**Card Fronts**

**EQ01: Forbidden - Enhancement**

- **Hierophant Amulet** (35 coins)
  - Discard any consumable Item to recover 2 Vita and allow an ally to recover 1 Vita.
  - Keyword: Forbidden
  - Purchased at the Alchemist

**EQ02: Forbidden - Enhancement**

- **Robes of the Enchanter** (45 coins)
  - Reflect a ranged attack back at the foe once per story.
  - Keyword: Forbidden
  - Purchased at the Alchemist

**EQ03: Forbidden - Enhancement**

- **Harpy Feather** (50 coins)
  - You cannot be moved against your will.
  - Keyword: Forbidden
  - Purchase at the Apothecary

**EQ04: Forbidden - Enhancement**

- **Bone Dice** (50 coins)
  - EXHAUST to gain +1 to a die roll.
  - Keyword: Forbidden
  - Purchased at the Gypsy Encampment

**EQ05: Forbidden - Enhancement**

- **Rabbit’s Foot** (50 coins)
  - EXHAUST for the story to gain the LUCKY status for one map.
  - Keyword: Forbidden
  - Purchased at the Gypsy Encampment

**EQ06: Forbidden - Enhancement**

- **Reinforced Bodice** (60 coins)
  - +4 Defense and increase the number of Items you can carry by 2.
  - Keyword: Forbidden
  - Purchased at the Market

**EQ07: Forbidden - Enhancement**

- **Scarlet Cloak** (50 coins)
  - +1 TRICKERY.
  - Keyword: Forbidden
  - Purchased at the Market

**EQ08: Forbidden - Enhancement**

- **Dowsing Rod** (50 coins)
  - Find water to drink in any Off-Road space, recovering 1 Vita.
  - Keyword: Forbidden
  - Purchased at the Tinker

**EQ09: Forbidden - Weapon**

- **Throwing Knives** (50 coins)
  - RANGE 3.
  - +1 HAND
  - Keyword: Forbidden
  - Purchased at the Tinker

**EQ94: Forbidden - Animal (Melee)**

- **Cat Familiar** (35 coins)
  - 1 Power Point,
  - +1 AWARENESS.
  - Animal (FE01): Abyssinian Cat 
  - Keyword: Forbidden
  - Purchased at the Stable

---

Card Fronts
<table>
<thead>
<tr>
<th>Item Name</th>
<th>Type</th>
<th>Description</th>
<th>Keyword</th>
<th>Purchased From</th>
</tr>
</thead>
<tbody>
<tr>
<td>EQ16: Armguard Bracers</td>
<td>Protective</td>
<td>+3 Defense. Exhaust to re-roll a missed attack.</td>
<td>Explore</td>
<td>Tinker Arms</td>
</tr>
<tr>
<td>EQ17: Barbed Whip</td>
<td>Weapon</td>
<td>RANGE 2. Exhaust to re-roll a missed attack.</td>
<td>Explore</td>
<td>Tinker Arms</td>
</tr>
<tr>
<td>EQ18: Steel Chain Whip</td>
<td>Weapon</td>
<td>RANGE 2. Exhaust to attack again with this weapon.</td>
<td>Explore</td>
<td>Tinker Arms</td>
</tr>
<tr>
<td>EQ19: Steel Toed Boots</td>
<td>Enhancement</td>
<td>Exhaust to make an additional attack against your current target. 1d4+1 Damage.</td>
<td>Explore</td>
<td>Market</td>
</tr>
<tr>
<td>EQ12: Ankh Key</td>
<td>Enhancement</td>
<td>Once per story, automatically succeed at any search roll, or a skill check roll that unlocks a door.</td>
<td>Explore</td>
<td>Gypsy Encampment</td>
</tr>
<tr>
<td>EQ13: Explorer’s Map</td>
<td>Enhancement</td>
<td>When drawing an Off-Road event, you may choose to draw another BEFORE FLIPPING, discarding the first.</td>
<td>Explore</td>
<td>Market</td>
</tr>
<tr>
<td>EQ14: Hardened Leather Coat</td>
<td>Protective</td>
<td>+5 Defense and increase the number of items you can carry by 2.</td>
<td>Explore</td>
<td>Market</td>
</tr>
<tr>
<td>EQ15: Wide Leather Belt</td>
<td>Enhancement</td>
<td>+4 Might.</td>
<td>Explore</td>
<td>Market</td>
</tr>
<tr>
<td>EQ95: Falcon</td>
<td>Animal (Ranged)</td>
<td>+1 Awareness. Already Trained. Attacks for 1d4 Damage (cannot be trained again).</td>
<td>Explore</td>
<td>Stable</td>
</tr>
</tbody>
</table>

**Card Fronts**

**EQ16: Armguard Bracers**
- +3 Defense.
- Exhaust to re-roll a missed attack.
- Keyword: Explore
- Purchased at the Tinker

**EQ17: Barbed Whip**
- RANGE 2. Exhaust to re-roll a missed attack.
-舞蹈
- 1 HAND
- 65 COINS
- Weapon

**EQ18: Steel Chain Whip**
- RANGE 2. Exhaust to attack again with this weapon.
- 2 HANDS
- 100 COINS
- Weapon

**EQ19: Steel Toed Boots**
- Exhaust to make an additional attack against your current target. 1d4+1 Damage.
- 2 HANDS
- 50 COINS
- Enhancement

**EQ12: Ankh Key**
- Once per story, automatically succeed at any search roll, or a skill check roll that unlocks a door.
- 75 COINS
- Enhancement

