

I-002 **Scroll of Storms**



(Optional) At the beginning of your command phase, remove this item from the game. The wielder gains the Stormfire special ability and gets +3 to its ranged damage value until the beginning of your end phase.

14 POINTS

Scroll of Storms
I-002

I-004 **Wand of Fencing**




The wielder gains the Parry special ability.


27 POINTS

+1 ATTACK

Wand of Fencing
I-004

I-006 **Potion of Water Breathing**

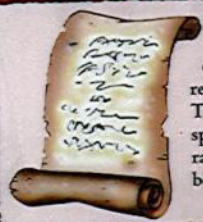


The wielder gains the  speed type. The wielder gets +3 to its speed value if it occupies water terrain at the beginning of your command phase.

17 POINTS

Potion of Water Breathing
I-006

I-002 **Scroll of Storms**



(Optional) At the beginning of your command phase, remove this item from the game. The wielder gains the Stormfire special ability and gets +3 to its ranged damage value until the beginning of your end phase.

14 POINTS

Scroll of Storms
I-002

I-003 **Bracers of the Archer**




The wielder gains the Arcing Fire special ability.

18 POINTS

+1 ATTACK

Bracers of the Archer
I-003

I-005 **Cloak of Vipers**



The wielder gains the Venom special ability.

30 POINTS

+1 ATTACK

Cloak of Vipers
I-005

I-001 **Potion of Vitality**



(Optional) At the beginning of your command phase, remove this item from the game. Roll one six-sided die and heal the wielder of damage equal to the result.

20 POINTS

Potion of Vitality
I-001

I-002 **Scroll of Storms**




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14 POINTS

Scroll of Storms
I-002

I-005 **Cloak of Vipers**



The wielder gains the Venom special ability.

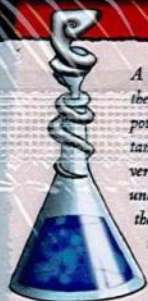
30 POINTS

+1 ATTACK

Cloak of Vipers
I-005

Potion of Water Breathing

I-006



A magical commodity originally extracted from the lungs of Deep Spawn, today this valuable potion is brewed from hatchlings harvested from tank-bound Deep Spawn. While the original version was far more effective, allowing endless underwater exploration, the newer potion has the beneficial side effect of actually allowing the drinker to breathe air again.

—Maleficus

Wand of Fencing

I-004

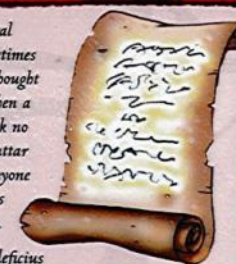


While Magestone energy can provide enough magical energy to levitate a small object, the force is not strong enough to puncture armor or cause even the most minor damage. But when used correctly, Tezla's Principle of Deflection can allow a Magestone wielder to ward off even the most serious of blows.

—Maleficus

Scroll of Storms

I-002



Originally believed to be a natural phenomenon, the sparks that sometimes arc from ley-lines were at first thought to be random occurrences. But when a wizard from Khamsin was struck no fewer than 12 times near the Kuttar Depths, it became obvious that anyone charged with magical energies was susceptible to these erratic charges.

—Maleficus

Cloak of Vipers

I-005



Sewn together by the Orc-wives of the Black Grasses tribes, these cloaks are not magical at all. Woven from brine-snakes—water serpents commonly found in the drinking holes of the northern Fist—this “cloak of fangs” is a painful and poisonous deterrent to any foe that dares get too close.

—Maleficus

Bracers of the Archer

I-003

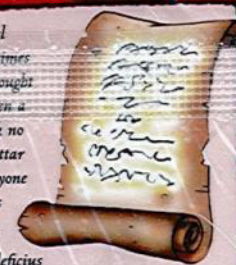


When firing at a target far out of the range of traditional bows or rifles, an absolute calm is required. Even one twitch can set off an archer's aim, spoiling a valuable shot. For the Elves of the Wylden, these enchanted bracers help to balance a ranger's body and spirit, forming a mystical bond between archer and prey.

—Maleficus

Scroll of Storms

I-002



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Cloak of Vipers

I-005

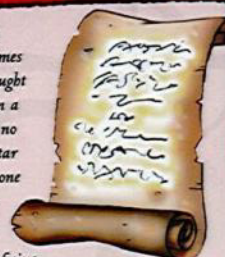


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Scroll of Storms

I-002

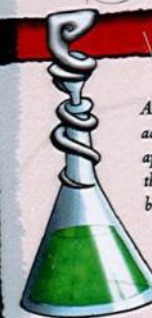


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—Maleficus

Potion of Vitality

I-001



Although healing potions are commonly administered by hedge witches and apprentice healers throughout the Land, the unique consistency of the leech potions brewed by the healers of Khamsin would gag even the most loathsome Orc.

