



Restock

1

All allies within Range 2
Refresh one spent or consumed item.

2

2
2

73

Attack 3

205

Oversized Pack

1

Loot 2

2
2

81

Refresh all your consumed items.

2

206

Sharpening Kit

1

Heal 4
Range 2

2

2
2

23

You and all allies within Range 2 add
+1 Attack to all your attacks this round.

2

207

Proficiency

1

Once during each of your Attack actions,
if you use an item, add +1 Attack to
the entire attack action.

2

2
2

62

Move 3

208

Iron Bulwark

1

Attack 3
MUDDLE

2

2
2

19

Shield 1
Affect self and all adjacent allies

2

209

Hastened Step

1

Attack 2
Move 1
Attack 2

2
2

26

Move 5

210

Cleaving Axe

1

Attack 2

2
2

52

Move 4

211

Impaling Spear

1

Attack 3

2

2
2

48

Move 4

212

Crippling Bow

1

Attack 3
Range 3

2

2
2

44

Attack 1
Range 4
IMMOBILIZE

213

Crushing Hammer

1

Attack 3
STUN

2

2
2

17

Move 2

Shield 1
Self

2

214

Scroll of Recall

1

Refresh one of your consumed items.

2
2

98

PULL 1
Range 3
Target 3

215

Reserved Energy

1

One adjacent ally may Refresh
all their spent items.

2

2
2

88

Move 4

216

Reforge

2

You or one adjacent ally may Refresh
one spent or consumed item.

2

2
2

95

Recover up to two of
your discarded cards.

217

Bladed Boomerang

2

Attack 2
Range 3
WOUND

2

2
2

40

Move 2

Attack 1

Move 2

218

Continual Supply

3

At the end of each of your turns, you may
discard a card to allow an adjacent ally to
Refresh one consumed item.

2

2

2
2

86

Recover up to two of your lost cards.

219

Scroll of Lightning

3

Attack 5
Range 3

2

2
2

77

Move 3

PUSH 1

Target all adjacent enemies

2

220

Side Pouch

4

One adjacent ally may Refresh
all spent and consumed items.

2

2
2

84

Move 3

Loot 1

221

Giant Club

1

Attack 5

2

2
2

61

Attack 3
MUDDLE

222

Reinforced Steel

5

At the end of each round, Refresh
one of your spent items.

2

2
2

12

Shield 2
Affect self and all adjacent allies

2

223

Scroll of Judgment

5

You and all enemies within
Range 4 suffer 2 damage.

2

2
2

66

Move 2

STUN

Target one adjacent enemy

224

Catastrophic Bomb

6

Attack 1
Range 3

2

2
2

46

You and all normal
enemies in the targeted
area suffer 10 damage.

2

225

Quiver of Arrows

6

If any adjacent ally performs a ranged
attack, that ally gains Add Target
for the attack.

2

2

2
2

31

Move 6

226

Scroll of Blizzards

7

Attack 1
Range 2

2

2
2

46

IMMOBILIZE
Target all adjacent enemies

Move 2

227

Refreshment

7

Each time you long rest,
Refresh one of your consumed items.

2

2
2

89

Any one ally may Recover
all their discarded cards.

2

228

Portable Ballista

8

Attack 4

2

2
2

41

During all your attacks this round,
ignore the Shield values of all your targets.

2

229

Fortified Position

8

At the end of your next five turns, perform a
"Heal 2, Affect all adjacent allies" action.

2

2
2

10

Move 3

Shield 2

Self

2

230

Scroll of Annihilation

9

Kill one adjacent normal or elite enemy.

2

2
2

56

Move 3

DISARM

Target all adjacent enemies

231

Bag of Holding

9

Loot 3

2
2

91

You and all adjacent allies may Refresh
all your consumed items.

2

232