**EQ13: Explorer’s Map**
- When drawing an Off-Road event, you may choose to draw another BEFORE FLIPPING, discarding the first.
- 70 COINS
- Enhancement

**EQ14: Hardened Leather Coat**
- +5 Defense and increase the number of items you can carry by 2.
- 60 COINS
- Protective

**EQ15: Wide Leather Belt**
- +4 Might.
- 40 COINS
- Enhancement

**EQ95: Falcon**
- +1 Awareness. Already Trained. Attacks for 1d4 Damage (cannot be trained again).
- 1 HAND
- 65 COINS
- Animal (Ranged)
**EQ25: Revenge - Weapon - Kukri Knife (100 coins)**

- **Kukri Knife**
  - +5 Might, **COLD STEEL**, & **EXECUTE**.
  - Keyword: Revenge
  - Purchased at the Tinker

**EQ21: Revenge - Enhancement - Satchel (60 coins)**

- **Satchel**
  - +4 to the number of Items you can carry.
  - Keyword: Revenge
  - Purchased at the Market

**EQ22: Revenge - Enhancement - Weightlifting Belt (30 coins)**

- **Weightlifting Belt**
  - +2 Might.
  - Keyword: Revenge
  - Purchased at the Market

**EQ23: Revenge - Protective - Armguard Bracers (50 coins)**

- **Armguard Bracers**
  - +3 Defense. **EXHAUST** to re-roll a missed attack.
  - Keyword: Revenge
  - Purchased at the Tinker

**EQ20: Revenge - Enhancement - Brass Knuckles (50 coins)**

- **Brass Knuckles**
  - When your main weapon misses during a melee attack, you still inflict 1 Damage to the target.
  - 1 HAND
  - 50 COINS

**EQ24: Revenge - Enhancement - High Boots (50 coins)**

- **High Boots**
  - Ignore movement penalties.
  - FEET
  - 45 COINS

**EQ24*: Revenge - Enhancement - High Boots (50 coins)**

- **High Boots**
  - Ignore movement penalties.
  - FEET
  - 45 COINS

**EQ25: Revenge - Weapon - Kukri Knife (100 coins)**

- **Kukri Knife**
  - +5 Might, **COLD STEEL**, & **EXECUTE**.
  - 1 HAND
  - 100 COINS

EQ29: Cook - Protective - Heavy Leather Trenchcoat (65 coins)

• Heavy Leather Trenchcoat •

+1 Ecology, +8 Defense.

Keyword: Cook
Purchased at the Market

EQ30: Cook - Enhancement - High-Laced Leather Sandals (30 coins)

• High-Laced Leather Sandals •

+2 Might.

Keyword: Cook
Purchased at the Market

EQ31: Cook - Protective - Leather and Steel Armguards (80 coins)

• Leather and Steel Armguards •

This set of bracers may act as a shield without taking a Hand slot. +5 Defense. EXHAUST to ignore all Damage and effects from one attack. Must be repaired at the tinker if exhausted.

Keyword: Cook
Purchased at the Tinker

EQ32: Cook - Weapon - Steel Meat Tenderizer (120 coins)

• Steel Meat Tenderizer •

CRUSHING.

Keyword: Cook
Purchased at the Tinker

EQ33: Cook - Weapon - Wicked Cleaver (120 coins)

• Wicked Cleaver •

EXECUTE, FLANK 1.

Keyword: Cook
Purchased at the Tinker

EQ26: Cook - Consumable - Cartilage Balm (30 coins)

• Cartilage Balm •

ABSORPTION 1 vs melee Damage for one combat.

Keyword: Cook
Purchased at the Apothecary

EQ27: Cook - Weapon - Gold Rings (60 coins)

• Gold Rings •

EXHAUST for an extra punch attack.

Keyword: Cook
Purchased at the Gypsy Encampment

EQ28: Cook - Enhancement - Backpack (50 coins)

• Backpack •

+4 to the number of Items you can carry.

Keyword: Cook
Purchased at the Market

EQ25: Cook - Consumable - Cartilage Balm (30 coins)

• Cartilage Balm •

ABSORPTION 1 vs melee Damage for one combat.

Keyword: Cook
Purchased at the Apothecary

EQ26: Cook - Consumable - Cartilage Balm (30 coins)

• Cartilage Balm •

ABSORPTION 1 vs melee Damage for one combat.

Keyword: Cook
Purchased at the Apothecary

EQ27: Cook - Weapon - Gold Rings (60 coins)

• Gold Rings •

EXHAUST for an extra punch attack.

Keyword: Cook
Purchased at the Gypsy Encampment

EQ28: Cook - Enhancement - Backpack (50 coins)

• Backpack •

+4 to the number of Items you can carry.

Keyword: Cook
Purchased at the Market

EQ29: Cook - Protective - Heavy Leather Trenchcoat (65 coins)

• Heavy Leather Trenchcoat •

+1 Ecology, +8 Defense.

Keyword: Cook
Purchased at the Market

EQ30: Cook - Enhancement - High-Laced Leather Sandals (30 coins)

• High-Laced Leather Sandals •

+2 Might.

Keyword: Cook
Purchased at the Market

EQ31: Cook - Protective - Leather and Steel Armguards (80 coins)

• Leather and Steel Armguards •

This set of bracers may act as a shield without taking a Hand slot. +5 Defense. EXHAUST to ignore all Damage and effects from one attack. Must be repaired at the tinker if exhausted.