—Maleficus

I-007 Scroll of Invocation




(Optional) At the beginning of your command phase, remove this item from the game. The wielder gains the Summon special ability until the beginning of your end phase.

★ 5 POINTS

Scroll of Invocation I-007

I-010 Cloak of Shadow




The wielder gains the Stealth special ability.

★ 8 POINTS

+1 SPEED

Cloak of Shadow I-010

I-012 Scroll of Shielding




(Optional) At the beginning of your command phase, remove this item from the game. The wielder gets +3 to its defense value; this new defense value is considered to be the wielder's unmodified defense value until the beginning of your next command phase. The wielder gains the Defend special ability until the beginning of your next command phase.

★ 18 POINTS

Scroll of Shielding I-012

I-007 Scroll of Invocation




(Optional) At the beginning of your command phase, remove this item from the game. The wielder gains the Summon special ability until the beginning of your end phase.

★ 5 POINTS

Scroll of Invocation I-007

I-009 Wand of Curses




The wielder gains the Hex special ability.

★ 27 POINTS

+1 ATTACK

Wand of Curses I-009

I-012 Scroll of Shielding




(Optional) At the beginning of your command phase, remove this item from the game. The wielder gets +3 to its defense value; this new defense value is considered to be the wielder's unmodified defense value until the beginning of your next command phase. The wielder gains the Defend special ability until the beginning of your next command phase.

★ 18 POINTS

Scroll of Shielding I-012

I-007 Scroll of Invocation




(Optional) At the beginning of your command phase, remove this item from the game. The wielder gains the Summon special ability until the beginning of your end phase.

★ 5 POINTS

Scroll of Invocation I-007

I-008 Bracers of the Ranger




The wielder gains the Pathfinder special ability.

★ 14 POINTS

+1 SPEED

Bracers of the Ranger I-008

I-011 Ghostly Elixir




(Optional) At the beginning of your command phase, remove this item from the game. The wielder gains the Ghostform special ability until the beginning of your next command phase.

★ 10 POINTS

Ghostly Elixir I-011

Scroll of Shielding I-012




Although there are ancient tales of mages being able to store spells within the folds of mere paper and ink, it is more likely that the ancient—and often untranslatable—tomes hold the keys to magical theory, providing methods that allow a wizard to channel magical force in unique or dangerous ways.

—Maleficus

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Cloak of Shadow I-010




The witch-bags of the Serpine Mountains are renowned for their caustic brews, their love spells, and their ability to sew shadows to cloth with enchanted bone needles. While these “little grandmothers” charge dearly for their magical wares, their delicate cloaks eat light and muffle footsteps, turning even the most lumbering barbarian into a silent and stealthy assassin.

—Maleficus

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Scroll of Invocation I-007




After discovering how to send brief communications using mage-writ messages, Grand-Magus Teela postulated that by implanting a specially prepared piece of Magestone in a Mage Spawn, he might be able to transport it to his person using a simple spell.

—Maleficus

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Scroll of Shielding I-012




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Wand of Curses I-009




While both Elementalists and necromancers have the ability to wield the energies of the Land, those who follow the darker path are far more able to cause harm than their nature-loving counterparts. By binding a ghost to an animal bone, they can use the spirit to torment an opponent with an unrelenting series of painful pinches and distracting jabs.

—Maleficus

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Scroll of Invocation I-007




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Ghostly Elixir I-011



Many Underworld legends refer to unwise persons vanishing from the world of the living. While I cannot say whether this mythical Underworld exists, I can say that the magical elixirs brewed by the handmaidens of Venetia do indeed cause one's body to fade from this world for a short while—and more often than not, the drinker never, ever returns.

—Maleficus

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Bracers of the Ranger I-008



The trees are among the Elementalists' greatest allies. While rarely capable of speech or movement, their ability to whisper warnings and secrets to trusted allies is a valued part of Elemental training. For those Forest Elves who lack the Elemental gift, these armbands provide the means to feel the trembling warnings or welcoming vibrations of the trees.

