



# EQUIPMENT SHOP





# Welcome to the Equipment Shop

**Here you'll find a variety of items that will help you on your adventures.**

## **Magic Paintbrush**



**Cost: 5 Coins**

Use this to paint a picture of any non-magic, non-living thing. Whatever you paint becomes real. After using any created item once, it disappears.

All players start the game with 1 Magic Paintbrush.







# Brooch of Power



Cost: —

**The Brooch of Power is the most powerful item in Florea. It can't be bought in the Equipment Shop. The only way to get the Brooch of Power is to find it during an adventure.**

**+3 to all action rolls**

## Super-Charge the Brooch of Power

The *Guide's Handbook* contains a hidden puzzle that reveals a command word for the Brooch of Power. Any player who knows the command can unlock the following additional benefits.

- The Brooch of Power's +3 action roll modifier increases to +5
- The Brooch of Power gives you the ability to own up to 3 pets

Do you have what it takes to solve the most difficult puzzle and claim the greatest power?





## Helpful Helmet



Cost: 10 Coins

+2 to your maximum helpful tokens.



## Smart Cloak



Cost: 10 Coins

+2 to your maximum smart tokens.



## Sneaky Boots



Cost: 10 Coins

+2 to your maximum sneaky tokens.



## Tough Gauntlets



Cost: 10 Coins

+2 to your maximum tough tokens.







## Helpful Helmet Upgrade Gem



Cost: 10 Coins

You must have a Helpful Helmet to use this gem. You gain an additional +1 to your maximum helpful tokens. You may use up to 5 of these gems.



## Smart Cloak Upgrade Gem



Cost: 10 Coins

You must have a Smart Cloak to use this gem. You gain an additional +1 to your maximum smart tokens. You may use up to 5 of these gems.



## Sneaky Boots Upgrade Gem



Cost: 10 Coins

You must have Sneaky Boots to use this gem. You gain an additional +1 to your maximum sneaky tokens. You may use up to 5 of these gems.



## Tough Gauntlets Upgrade Gem



Cost: 10 Coins

You must have Tough Gauntlets to use this gem. You gain an additional +1 to your maximum tough tokens. You may use up to 5 of these gems.

## Helpful Wand



Cost: 30 Coins

This wand lets you use all tokens as helpful tokens.



## Smart Wand



Cost: 15 Coins

This wand gives you a +1 on all smart rolls.



## Sneaky Wand



Cost: 15 Coins

This wand gives you a +1 on all sneaky rolls.

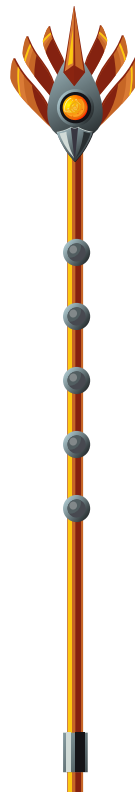


## Tough Wand



Cost: 15 Coins

This wand gives you a +1 on all tough rolls.



## Smart Wand Upgrade Gem

 Cost: 15 Coins

You must have a Smart Wand to use this gem.  
You gain an additional +1 on all smart rolls.  
You may use up to 2 of these gems.



## Smart Wand Power Gem

 Cost: 30 Coins

Any time you make a smart roll, you may roll twice and take the higher roll.



## Sneaky Wand Upgrade Gem

 Cost: 15 Coins

You must have a Sneaky Wand to use this gem.  
You gain an additional +1 on all sneaky rolls.  
You may use up to 2 of these gems.



## Sneaky Wand Power Gem

 Cost: 30 Coins

Any time you make a sneaky roll, you may roll twice and take the higher roll.



## Tough Wand Upgrade Gem

 Cost: 15 Coins

You must have a Tough Wand to use this gem.  
You gain an additional +1 on all tough rolls.  
You may use up to 2 of these gems.



## Tough Wand Power Gem

 Cost: 30 Coins

Any time you make a tough roll, you may roll twice and take the higher roll.



# Charms

**Charms are small, cute creatures that float around you and give you different benefits. You can purchase as many charms as you'd like, but you can't have more than one of the same charm.**

## Help Charm



Cost: 45 Coins



Each helpful token you use to buff rolls counts as 2 tokens.

## 20 Charm



Cost: 5 Coins



Restore 2 lost tokens on a roll of 20.

## Double Action Charm



Cost: 30 Coins



You may go twice on your turn. This charm can only be used 3 times per adventure.

## Protection Charm



Cost: 40 Coins



Anytime an effect causes you to lose 2 or more tokens, the number of tokens you lose is reduced by 1.



## Pet Charm



Cost: 35 Coins



You may have 2 pets.

## Passage Charm



Cost: 30 Coins

You may completely skip one encounter or creature card as if you had successfully overcome it. This charm can only be used once per adventure.



## Foresight Charm



Cost: 30 Coins

When you use this charm, you can see into the future briefly. You can flip 2 cards and choose which direction you want to go after you see the cards.



## Shield Charm



Cost: 20 Coins

Use this charm in reaction to any creature or encounter that directly affects you. That single effect does not work. This charm can only be used once per adventure.



## Energy Charm



Cost: 60 Coins

Use this charm between encounters or in place of your turn to regain all lost tokens. After using this charm, you get a -2 on all rolls for the rest of the adventure.



# Pets

**Pets are creatures that help you on adventures. They are larger than charms and can interact with characters just like pets do in real life. You can only have one pet at a time, unless you also have the Pet Charm.**

## Chomper



Cost: 5 Coins

+1 to your maximum helpful tokens



## Trio



Cost: 5 Coins

+1 to your maximum smart tokens



## Scrappy



Cost: 5 Coins

+1 to your maximum sneaky tokens



## Mini Bull



Cost: 5 Coins

+1 to your maximum tough tokens



## Crystal Bug



Cost: 12 Coins

At the end of each adventure, Crystal Bug poops out a crystal worth 5 Coins







## Blessing



Cost: 20 Coins

+3 to your maximum helpful tokens. Once per adventure you may exchange 10 of your tokens and give 1 Energy Point to another player.



## Clever



Cost: 20 Coins

+3 to your maximum smart tokens. Once per adventure you may reallocate all your remaining tokens to any trait you wish. For example, if your remaining tokens are 5 sneaky, 0 tough, 2 smart and 1 helpful you may change these to 2 tokens in each trait.



## Skinny



Cost: 20 Coins

+3 to your maximum sneaky tokens. Anytime you face a Creature, you may skip 1 of your turns and avoid any effects caused by the creature on its turn that round.



## Dozer



Cost: 20 Coins

+3 to your maximum tough tokens. Once per adventure, If an effect causes you to be reduced to 0 total tokens, you immediately regain 3 tokens of any kind.