Keyword: Cook
Purchased at the Tinker

EQ32: Cook - Weapon - Steel Meat Tenderizer (120 coins)

• Steel Meat Tenderizer •

CRUSHING.

Keyword: Cook
Purchased at the Tinker

EQ33: Cook - Weapon - Wicked Cleaver (120 coins)

• Wicked Cleaver •

EXECUTE, FLANK 1.

Keyword: Cook
Purchased at the Tinker

Card Fronts
<table>
<thead>
<tr>
<th>Item Name</th>
<th>Type</th>
<th>Keyword</th>
<th>Description</th>
<th>Purchased At</th>
<th>Price (Coins)</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>EQ37: Gambler - Protective - Lace Gloves</td>
<td>Gloves</td>
<td>Gambler</td>
<td>You only take damage from Snares when searching on a roll of 1.</td>
<td>Market</td>
<td>50</td>
<td>ARMS</td>
</tr>
<tr>
<td>EQ38: Gambler - Enhancement - Lavish Knee-High Boots</td>
<td>Boots</td>
<td>Gambler</td>
<td>+1 Stride while in combat.</td>
<td>Market</td>
<td>65</td>
<td>FEET</td>
</tr>
<tr>
<td>EQ39: Gambler - Protective - Stitching Kit</td>
<td>Kit</td>
<td>Gambler</td>
<td>Pass ECOLOGY 5 while resting to allow any one character other than yourself to recover an additional 4 Vita.</td>
<td>Physician</td>
<td>90</td>
<td>CHEST</td>
</tr>
<tr>
<td>EQ40: Gambler - Weapon - Bladed Fan</td>
<td>Fan</td>
<td>Gambler</td>
<td>RAZOR 1. Sacrifice your Act and pass TRICKERY 4 to avoid the next attack made against you.</td>
<td>Tinker</td>
<td>75</td>
<td>WEAPON</td>
</tr>
<tr>
<td>EQ41: Gambler - Weapon - Triple Dagger</td>
<td>Dagger</td>
<td>Gambler</td>
<td>Sacrifice your Act and pass TRICKERY 4 to avoid the next attack made against you.</td>
<td>Tinker</td>
<td>100</td>
<td>WEAPON</td>
</tr>
<tr>
<td>EQ34: Gambler - Consumable - Infused Makeup</td>
<td>Makeup</td>
<td>Gambler</td>
<td>You may avoid corrosion damage for one chapter.</td>
<td>Apothecary</td>
<td>30</td>
<td>CONSUMABLE</td>
</tr>
<tr>
<td>EQ35: Gambler - Enhancement - Masquerade Mask</td>
<td>Mask</td>
<td>Gambler</td>
<td>+1 TRICKERY. May equip an additional 1 Hand weapon under your garments. You may use another Power Point to attack with the third weapon.</td>
<td>Gypsy Encampment</td>
<td>40</td>
<td>ENHANCEMENT</td>
</tr>
<tr>
<td>EQ36: Gambler - Enhancement - Garter Belt</td>
<td>Belt</td>
<td>Gambler</td>
<td>May equip an additional 1 Hand weapon under your garments. You may use another Power Point to attack with the third weapon.</td>
<td>Market</td>
<td>100</td>
<td>ENHANCEMENT</td>
</tr>
<tr>
<td>EQ38: Gambler - Enhancement - Masquerade Mask</td>
<td>Mask</td>
<td>Gambler</td>
<td>+1 TRICKERY. May equip an additional 1 Hand weapon under your garments. You may use another Power Point to attack with the third weapon.</td>
<td>Market</td>
<td>40</td>
<td>ENHANCEMENT</td>
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<td>Gambler</td>
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<td>Market</td>
<td>100</td>
<td>ENHANCEMENT</td>
</tr>
</tbody>
</table>
**Card Fronts**

**EQ48: Holy - Enhancement -**

- **Rope Belt (45 coins)**
  - **Keyword:** Holy
  - **NERVE.**
  - **Purchased at the Market**
  - **WAIST**
  - **45 COINS**

**EQ49: Holy - Enhancement -**

- **Satchel (60 coins)**
  - **Keyword:** Holy
  - **+4 to the number of Items you can carry.**
  - **Purchased at the Market**
  - **60 COINS**

**EQ50: Holy - Protective -**

- **Woolen Robes (25 coins)**
  - **Keyword:** Holy
  - **+2 Defense.**
  - **CHEST OR NECK**
  - **25 COINS**

**EQ51: Holy - Protective -**

- **Breastplate (50 coins)**
  - **Keyword:** Holy
  - **ABSORPTION 1.**
  - **CHEST**
  - **50 COINS**

**EQ52: Holy - Weapon -**

- **Silver Dagger (65 coins)**
  - **Keyword:** Holy
  - **SILVER, Can be THROWN.**
  - **HEAD**
  - **25 COINS**

**EQ53: Holy - Protective -**

- **Skull Cap (25 coins)**
  - **Keyword:** Holy
  - **+3 Defense.**
  - **HEAD**
  - **25 COINS**

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**EQ42: Holy - Consumable -**

- **Oil of Exorcism (20 coins)**
  - **Keyword:** Holy
  - **FILL for +4 Damage for 4 uses, or THROWN for 2d4.**
  - **CONSUMABLE**
  - **20 COINS**

**EQ43: Holy - Enhancement -**

- **Prayer Beads (50 coins)**
  - **Keyword:** Holy
  - **Add +1 Vita to all healing powers. Does not affect Items.**
  - **ENHANCEMENT**
  - **50 COINS**

