



Xangroth's Armor



75

When targetted by an attack that includes Curse  the attacker receives the curse, instead.

Xangroth's Death Axe



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During your single-target ranged attack, kill a Normal enemy.

Xangroth's Life Axe



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Instead of performing a ranged attack, restore one exhausted ally within Range  3 to full hit points.


Xangroth's Banner




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Choose one ally and replace any Curse  cards in their deck with Bless  cards.

Xangroth's Gauntlets



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During your melee attack, add +3 Attack  to all attacks.

Xangroth's Gorget



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During your turn, instill fear in enemies, causing all within Range  5 to perform a Move  2 away from you.

Xangroth's Greaves



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If you move 1 or fewer hexes on your turn, remove all negative conditions from yourself.

Xangroth's Helm




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During your turn, you may rally allies, enabling each of them to perform a Move  2 towards you if they wish.




Kangroth's Ring



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After performing an attack action, perform it a second time.



Kangroth's Shield



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When damaged by an attack, gain Shield 3 and Push 2 for the attack.

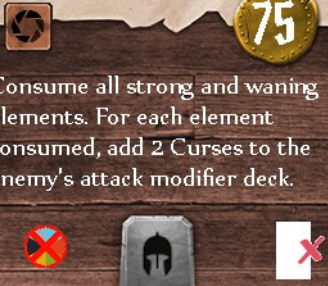


Talisman of Doom



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Consume all strong and waning elements. For each element consumed, add 2 Curses to the enemy's attack modifier deck.



Gravity Wand



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Transform Air to Earth to cause enemies to lose the ability to fly, OR transform Earth to Air to give allies fly for this round.



Flame Powder



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Burn all enemies within Range 2, inflicting WOUND. Create Fire.



Armor of Expediency




75

Transform Fire to Ice to MUDDLE all enemies, OR transform Ice to Fire to STRENGTHEN all allies.

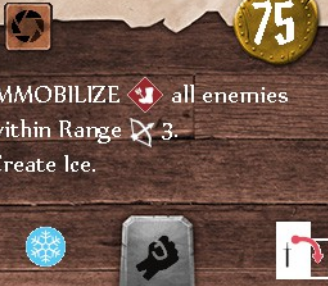


Wand of Ice



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IMMOBILIZE all enemies within Range 3. Create Ice.



Toxin Dust



75

Transform Light to Dark to POISON all enemies OR transform Dark to Light to remove POISON from all allies.





Scroll of the Winds



75

Push  all adjacent enemies up to 4 spaces.
Create Air.

Sun Circlet



75

 Stun all adjacent enemies by momentarily blinding them.
Create light.

Staff of Stone




75



For the rest of this round, all allies add  +2 to all melee Attacks. Create Earth.




  

Night Pendant




75


All allies within Range  4 become INVISIBLE. 
Create Dark.



  

Inox Bashing Belt




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Whenever you are attacked, Retaliate  2.



 

Savvas Energy Circlet




75



Consume elements to regain health. For each element consumed, Heal  4.



 

Lurker Claw Club



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Add IMMOBILIZE  and DISARM  to any melee attack.

Quatryl Rewinder



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After monster Ability Cards have been revealed, characters may swap 1 Ability Card they've chosen with one in their hand.



Harrower Sting Gloves



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Remove POISON ☠️ from all allies, and move these status tokens to enemies, instead.



Algox Ice Hammer



75

Double damage on your melee attack (stacks with 2x attack modifier and Bless cards), and create Ice element.



Human Lucky Hat



75

Whenever you are CURSED ⚡️ add a BLESS 🍀 to your deck, instead.



Orchid Life Prism



75

Revive an exhausted character to full hit points.



Aether Rift Shoes



75

Instead of performing the bottom action of a card, Teleport.



Vermiling Transmuter



75

Change any one status token, on any ally or enemy, into any other type of status token.



Hair Shirt



75

After being attacked, add one CURSE ⚡️ card to your attack modifier deck to WOUND 🔥 the enemy that attacked you.



Death Spikes



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Create one TRAP that will kill any non-boss enemy that triggers it, or exhaust any ally that triggers it.





Boots of Agony






 


Suffer X  damage to move X spaces, then IMMOBILIZE  all adjacent enemies.




 

Mask of Blood



Cause one ally (not including summons) to suffer X  damage to inflict X damage on an enemy. Both are WOUNDED.

Mask of Corruption



CURSE  all allies within Range  3. For each figure cursed, inflict  2 damage on an enemy.

Mask of Pain



POISON  all enemies and allies within Range  2. For each figure wounded, HEAL  1 hit point (self).

Mask of Sacrifice



EXHAUST one allied character (not including summons or NPC allies) to kill one elite enemy (not including bosses).

Orb of Draining



All figures (allies and enemies alike) suffer  1 hit point per round. This effect persists until one figure dies.

Ring of Repentance



Place one Ability Card in your lost pile to restore one consumed item.

Ring of Summoning



Suffer damage  equal to 2xL (scenario level) to summon one normal monster of your choice as an ally.

