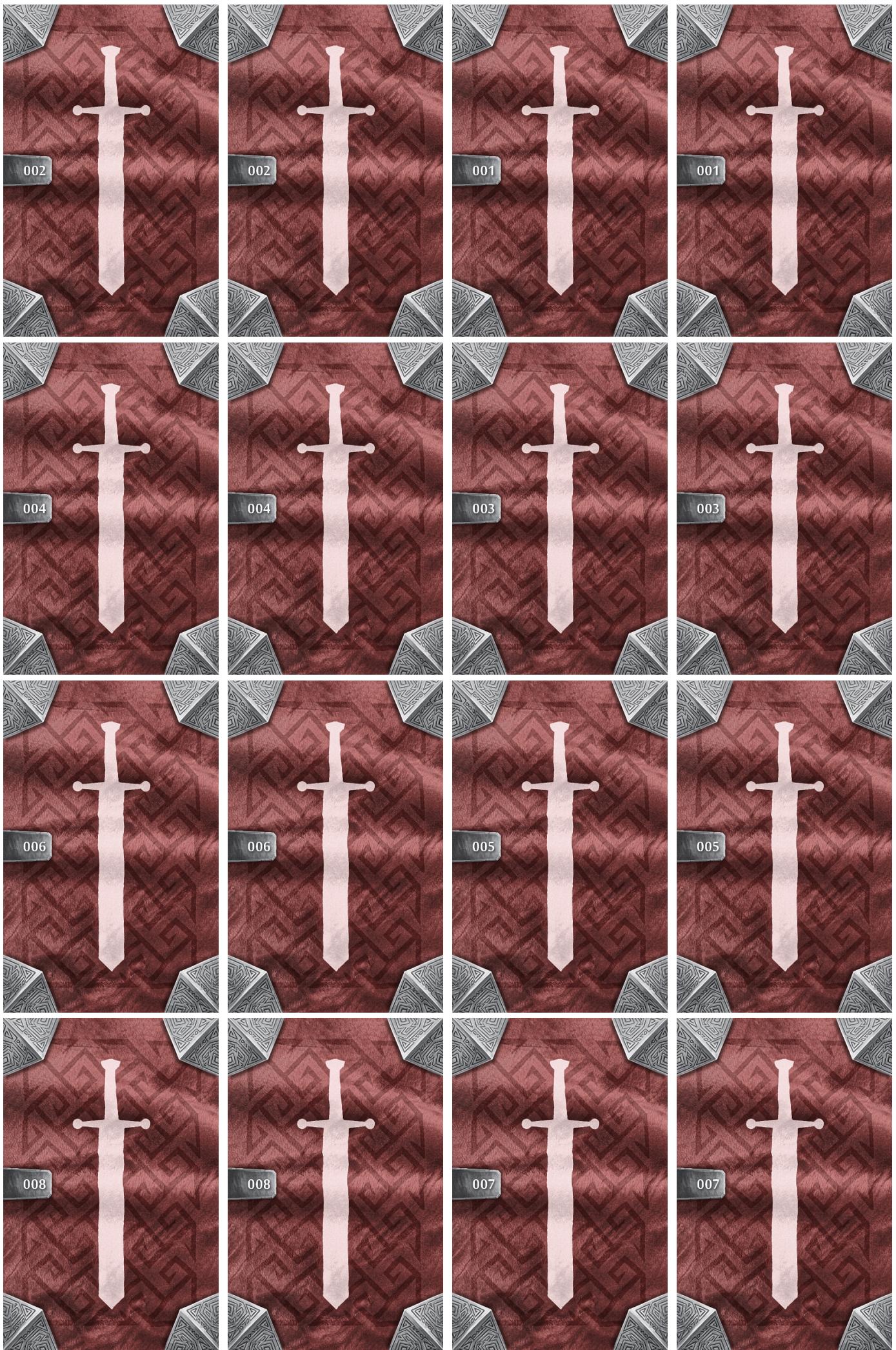
<h3>Dampening Ring</h3>  <p>2/2</p> <p>25</p> <p>Before an enemy would consume an element, consume that element instead for no effect.</p> <p> </p> <p>927</p>	<h3>Dampening Ring</h3>  <p>2/2</p> <p>25</p> <p>Before an enemy would consume an element, consume that element instead for no effect.</p> <p> </p> <p>927</p>	<h3>Scroll of Power</h3>  <p>1/2</p> <p>30</p> <p>During an ally's attack, add +1 Attack Δ to their entire Attack action.</p> <p> </p> <p>513</p>	<h3>Scroll of Power</h3>  <p>2/2</p> <p>30</p> <p>During an ally's attack, add +1 Attack Δ to their entire Attack action.