**EQ44: Holy - Enhancement -**

- **Stole (20 coins)**
  - **Keyword:** Holy
  - **FAITH.**
  - **NECK**
  - **45 COINS**

**EQ45: Holy - Enhancement -**

- **Mitre (50 coins)**
  - **Keyword:** Holy
  - **+1 Power Point.**
  - **Purchased at the Church of the Crossroads**
  - **ENHANCEMENT**
  - **50 COINS**

**EQ46: Holy - Weapon -**

- **Fenestrated Morningstar (100 coins)**
  - **Keyword:** Holy
  - **FILLABLE, SACRED. Ignores ETHEREAL absorption. Attack roll > 90, a different adjacent creature is struck for 1d4 Damage.**
  - **WEAPON**
  - **100 COINS**

**EQ47: Holy - Enhancement -**

- **Censer (50 coins)**
  - **Keyword:** Holy
  - **EXHAUST to force a creature to re-roll their attack dice.**
  - **Purchased at the Church of the Crossroads**
  - **ENHANCEMENT**
  - **50 COINS**

**EQ48: Holy - Enhancement -**

- **Rope Belt (45 coins)**
  - **Keyword:** Holy
  - **FAITH.**
  - **WAIST**
  - **45 COINS**
EQ59: Magik - Protective - Black Performers Cape (40 coins)

- Black Performers Cape •
+3 Defense.
Keyword: Magik
Purchased at the Gypsy Encampment

OR
BACK
NECK
40 COINS
PROTECTIVE
EQ59

EQ60: Magik - Protective - Magician’s Skullcap (80 coins)

- Magician’s Skullcap •
+5 Defense. Does not count towards number of Items carried.
Keyword: Magik
Purchased at the Tinker
80 COINS
PROTECTIVE
EQ60

EQ61: Magik - Weapon - Ornate Cane Sword (100 coins)

- Ornate Cane Sword •
+1 Stride, VORPAL.
Keyword: Magik
Purchased at the Tinker
+1 1 HAND 100 COINS
WEAPON
EQ61

EQ54: Magik - Consumable - Mercury Infusion (75 coins)

- Mercury Infusion •
Stiffen your garments with Mercury to permanently enhance one wearable item with +5 Defense.
Keyword: Magik
Purchased at the Alchemist
75 COINS
CONSUMABLE
EQ54

EQ58: Magik - Enhancement - Top Hat (100 coins)

- Top Hat •
EXHAUST to re-roll a missed attack while skirmishing.
Keyword: Magik
Purchased at the Market
HEAD 100 COINS
ENHANCEMENT
EQ58

EQ57: Magik - Enhancement - Monocle (65 coins)

- Monocle •
+1 AWARENESS.
Keyword: Magik
Purchased at the Market
1 HAND 65 COINS
ENHANCEMENT
EQ57

EQ62: Magik - Weapon - Throwing Knives (75 coins)

- Throwing Knives •
EXHAUST to make two ranged attacks. No DMG Bonus. RANGE 3.
Keyword: Magik
Purchased at the Tinker
1 HAND 75 COINS
WEAPON
EQ62

EQ56: Magik - Enhancement - Magic Wand (100 coins)

- Magic Wand •
+1 TRICKERY and +1 Power Points.
Keyword: Magik
Purchased at the Apothecary
HEAD 100 COINS
ENHANCEMENT
EQ56

EQ55: Magik - Consumable - Smoke Bombs (30 coins)

- Smoke Bombs •
WEAKEN all adjacent foes during their next turn.
Keyword: Magik
Purchased at the Apothecary
30 COINS
CONSUMABLE
EQ55

EQ50: Magik - Consumable - Mercury Infusion (75 coins)

- Mercury Infusion •
Stiffen your garments with Mercury to permanently enhance one wearable item with +5 Defense.
Keyword: Magik
Purchased at the Alchemist
75 COINS
CONSUMABLE
EQ50

EQ53: Magik - Enhancement - Top Hat (100 coins)

