

Gain 2 Preparations.  
When you Prospect for Minerals you may gain Mineral Resources equal to the number of your Hero has.



**GEM CARVING TOOLS KIT**

*The 'Belly Bow' a Gimmska favourite. Always shoots last in Ranged Combat (except in the Engagement Round).*



**GASTRAPHETES WEAPON-2H**

5	8	9	11	13	14	18
☞	☞	☞	☞	☞	☞	☞

**MILITARY TRAINED**



**SHOT TO VITALS**



☑: The following results: ☞ ☞ ☞ all cause 1 additional ☞.

Critical Strike Result, Strike Result or Fail

**IMPROVISED CLUB**



☑: Use to make a Melee attack with Advantage using the following profile:  
☞15 ☞13 ☞10 ☞9 ☞7 ☞6 that does ☞.

**STONE SHOT PREPARATION, EARTH**



**Activate:** Requires Bow, Crossbow, or Sling  
**Discard an Earth Mineral** to add 3 Supply Tokens to this card.  
Discard a Supply Token before rolling to to attack to add Advantage to the Ranged Attack for a Bow, Crossbow or Sling.  
*Every Gemstone, common or rare, can be fashioned into a deadly missile.*

**GRAVEGUARD PREPARATION, SPIRIT**



**Discard a Spirit Mineral** to add 2 Supply Tokens to this card.  
A Hero that is not Unconscious may Discard a Supply Token from this card to remove the Unconscious token from any Hero. During Combat this counts as a Ranged Attack.  
*As the body dies and returns to the Earth so the Earth can be used, temporarily, to keep it alive.*

*Favoured short cutting sword of the Achaeans, brutal but not great for dueling.*



**KOPIS WEAPON**

5	7	8	11	12	13	14
☞	☞	☞	☞	☞	☞	☞

**HIDDEN STORES EVENT**

*'Hold on a minute. Is that? Ah yes it is, look guys that must be some of the stores right here!'*  
You find a cache of stores comprising two items.  
Draw the Oats Loot Item card, remember it is Heavy.  
Draw the Ferrous Libation Potion in its Brewed state and give it to one Hero.

**LEGENDARY EFFECT**

You guys are hard core, this is a convention demo!  
Err...you gorge yourself on the oats and get a mild case of indigestion. -1 Charm to all Heroes.

**SPINEL MINERAL - EARTH**



Discard to gain +2 to the next Climb (Brawn) Test.  
Discard to remove the Fear Condition from one Hero.  
*Known for its grounding effect, removing uncertainty and granting strength.*

**GARNET MINERAL - SPIRIT**



Discard to gain +1 to the next Will Test.  
Discard to reroll a Grit (Will) Test.  
*The reddish glow of this stone when properly prepared grants the bearer an iron will to resist almost anything.*