

BATTLE AXE



LEATHER ARMOR



THROWING BLADES



KRIS



DAGGER



+



+



PARRYING DAGGER



+



+



+



SWORD



CHAINMAIL



MAGICAL URN



MAGICAL URN



CROSSBOW



HEALTH POTION



HEALTH POTION



KNIGHT SHIELD





Teleportation

For each additional stamina point spent after the first, the character may move one zone. This movement cannot be affected in any way and the hero may pass through solid objects and other obstacles during it. You don't need a line of sight to the target zone to teleport.



Lightning Storm

Target one zone. All models in that zone suffer



hits.



The Halo of Mitra

This character gains a passive defense of 2. This effect continues until the beginning of a turn where the sorcerer declares he is *active*.