- Top Hat •
EXHAUST to re-roll a missed attack while skirmishing.
Keyword: Magik
Purchased at the Market
HEAD 100 COINS
ENHANCEMENT
EQ53
<table>
<thead>
<tr>
<th>Card Fronts</th>
<th>Card Fronts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gemstones (100 coins)</td>
<td>Chemicals (120 coins)</td>
</tr>
<tr>
<td>A set of semi-precious stones used for your research. +1 to search rolls.</td>
<td>Gain one of the following temporary effects at the beginning of each chapter: -2 Vita, +1 Power Point, or re-roll one missed attack. You may discard these Chemicals to remove all negative status from yourself.</td>
</tr>
<tr>
<td>100 COINS</td>
<td>120 COINS</td>
</tr>
<tr>
<td>ENHANCEMENT</td>
<td>ENHANCEMENT</td>
</tr>
<tr>
<td>EQ66</td>
<td>EQ63</td>
</tr>
<tr>
<td>Keyword: Science</td>
<td>Keyword: Science</td>
</tr>
<tr>
<td>Purchased at the Market</td>
<td>Purchased at the Alchemist</td>
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<tr>
<td>EQ64: Science - Weapon - Explosive Powder (80 coins)</td>
<td>EQ67: Science - Enhancement Rope Belt (45 coins)</td>
</tr>
<tr>
<td>Explosive Powder</td>
<td>Rope Belt</td>
</tr>
<tr>
<td>EXHAUST to place a Tracking token on an adjacent space in an encounter. A foe that enters this space immediately takes 1d4+1 Damage, removing the Tracking token.</td>
<td>+1 Nerve.</td>
</tr>
<tr>
<td>80 COINS</td>
<td>45 COINS</td>
</tr>
<tr>
<td>WEAPON</td>
<td>ENHANCEMENT</td>
</tr>
<tr>
<td>EQ64</td>
<td>EQ67</td>
</tr>
<tr>
<td>Keyword: Science</td>
<td>Keyword: Science</td>
</tr>
<tr>
<td>Purchased at the Alchemist</td>
<td>Purchased at the Market</td>
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<tr>
<td>EQ65: Science - Consumable - Vitriolic Paint (50 coins)</td>
<td>EQ68: Science - Protective - Doctor’s Plague Mask (125 coins)</td>
</tr>
<tr>
<td>Vitriolic Paint</td>
<td>Doctor’s Plague Mask</td>
</tr>
<tr>
<td>Apply this to one melee weapon, causing each enemy hit with it to cumulatively receive -2 Defense. Effect lasts for one combat.</td>
<td>Gain immunity to the SICKENED status.</td>
</tr>
<tr>
<td>50 COINS</td>
<td>125 COINS</td>
</tr>
<tr>
<td>CONSUMABLE</td>
<td>PROTECTIVE</td>
</tr>
<tr>
<td>EQ65</td>
<td>EQ68</td>
</tr>
<tr>
<td>Keyword: Science</td>
<td>Keyword: Science</td>
</tr>
<tr>
<td>Purchased at the Apothecary</td>
<td>Purchased at the Physician</td>
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<td>EQ69: Science - Protective - Steel Bracing (80 coins)</td>
<td>EQ96: Science - Weapon - Scalpel Knife (80 coins)</td>
</tr>
<tr>
<td>Steel Bracing</td>
<td>Scalpel</td>
</tr>
<tr>
<td>Metal braces that reinforce your arms and legs and fit under your clothes. +5 Defense.</td>
<td>EXHAUST to heal any adjacent character 1d4 Vita.</td>
</tr>
<tr>
<td>80 COINS</td>
<td>80 COINS</td>
</tr>
<tr>
<td>PROTECTIVE</td>
<td>WEAPON</td>
</tr>
<tr>
<td>EQ69</td>
<td>EQ96</td>
</tr>
<tr>
<td>Keyword: Science</td>
<td>Keyword: Science</td>
</tr>
<tr>
<td>Purchased at the Physician</td>
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</tbody>
</table>
EQ08: Forbidden - Enhancement - Dowsing Rod (50 coins)

EQ53: Holy - Protective - Skull Cap (25 coins)

EQ23: Revenge - Protective - Armguard Bracers (50 coins)

EQ52: Holy - Weapon - Silver Dagger (65 coins)

EQ45: Holy - Enhancement - Censer (50 coins)

EQ44: Holy - Enhancement - Stole (20 coins)

EQ43: Holy - Enhancement - Prayer Beads (50 coins)

EQ41: Gambler - Weapon - Triple Dagger (100 coins)

EQ40: Gambler - Weapon - Bladed Fan (75 coins)

EQ01: Forbidden - Enhancement - Hierophant Amulet (35 coins)

EQ62: Magik - Weapon - Throwing Knives (75 coins)

EQ88: Military - Protective - Weathered Cloak (50 coins)

EQ79: Psychic - Enhancement - Sapphire Amulet (50 coins)

EQ74: Lethal - Hollow Tip Silver Stake (65 coins)

EQ94: Forbidden - Animal (Melee) - Cat Familiar (35 coins)

EQ81: Psychic - Protective - Knitted Shawl (40 coins)

EQ67: Science - Enhancement - Rope Belt (45 coins)

EQ10: Explore - Enhancement - Book of Lost Symbols (60 coins)

EQ46: Holy - Weapon - Fenestrated Morningstar (100 coins)

EQ37: Gambler - Protective - Lace Gloves (50 coins)

EQ49: Holy - Enhancement - Satchel (60 coins)

EQ03: Forbidden - Enhancement - Harpy Feather (50 coins)

EQ42: Holy - Enhancement - Prayer Beads (50 coins)

EQ100*: Survival - Enhancement - Barbed Traps (50 coins)

EQ80: Psychic - Enhancement - Jeweled Tiara (50 coins)

EQ78: Psychic - Enhancement - Pendulum (50 coins)

EQ65: Science - Consumable - Vitriolic Paint (50 coins)

EQ100*: Survival - Enhancement - Barbed Traps (50 coins)

EQ95: Explore - Animal (Ranged) - Falcon (100 coins)

EQ102: Survival - Weapon - Serrated Hunting Knife (85 coins)

EQ59: Magik - Protective - Black Performers Cape (40 coins)

EQ71: Lethal - Protective - Vibrant Cloak (60 coins)
Card Fronts

**EQ73: Lethal - Weapon - Damascus Steel Cutlass (100 coins)**
- Damascus Steel Cutlass •
- FOCUS 5
- ARCING.
Keyword: Lethal
Purchased at the Tinker
+1 HAND
100 COINS WEAPON

**EQ70: Lethal - Enhancement - Garlic Necklace (45 coins)**
- Garlic Necklace •
- Re-roll the first failed checks when resisting BLOODLUST. +4 Defense vs. Vampires. -1 SPEECH.
Keyword: Lethal
Purchased at the Apothecary
45 COINS ENHANCEMENT NECK