</p> <p> </p> <p>928</p>
<h3>Scroll of Power</h3>  <p>2/2</p> <p>30</p> <p>During an ally's attack, add +1 Attack Δ to their entire Attack action.</p> <p> </p> <p>928</p>	<h3>Scroll of Healing</h3>  <p>1/2</p> <p>30</p> <p>During your turn, perform a "Heal \bullet 3, Range Δ 5" action.</p> <p> </p> <p>514</p>	<h3>Scroll of Healing</h3>  <p>2/2</p> <p>30</p> <p>During your turn, perform a "Heal \bullet 3, Range Δ 5" action.</p> <p> </p> <p>929</p>	<h3>Scroll of Healing</h3>  <p>2/2</p> <p>30</p> <p>During your turn, perform a "Heal \bullet 3, Range Δ 5" action.</p> <p> </p> <p>929</p>
<h3>Scroll of Stamina</h3>  <p>1/2</p> <p>50</p> <p>During your turn, an ally within Range Δ 5 may Recover \blacktriangle up to two of their discarded cards.</p> <p> </p> <p>515</p>	<h3>Scroll of Stamina</h3>  <p>2/2</p> <p>50</p> <p>During your turn, an ally within Range Δ 5 may Recover \blacktriangle up to two of their discarded cards.</p> <p> </p> <p>930</p>	<h3>Scroll of Stamina</h3>  <p>2/2</p> <p>50</p> <p>During your turn, an ally within Range Δ 5 may Recover \blacktriangle up to two of their discarded cards.