—Maleficus

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Scroll of Invocation I-007



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I-018

Bracers of the Giant

I-018



Created by the Orc shamans of the northern grasslands, these magical objects are frequently bestowed upon the champions of Orc tribes. During the yearly Festival of Division, the shamans augment their champions with every magical trick they've got so that their tribes will leave the contest with as much of the loot as possible.

—Maleficus


6

POINTS

I-016

Potion of Dueling

I-016



(Optional) At the beginning of your command phase, remove this item from the game. The wielder gets +3 to its attack value and gains the Weapon Master special ability until the beginning of your end phase.


6

POINTS

I-014

Wand of the Pixie

I-014



For those blessed enough to possess a dead Faerie, I am pleased to report that their bones can indeed be used to make magical wands with a variety of interesting effects. On a personal note, after my dealings with these menaces, I believe Faeries to be nothing more than fluff and petty vengeance. In my book, the best place for a Faerie is stuck to the wall with a batpin.

—Maleficus

I-017

Scroll of the Grave

I-017



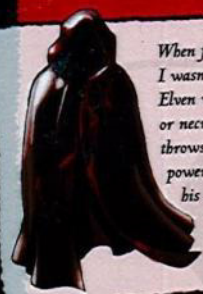
Although the fools who purchase these scrolls from the agents of the Blood Goddess may believe that they are transforming themselves into a kind of immortal vampire, the truth is that the scroll does nothing more than drain the soul energy of the user. With repeated use, the user might turn into a ghoul, dependant upon others for life energy and bloody sustenance.

—Maleficus

I-015

Cloak of the Martyr

I-015



When first investigating this curious cloak, I wasn't sure if it was created by High Elven wizards or by one of their Elemental or necromantic cousins. While it catches and throws light in breathtaking ways, its true power lies in allowing its wearer to possess his or her allies and throw them out of—or into—barm's way.

—Maleficus

I-013

Magestone Bracers

I-013



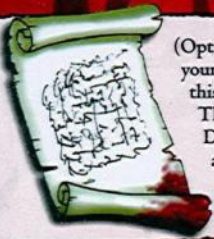
A favorite of rich Atlanteans, these trinkets bear the taint of the distant Magestone mines. The crystals are processed to remove almost all of their dangerous magical energies, but a glimmer of force remains to grant the wearer a subtle resistance to spells—as well as a sparkling attire.

—Maleficus

I-017

Scroll of the Grave

I-017



(Optional) At the beginning of your command phase, remove this item from the game. The wielder gains the Life Drain and Vampirism special abilities until the beginning of your end phase.


6

POINTS

I-014

Wand of the Pixie

I-014



For those blessed enough to possess a dead Faerie, I am pleased to report that their bones can indeed be used to make magical wands with a variety of interesting effects. On a personal note, after my dealings with these menaces, I believe Faeries to be nothing more than fluff and petty vengeance. In my book, the best place for a Faerie is stuck to the wall with a batpin.

—Maleficus

I-013

Magestone Bracers


I-013



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—Maleficus

I-014 Wand of the Pixie




The wielder gains the Magic Confusion special ability.

23 POINTS

+1 ATTACK

Wand of the Pixie
I-014

Potion of Dueling I-016



Brewed by the Galeshi Dervishes that reside in the western deserts of the Land, this potion is a fermented tea created from a combination of herbs and sand-snake venom. While reputed to give the imbiber both divine visions and unquenchable rage, much to the amusement of my colleagues, the drink bestowed upon me only painful delusions of being covered with writhing scorpions.


—Maleficus

27 POINTS

+1 DAMAGE

Potion of the Duel
I-016

I-018 Bracers of the Giant



The wielder gains the Crushing Blow special ability.

34 POINTS

+1 DAMAGE

Bracers of the Giant
I-018

I-013 Magestone Bracers




The wielder gains the Spell Defense special ability.

10 POINTS

+1 DEFENSE

Magestone Bracers
I-013

I-015 Cloak of the Martyr



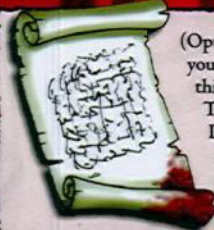
(Optional) If the wielder has zero action tokens, when an action is given to a friendly figure within 10" of the wielder and there is a clear line of fire between the wielder and the figure, deal 1 pushing damage to the wielder instead of giving the figure an action token.

27 POINTS

+1 DAMAGE

Cloak of the Martyr
I-015

I-017 Scroll of the Grave




(Optional) At the beginning of your command phase, remove this item from the game. The wielder gains the Life Drain and Vampirism special abilities until the beginning of your end phase.