**EQ71: Lethal - Protective - Vibrant Cloak (60 coins)**
- Vibrant Cloak •
- +1 NERVE, +3 Defense.
Keyword: Lethal
Purchased at the Gypsy Encampment
60 COINS PROTECTIVE NECK

**EQ74: Lethal - Hollow Tip Silver Stake (65 coins)**
- Hollow Tip Silver Stake •
- SILVER, FILLABLE.
Keyword: Lethal
Purchased at the Tinker
+1 HAND
65 COINS WEAPON

**EQ72: Lethal - Enhancement - Silver Knuckled Gloves (65 coins)**
- Silver Knuckled Gloves •
- +1 Damage with melee attacks vs. Shapeshifters.
Keyword: Lethal
Purchased at the Market
65 COINS ENHANCEMENT HAND

**EQ75: Lethal - Protective - Steel Girdle (75 coins)**
- Steel Girdle •
- +3 Might, +3 Defense.
Keyword: Lethal
Purchased at the Tinker
75 COINS PROTECTIVE WAIST
EQ79: Psychic - Enhancement - Sapphire Amulet (50 coins)

- Sapphire Amulet -
- **AURA 1.**
  - ETHEREAL foes lose 1 Vita.
- Keyword: Psychic
- Purchased at the Gypsy Encampment

EQ83: Psychic - Enhancement - Book of Healing (35 coins)

- Book of Healing -
- Help one ally recover +1 Vita when resting.
- Keyword: Psychic
- Purchased at the Physician

EQ84: Psychic - Weapon - Bola (65 coins)

- Bola -
- FOCUS 5.
  - May be THROWN for 1d4+1, PENETRATE 2.
- Keyword: Psychic
- Purchased at the Tinker

EQ76: Psychic - Enhancement - Crystalline Lens (80 coins)

- Crystalline Lens -
- Add +1 Damage and +2 Ammo to your Quartz Lantern.
- Keyword: Psychic
- Purchased at the Apothecary

EQ77: Psychic - Enhancement - Quartz Geodes (50 coins)

- Quartz Geodes -
- Donate up to 3 Power Points to store in the Geodes. You may use these points as Ghost Points when you next enter ghost form.
- Keyword: Psychic
- Purchased at the Apothecary

EQ78: Psychic - Enhancement - Pendulum (50 coins)

- Pendulum -
- EXHAUST to re-roll a failed search check.
- Keyword: Psychic
- Purchased at the Gypsy Encampment

EQ80: Psychic - Enhancement - Jeweled Tiara (50 coins)

- Jeweled Tiara -
- +2 Max Vita.
  - Pass NERVE 5 at the end of a combat to remove the DERANGED status from yourself.
- Keyword: Psychic
- Purchased at the Market

EQ81: Psychic - Protective - Knitted Shawl (40 coins)

- Knitted Shawl -
- +4 Defense.
- Keyword: Psychic
- Purchased at the Market

EQ82: Psychic - Protective - Velvet Bodice (30 coins)

- Velvet Bodice -
- +4 Defense.
- Keyword: Psychic
- Purchased at the Market

EQ78: Psychic - Enhancement - Book of Healing (50 coins)

- Book of Healing -
- Help one ally recover +1 Vita when resting.
- Keyword: Psychic
- Purchased at the Physician

EQ80: Psychic - Enhancement - Pendulum (50 coins)

- Pendulum -
- EXHAUST to re-roll a failed search check.
- Keyword: Psychic
- Purchased at the Gypsy Encampment

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- Pendulum -
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- Keyword: Psychic
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- Pendulum -
- EXHAUST to re-roll a failed search check.
- Keyword: Psychic
- Purchased at the Gypsy Encampment

EQ84: Psychic - Weapon - Bola (50 coins)

