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+5

POWERS

Riverwalk: Ignores the extra cost for entering river terrain.

BOOTS OF WATER WALKING
Level 1-13 ♦ Martial

AMULET OF THE TITANS
Level 15-20 ♦ Borderlands

POWERS

Shrug Off Pain: Use when this creature is hit by an attack that deals 20 or less base damage. This creature ignores all non-damage effects of that attack. ☹ when this creature misses with a † or ⚡ attack.

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+7

POWERS

Demonrage: Use when this creature makes a † attack: on that attack. ☹ when an adjacent ally is destroyed.

DEMONRAGE WEAPON
Level 1-9 ♦ Rage

DARKMAGE'S DISGUISE
Level 1-20 ♦ Underdark

POWERS

Not Me: Use during your set-up: This creature loses one of its keywords until end of battle. This creature can set-up in a space up to 2 squares away from your start area.

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POWERS

Fire Ablation: Use when this creature takes fire damage from an attack: This creature takes 15 less fire damage from that attack.

FIRECLAN CHIEFTAIN'S CLOAK
Any ♦ Ogre

EVERSMOKING BOTTLE
Level 3-12 ♦ Arcane

POWERS

Unstopper: Use during your set-up: Choose 1 square within 5 squares of your start area. Each square within 2 squares of that square is smoke terrain until start of this creature's next turn.

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POWERS

Lightning Burst: Use when this creature makes a ⚡ attack: +10 lightning Damage on that attack.

JAVALIN OF LIGHTNING
Level 1-10 ♦ Borderlands • Martial

GREATER HEALING POTION
Level 10-15 ♦ Any

POWERS

Quaff Potion: Replaces attack action: This creature heals 30 HP.

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POWERS

Open Portal: Replaces move action: This creature teleports up to 10 squares (must end in a space adjacent to statue terrain), then moves up to 2 squares.

STATUE PORTAL
Level 1-9 ♦ Stealth

SPIRIT WINGS
Level 1-12 ♦ Wild • Beast or Primal

POWERS

Ride the Wind: Use at start of this creature's turn: This creature has Flight and -2 Speed until end of turn. ☹ when this creature first becomes bloodied.

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POWERS

Set Trap: Replaces attack action, provokes opportunity attacks: Put web trap token in a square adjacent to this creature. If a non-Drow enemy enters a square within 2 squares of that square is web terrain until end of battle, then remove trap token from the battle map.

WEB TRAP
Any ♦ Drow

THIEVES' GLOVES
Level 1-7 ♦ Civilization • Stealth

POWERS


Filch: Minor action, no more than once per turn: If this creature occupies one of your victory areas, you score 5 VP.

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TREASURE TROVE, SERIES 2

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