6 POINTS

Scroll of the Grave
I-017

I-013 Magestone Bracers




The wielder gains the Spell Defense special ability.

10 POINTS

+1 DEFENSE

Magestone Bracers
I-013

I-014 Wand of the Pixie



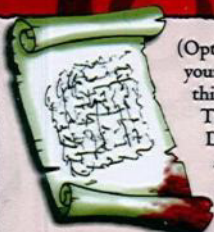
The wielder gains the Magic Confusion special ability.

23 POINTS

+1 ATTACK

Wand of the Pixie
I-014

I-017 Scroll of the Grave



(Optional) At the beginning of your command phase, remove this item from the game. The wielder gains the Life Drain and Vampirism special abilities until the beginning of your end phase.

6 POINTS

Scroll of the Grave
I-017

GEAR SHIELD

I-023

I-023



The Golemcore were the first to combine shield and toolbox for their warriors going into battle, but the design was quickly copied by Khamsin steam engineers and the Forgemasters.

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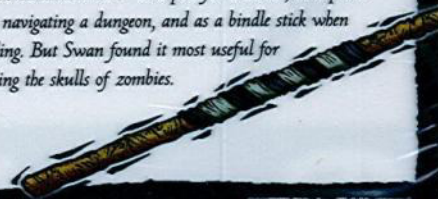
SCYTHRIAN QUARTERSTAVE

I-022

I-022



Like most Scythrians, Swan had fashioned a staff from the grove behind his home in the foothills. Over the years it had proved invaluable—as a pole for a shelter, as a probe when navigating a dungeon, and as a bindle stick when traveling. But Swan found it most useful for crushing the skulls of zombies.



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Cloak of the Dervish

I-020

I-020



A gift bestowed to a Galesbi warrior when he or she comes of age, this cloak can be used for shelter, as camouflage, or even to harvest what little morning dew is available in the western deserts. For a young Dervish, this cloak is often the difference between living and dying.

—Maleficus

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FOOTMAN'S FANGBLADE

I-021

I-021



Maboc slumped to his knees, confused. The puny human's sword had scored only a simple cut. The khans taught the tribes to ignore such simple pains. As fire burned in his veins, Maboc saw the edge of the midlander's sword glisten with black venom as it was raised for the final strike.



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Wand of Reanimation

I-019

I-019




Because a person cannot be taught the skills of necromancy—one is simply born with a talent for raising the dead—the first step in evaluating potential students lies in these small bone wands. Even the most unimpressive student should be able to 'wake up' a corpse, even if it tries to eat its reanimator shortly thereafter.

—Maleficus

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I-023

GEAR SHIELD



The wielder gets +3 to its attack value when making a close combat attack using Tinker; this new value becomes the wielder's unmodified attack value for the duration of the attack.

27 POINTS

-1 SPEED

+2 DEFENSE

+0 DAMAGE

APPROVED PLAY

Gear Shield I-023

I-020

Cloak of the Dervish



The wielder gains the Dodge special ability.

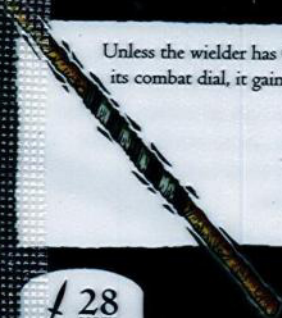
37 POINTS

+1 DEFENSE

Cloak of the Dervish I-020

I-022

SCYTHRIAN QUARTERSTAVE



Unless the wielder has Counterattack printed on its combat dial, it gains Counterattack.

28 POINTS

+1 DEFENSE

SCYTHRIAN QUARTERSTAVE I-022

I-019

Wand of Reanimation



(Optional) Give the wielder a special action when it is not in base contact with an opposing figure. Reanimate one of your eliminated figures with the words Skeleton or Zombie in its name, and turn its combat dial to the starting marker. Roll one six-sided die. On a result of 1-3, place the reanimated figure in base contact with the wielder. On a result of 4-6, remove it from the game.

23 POINTS

+1 RANGED DAMAGE

Wand of Reanimation I-019

I-021

FOOTMAN'S FANGLADE



(Optional) At the beginning of each of your command phases, the wielder deals 1 damage to a single opposing figure in base contact with its front arc.

14 POINTS

FOOTMAN'S FANGLADE I-021