- Bola -
- FOCUS 5.
  - May be THROWN for 1d4+1, PENETRATE 2.
- Keyword: Psychic
- Purchased at the Tinker
EQ31: Cook - Protective - Leather and Steel Armguards (80 coins)
EQ13: Explore - Enhancement - Explorer's Map (70 coins)
EQ41: Gambler - Weapon - Triple Dagger (100 coins)
EQ34: Gambler - Consumable - Infused Makeup (30 coins)
EQ26: Cook - Consumable - Cartilage Balm (30 coins)
EQ25: Revenge - Weapon - Kukri Knife (100 coins)
EQ14: Explore - Protective - Hardened Leather Coat (60 coins)
EQ09: Forbidden - Weapon - Throwing Knives (50 coins)
EQ36: Gambler - Enhancement - Garter Belt (100 coins)
EQ17: Explore - Weapon - Barbed Whip (65 coins)
EQ13: Explore - Enhancement - Explorer's Map (70 coins)
EQ91: Military - Weapon - Great Sword (120 coins)
EQ75: Lethal - Protective - Steel Girdle (75 coins)
EQ65: Science - Consumable - Vitriolic Paint (50 coins)
EQ79: Psychic - Enhancement - Sapphire Amulet (50 coins)
EQ103: Military - Protective - Steel Shield (60 coins)
EQ56: Magik - Enhancement - Magic Wand (100 coins)
EQ100*: Survival - Enhancement - Barbed Traps (50 coins)
EQ54: Magik - Consumable - Mercury Infusion (75 coins)
EQ68: Science - Protective - Doctor's Plague Mask (125 coins)
EQ61: Magik - Weapon - Ornate Cane Sword (100 coins)
EQ60: Magik - Protective - Magician's Skullcap (80 coins)
EQ09: Forbidden - Weapon - Throwing Knives (50 coins)
EQ03: Forbidden - Enhancement - Harpy Feather (50 coins)
EQ02: Forbidden - Enhancement - Robes of the Enchanter (45 coins)
EQ37: Gambler - Protective - Lace Gloves (50 coins)
EQ20: Revenge - Enhancement - Brass Knuckles (50 coins)
EQ15: Explore - Enhancement - Wide Leather Belt (40 coins)
EQ03: Forbidden - Enhancement - Harpy Feather (50 coins)
EQ85*: Military - Consumable - Blessed Bolts (20 coins)
EQ81: Psychic - Protective - Knitted Shawl (40 coins)
EQ79: Psychic - Enhancement - Sapphire Amulet (50 coins)
EQ78: Psychic - Enhancement - Pendulum (50 coins)
EQ100*: Survival - Enhancement - Barbed Traps (50 coins)
EQ85*: Military - Consumable - Blessed Bolts (20 coins)
EQ84: Psychic - Weapon - Bola (65 coins)
EQ72: Lethal - Enhancement - Silver Knuckled Gloves (65 coins)
EQ51: Holy - Protective - Breastplate (50 coins)
EQ37: Gambler - Protective - Lace Gloves (50 coins)
EQ24*: Revenge - Enhancement - High Boots (50 coins)
EQ07: Forbidden - Enhancement - Scarlet Cloak (50 coins)
EQ50: Holy - Protective - Woolen Robes (25 coins)
EQ53: Holy - Protective - Skull Cap (25 coins)
EQ44: Holy - Enhancement - Stole (20 coins)
EQ40: Gambler - Weapon - Bladed Fan (75 coins)
EQ39: Gambler - Protective - Stitching Kit (90 coins)
EQ27: Cook - Weapon - Gold Rings (60 coins)
EQ23: Revenge - Protective - Armguard Bracers (50 coins)
EQ22: Revenge - Enhancement - Weightlifting Belt (30 coins)
EQ57: Magik - Enhancement - Monocle (65 coins)
EQ44: Holy - Enhancement - Stole (20 coins)
EQ41: Gambler - Weapon - Triple Dagger (100 coins)
EQ38: Gambler - Enhancement - Lavish Knee-High Boots (65 coins)
EQ30: Cook - Enhancement - High-Laced Leather Sandals (30 coins)
EQ20: Revenge - Enhancement - Brass Knuckles (50 coins)
EQ15: Explore - Enhancement - Wide Leather Belt (40 coins)
EQ03: Forbidden - Enhancement - Harpy Feather (50 coins)
EQ85*: Military - Consumable - Blessed Bolts (20 coins)
EQ83: Psychic - Enhancement - Book of Healing (35 coins)
EQ74: Lethal - Hollow Tip Silver Stake (65 coins)
EQ78: Psychic - Enhancement - Pendulum (50 coins)
EQ94: Forbidden - Animal(Melee) - Cat Familiar (35 coins)
EQ89: Military - Protective - Chain Link Helm (60 coins)
EQ86: Military - Enhancement - Stole (45 coins)
EQ98: Survival - Consumable - Jerky (50 coins)
EQ91: Military - Weapon - Great Sword (120 coins)
EQ88: Survival - Consumable - Jerky (50 coins)
EQ94: Forbidden - Animal(Melee) - Cat Familiar (35 coins)
EQ74: Lethal - Hollow Tip Silver Stake (65 coins)
EQ78: Psychic - Enhancement - Pendulum (50 coins)
EQ94: Forbidden - Animal(Melee) - Cat Familiar (35 coins)
EQ89: Military - Protective - Chain Link Helm (60 coins)
EQ85*: Military - Consumable - Blessed Bolts (20 coins)
<table>
<thead>
<tr>
<th>Card Name</th>
<th>Keyword</th>
<th>Effect</th>
<th>Location</th>
<th>Cost</th>
<th>Type</th>
<th>Description</th>
<th>Keywords</th>
</tr>
</thead>
<tbody>
<tr>
<td><em>Blessed Bolts</em></td>
<td></td>
<td>Adds 3 Ammo with +5 Might to ranged weapons that uses Ammo.</td>
<td>Chapel</td>
<td>25</td>
<td>Consumable</td>
<td></td>
<td>Military</td>
</tr>
<tr>
<td><em>Stole</em></td>
<td></td>
<td>+1 FAITH.</td>
<td>Tinker</td>
<td>45</td>
<td>Enhancement</td>
<td></td>
<td>Military</td>
</tr>
<tr>
<td><em>Writ of Capture</em></td>
<td></td>
<td>+1 Damage against Mortals.</td>
<td>Inn</td>
<td>100</td>
<td>Enhancement</td>
<td></td>
<td>Military</td>
</tr>
<tr>
<td><em>Weathered Cloak</em></td>
<td></td>
<td>+1 ECOLOGY and +2 Defense.</td>
<td>Market</td>
<td>50</td>
<td>Protective</td>
<td></td>
<td>Military</td>
</tr>
<tr>
<td><em>Chain Link Helm</em></td>
<td></td>
<td>+4 Defense and +2 Vita.</td>
<td>Tinker</td>
<td>60</td>
<td>Protective</td>
<td></td>
<td>Military</td>
</tr>
<tr>
<td><em>Chain Vest</em></td>
<td></td>
<td>+5 Defense and ABSORPTION 1 against ranged attacks.</td>
<td>Tinker</td>
<td>70</td>
<td>Protective</td>
<td></td>
<td>Military</td>
</tr>
<tr>
<td><em>Great Sword</em></td>
<td></td>
<td>FLANK 1, FOCUS 10. EXHAUST to make a second attack.</td>
<td>Tinker</td>
<td>120</td>
<td>Weapon</td>
<td></td>
<td>Military</td>
</tr>
<tr>
<td><em>High Boots</em></td>
<td></td>
<td>Ignore movement penalties.</td>
<td>Tinker</td>
<td>45</td>
<td>Enhancement</td>
<td></td>
<td>Military</td>
</tr>
<tr>
<td><em>Silver Crossbow</em></td>
<td></td>
<td>+5 Defense. EXHAUST to ignore all Damage and effects from one attack.</td>
<td>Tinker</td>
<td>100</td>
<td>Weapon</td>
<td></td>
<td>Military</td>
</tr>
<tr>
<td><em>Steel Shield</em></td>
<td></td>
<td>+5 true, SILVER, and FOCUS 10.</td>
<td>Tinker</td>
<td>60</td>
<td>Protective</td>
<td></td>
<td>Military</td>
</tr>
</tbody>
</table>
EQ38: Gambler - Enhancement - Lavish Knee-High Boots (65 coins)
EQ22: Revenge - Enhancement - Weightlifting Belt (30 coins)
EQ20: Revenge - Enhancement - Brass Knuckles (50 coins)
EQ07: Forbidden - Enhancement - Scarlet Cloak (50 coins)
EQ38: Gambler - Enhancement - Lavish Knee-High Boots (65 coins)
EQ23: Revenge - Protective - Armguard Bracers (50 coins)
EQ20: Revenge - Enhancement - Brass Knuckles (50 coins)
EQ03: Forbidden - Enhancement - Harpy Feather (50 coins)
EQ45: Holy - Enhancement - Censer (50 coins)
EQ05: Forbidden - Enhancement - Rabbit's Foot (50 coins)
EQ04: Forbidden - Enhancement - Bone Dice (50 coins)
EQ79: Psychic - Enhancement - Sapphire Amulet (50 coins)
EQ97: Survival - Consumable - Nerve Toxin (45 coins)
EQ83: Psychic - Enhancement - Book of Healing (35 coins)
EQ55: Magik - Consumable - Smoke Bombs (30 coins)
EQ94: Forbidden - Animal(Melee) - Cat Familiar (35 coins)
EQ64: Science - Weapon - Explosive Powder (80 coins)
EQ30: Cook - Enhancement - High-Laced Leather Sandals (30 coins)
EQ49: Holy - Enhancement - Satchel (60 coins)
EQ34: Gambler - Consumable - Infused Makeup (30 coins)
EQ17: Explore - Weapon - Barbed Whip (65 coins)
EQ15: Explore - Enhancement - Wide Leather Belt (40 coins)
EQ51: Holy - Protective - Breastplate (50 coins)
EQ46: Holy - Weapon - Fenestrated Morningstar (100 coins)
EQ16: Explore - Protective - Armguard Bracers (50 coins)
EQ15: Explore - Enhancement - Wide Leather Belt (40 coins)
EQ71: Lethal - Protective - Vibrant Cloak (60 coins)
EQ64: Science - Weapon - Explosive Powder (80 coins)
EQ104: Equipment Pack Rules
**Card Fronts**

