

<p>Offense v1.2</p> <p><b>Boots of Elvenkind</b></p> <p>The Boots of Elvenkind bestows its bearer with the Pathfinder ability and +1 MOV.</p> <p><b>Cost:</b> 1F</p> <p>domonet.co.uk</p>	<p>Offense v1.1</p> <p><i>CANNOT BE PURCHASED</i></p> <p><b>Demon Blade</b></p> <p>The Vorpall Blade bestows the following on the wielders melee Basic Attacks: +1 MEL, +1 damage, the Curse (1J) Combat Manoeuvre, and the <i>curse</i> condition (cannot be removed).</p> <p><b>Cost (to sell):</b> 1F</p> <p>domonet.co.uk</p>	<p>Offense v1.1</p> <p><b>Heart Seeker</b></p> <p>Heart Seeker bestows its bearer with +1 RNG.</p> <p><b>Cost:</b> 1F</p> <p>domonet.co.uk</p>	<p>Offense v1.1</p> <p><b>Hunter's Knife</b></p> <p>The bearer of the Hunter's Knife gains +2 damage vs Monsters and <i>Summoned</i> models from basic attacks.</p> <p>For one activation per game, this model also gains +1 damage to their Basic Attacks vs Hero, Monster and <i>Summoned</i> models for their current activation.</p> <p><b>Cost:</b> 1F</p> <p>domonet.co.uk</p>
<p>Offense v1.1</p> <p><b>Ring of Power</b></p> <p>The Ring of Power bestows its bearer with +1 MAG.</p> <p><b>Cost:</b> 1F</p> <p>domonet.co.uk</p>	<p>Offense v1.1</p> <p><b>Tome of Experience</b></p> <p>Experience Tome (1A) - Bearer gains a level. One use only.</p> <p><b>Cost:</b> 2F</p> <p>domonet.co.uk</p>	<p>Offense v1.1</p> <p><b>Vorpall Blade</b></p> <p>The Vorpall Blade bestows its bearer with +1 MEL.</p> <p><b>Cost:</b> 1F</p> <p>domonet.co.uk</p>	<p>Defense v1.1</p> <p><b>Elixir of Life</b></p> <p>When the bearer of the Elixir of Life is reduced to 0 health they immediately heal 1 health. Note this means the model does not die. One use only.</p> <p><b>Cost:</b> 1F</p> <p>domonet.co.uk</p>
<p>Defense v1.2</p> <p><b>Blood Sucker</b></p> <p>The Blood Sucker bestows its bearer with Leech(2). Only triggers once per attack action. Does not stack with Leech.</p> <p><b>Cost:</b> 1F</p> <p>domonet.co.uk</p>	<p>Defense v1.1</p> <p><b>Boots of Agility</b></p> <p>Boots of Agility bestows its bearer with +1 AGI.</p> <p><b>Cost:</b> 1F</p> <p>domonet.co.uk</p>	<p>Defense v1.1</p> <p><b>Boots of Stability</b></p> <p>Boots of Stability bestows its bearer with Steady and Reperation (2). Does not stack with other Reperation. <i>(Steady ignores the 1st time this model is Knocked Down each turn)</i></p> <p><b>Cost:</b> 1F</p> <p>domonet.co.uk</p>	<p>Defense v1.2</p> <p><b>Bracers of Disruption</b></p> <p>The bearer can spend 1 Fate to ignore all the effects of a Combat Manoeuvre. The Fate must be spent after the attack roll has been done but before the Combat Manoeuvre has been executed. Once per game, the bearer can spend a Fate to become untargetable during the next Hero activation.</p> <p><b>Cost:</b> Free</p> <p>domonet.co.uk</p>
<p>Defense v1.1</p> <p><b>Glyph of Warding</b></p> <p>The Glyph of Warding bestows its bearer with +1 RES. Cannot be used by heroes of the Defender class.</p> <p><b>Cost:</b> 2F</p> <p>domonet.co.uk</p>	<p>Defense v1.1</p> <p><b>Healing Surge</b></p> <p>Healing Surge (1A) - Target bearer or friendly model in base-to-base with bearer is restored to its current maximum health. One use only.</p> <p><b>Cost:</b> 2F</p> <p>domonet.co.uk</p>	<p>Defense v1.0</p> <p><b>Ring of Teleportation</b></p> <p>The cost of an Effigy Recall, for the bearer of the Ring of Teleportation, is 1 action instead of 2.</p> <p><b>Cost:</b> 1F</p> <p>domonet.co.uk</p>	<p>Defense v1.1</p> <p><b>Null Stone</b></p> <p>While within 4" of the bearer, enemy models do not gain the benefits or effects of magical artefacts they possess.</p> <p><b>Cost:</b> 1F</p> <p>domonet.co.uk</p>