</p> <p> </p> <p>930</p>	<h3>Rocket Boots</h3>  <p>1/2</p> <p>80</p> <p>During your movement, add +3 Move Δ and Jump Δ to a single movement.</p> <p> </p> <p>931</p>
<h3>Rocket Boots</h3>  <p>1/2</p> <p>80</p> <p>During your movement, add +3 Move Δ and Jump Δ to a single movement.</p> <p> </p> <p>931</p>	<h3>Endurance Footwraps</h3>  <p>1/1</p> <p>40</p> <p>If you move 4 or more hexes on your turn, perform a "Heal \bullet 1, Self" action.</p> <p> </p> <p>933</p>	<h3>Drakescale Boots</h3>  <p>1/1</p> <p>50</p> <p>You are unaffected by difficult and hazardous terrain.</p> <p> </p> <p>934</p>	<h3>Magma Waders</h3>  <p>1/1</p> <p>50</p> <p>Ignore the damaging effects of hazardous terrain and perform a "Heal \bullet 2, Self" action on any turn in which you have entered a hazardous terrain hex.</p> <p> </p> <p>935</p>

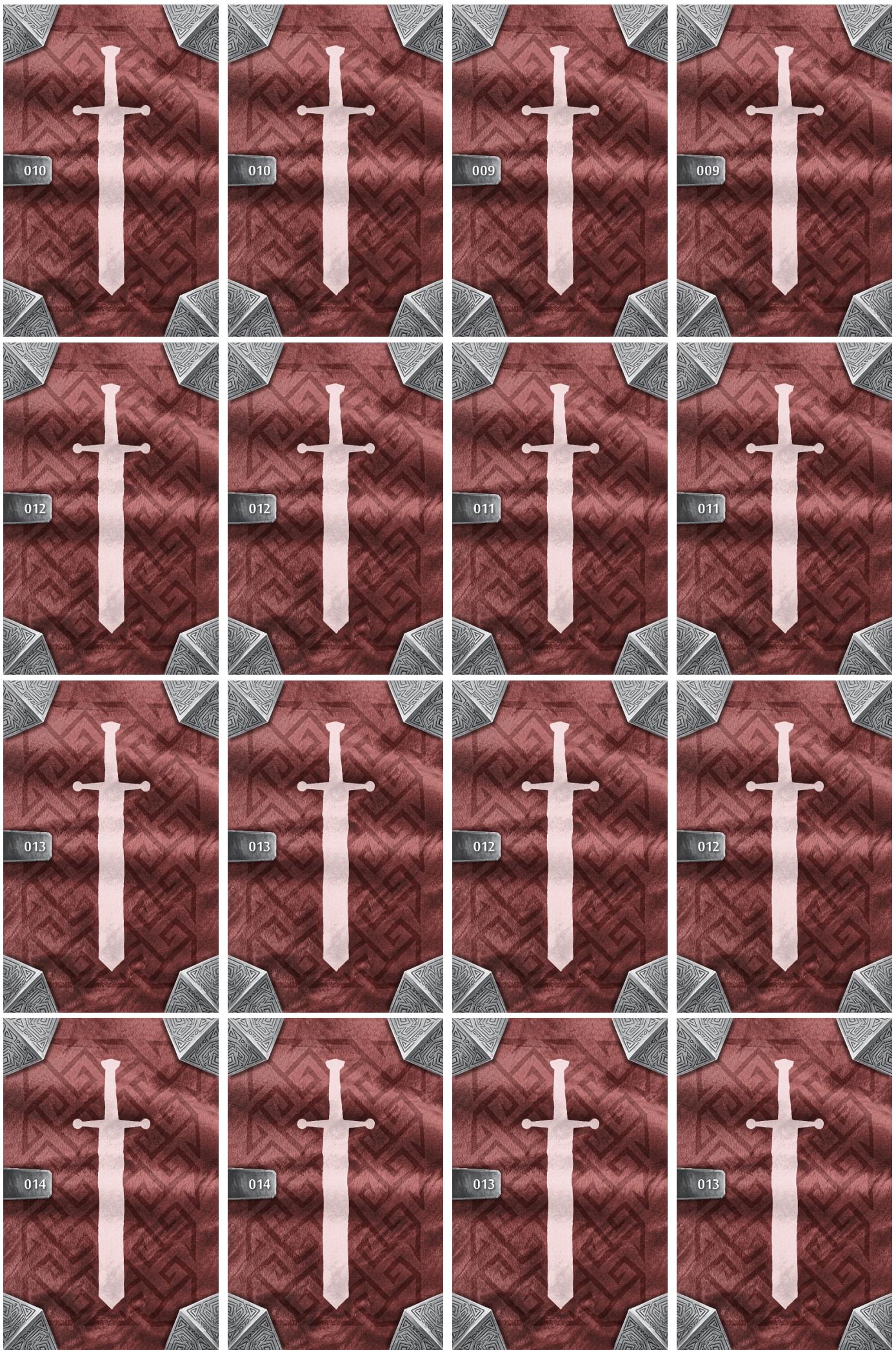


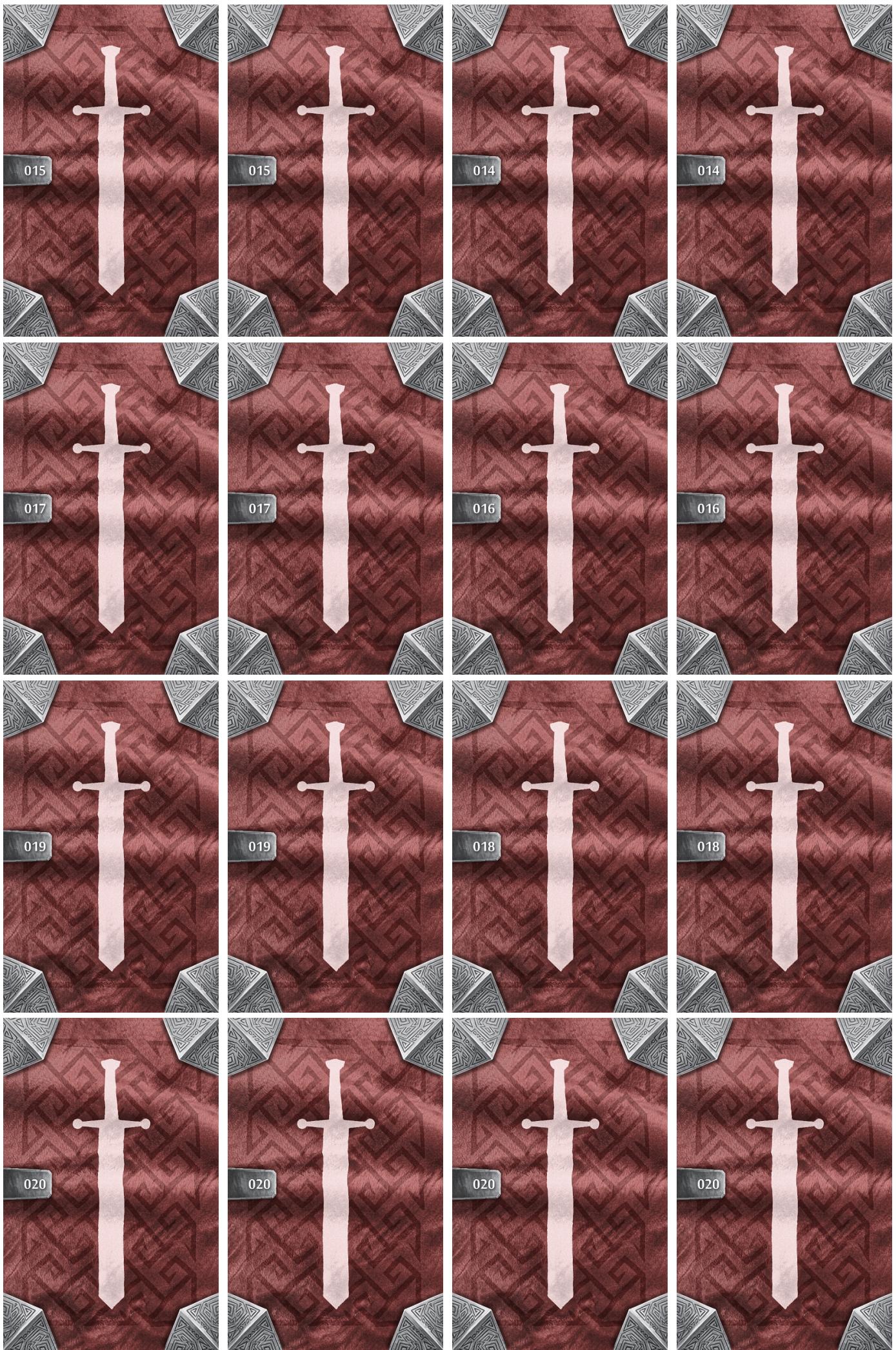


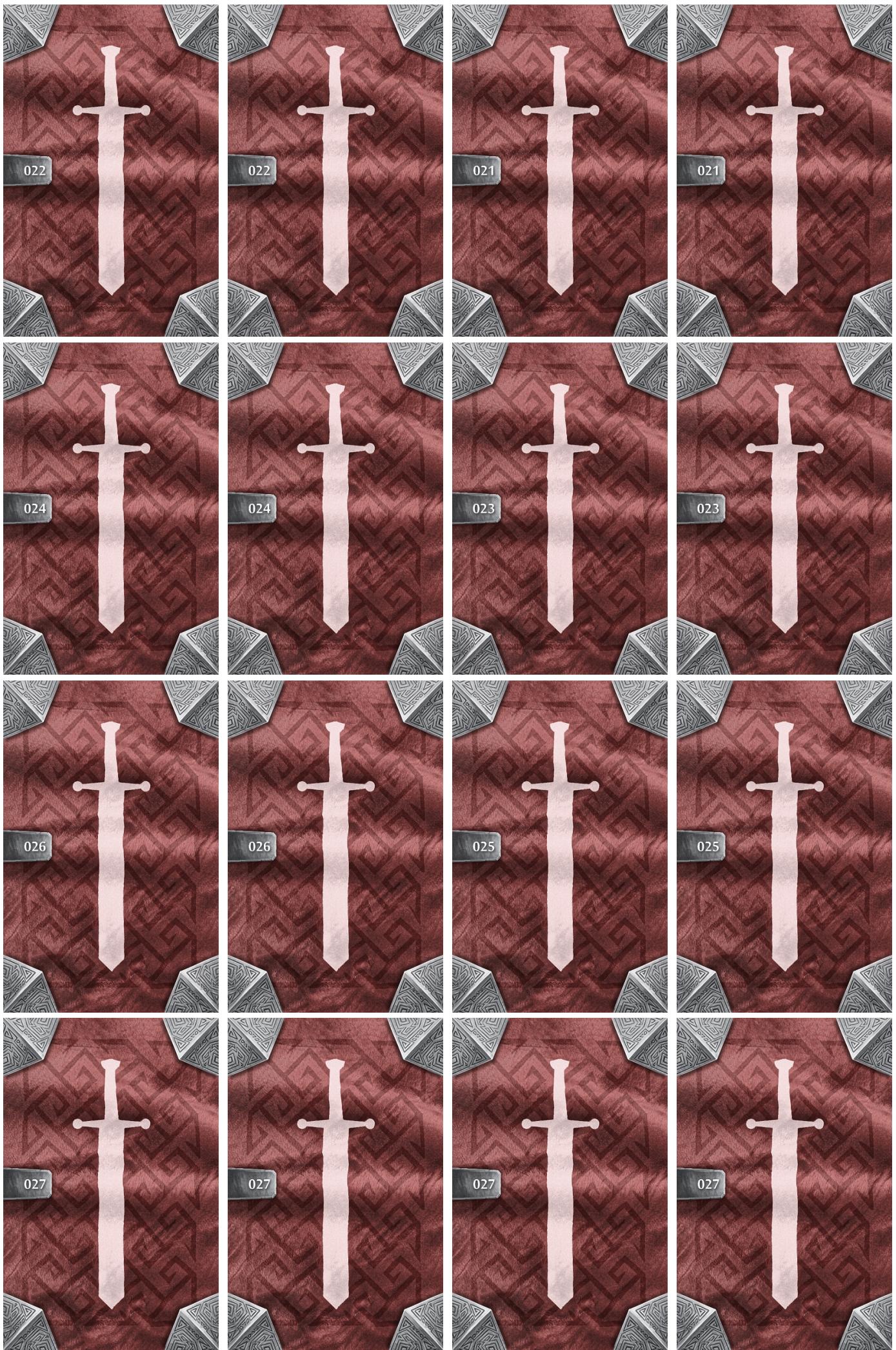


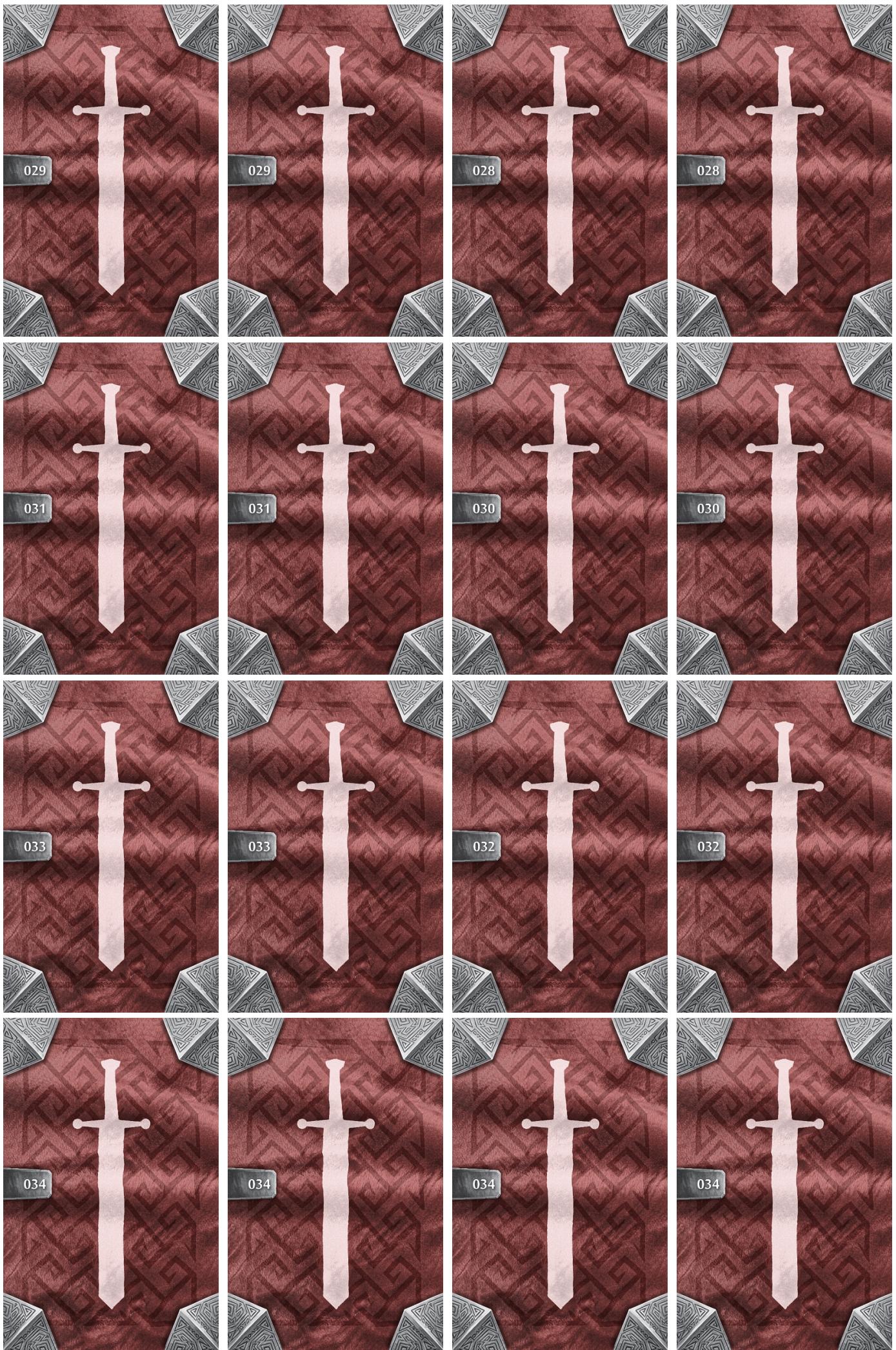












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