**EQ100**: Survival - Enhancement

- **Barbed Traps** (50 coins)
  - Snare tokens also **WEAKEN** those landing on them, in addition to the Snare's normal effects.

**Keyword**: Survival

**Purchased at the Tinker**

60 COINS

**ENHANCEMENT**

**EQ104**: Equipment Pack Rules

The Equipment Pack is a physical replacement of the text only Character Journal Items and Companions. Unless otherwise specified, Equipment cards function exactly like Items or Companion cards, except that they cannot be found randomly, and can only be used by the Character who has the listed keywords on their card.

**CUSTOM CHARACTERS**: If using custom Characters, Equipment cards may be purchased by any Characters who possess those keywords.

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**EQ97**: Survival - Consumable

- **Nerve Toxin** (45 coins)
  - Target loses 1d6 Vita and must pass NERVE 5 or they lose their next turn. **THROWN**, **RANGE 2**

**Keyword**: Survival

**Purchased at the Apothecary**

45 COINS

**CONSUMABLE**

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**EQ98**: Survival - Consumable

- **Jerky** (50 coins)
  - Gain +3 Vita. Use at any time. 3 uses per Jerky

**Keyword**: Survival

**Purchased at the Market**

50 COINS

**CONSUMABLE**

---

**EQ99**: Survival - Protective

- **Heavy Fur and Leather Suit** (90 coins)
  - +7 Defense, +1 ECOLOGY

**Keyword**: Survival

**Purchased at the Market**

90 COINS

**PROTECTIVE**

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**EQ101**: Survival - Weapon

- **Chopper** (120 coins)
  - EXECUTE

**Keyword**: Survival

**Purchased at the Tinker**

+1 HAND

120 COINS

**WEAPON**

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**EQ102**: Survival - Weapon

- **Serrated Hunting Knife** (85 coins)
  - RAZOR 1. Can be **THROWN** to **PUSH 1** a target.

**Keyword**: Survival

**Purchased at the Tinker**

+1 HAND

85 COINS

**WEAPON**