

**R-003 Crystal Reaver**



(Optional) Give the wielder a close combat action. If the wielder succeeds at a close combat attack against a single target figure with the  attack symbol, double the wielder's unmodified close combat damage value for that attack.

 36 POINTS

 +2 ATTACK

**R-003 Crystal Reaver**

**R-006 Caeronn Luckblade**



The wielder cannot target figures from the  faction with close or ranged combat attacks. When the wielder makes a close combat attack, treat any 1s rolled on the attack roll as 6s.

 43 POINTS


 +2 ATTACK

**R-006 Caeronn Luckblade**


**R-009 Venthia's Masque**



The wielder's defense value is equal to the highest unmodified defense value of any other friendly figures in play.

 24 POINTS

 +1 SPEED


 +1 ATTACK


**R-009 Venthia's Masque**


**R-002 Galeshi Sunsword**



The wielder cannot be the target of ranged combat attacks. The wielder cannot be part of movement formations.

 40 POINTS

 +1 SPEED

 +2 ATTACK

**R-002 Galeshi Sunsword**

**R-005 Book of Lightning**



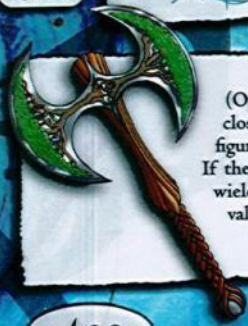
(Optional) Give the wielder a ranged combat action. Select a single target figure not in base contact with the wielder as the target of a ranged combat attack, ignoring all line of fire requirements and modifiers to the attack roll. If the attack succeeds, deal 3 damage to the target. This damage cannot be reduced. If the attack is unsuccessful, deal 1 damage to the wielder. This damage cannot be reduced.



 60 POINTS


 -2 DEFENSE


**R-005 Book of Lightning**


**R-008 Raider's Bane**



(Optional) Give the wielder a close combat action targeting a figure from the  or  faction. If the attack succeeds, double the wielder's unmodified damage value for that attack.

 29 POINTS

 -1 SPEED

 +1 ATTACK

**R-008 Raider's Bane**

**R-001 Souldrinker**



The wielder has the  defense type in addition to the  defense type. If the wielder eliminates an opposing warrior with a close combat attack, heal the wielder to its starting marker.

 53 POINTS

 -2 SPEED

 +1 ATTACK

**R-001 Soulrinker**

**R-004 Torengrim's Helm**



The wielder has the  defense type in addition to the  defense type. Cancel the Demoralized special ability on all friendly figures. If the wielder makes a close or ranged combat attack against an opposing figure wielding one or more items and rolls a critical hit, remove one of those items (determined randomly) from the game.

 33 POINTS

 +2 DEFENSE

**R-004 Torengrim's Helm**

**R-007 Treefell**



Figures from the  faction get +1 to their close and ranged combat values when attacking the wielder.

(Optional) Give the wielder a close or ranged combat action. The wielder deals 6 structural damage when it succeeds at a close or ranged combat attack against constructed terrain.

 21 POINTS

 +2 ATTACK

 +1 DEFENSE

**R-007 Treefell**



## Venthia's Masque

R-009

First unearthed by slaves quarrying stone for the Kosian Pyramids in Caero, the relic was kept secret from the slavers for decades. Only after the Delphana gained control of Caero did the first ruler of Venetia begin openly wearing the enchanted helm as a crown of rule.



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## Caeronn Luckblade

R-006

This ancient weapon was originally gifted to the Kosian Priest-Kings by the Oracles of Rokos. Unknown to the Kos, the Luckblade bore an insidious price.



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## Crystal Reaver

R-003

This weapon was grown by Elemental priests millennia ago to destroy those who stood against the might and purity of the Land.



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## Raider's Bane

R-008

King Khamita wielded Raider's Bane for seven years against seven Orc armies. Many historians link the early survival of Khamsin with this powerful weapon.



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## Book of Lightning

R-005

With a single word of command, this ancient Elven tome kills with lightning and buries with thunder.

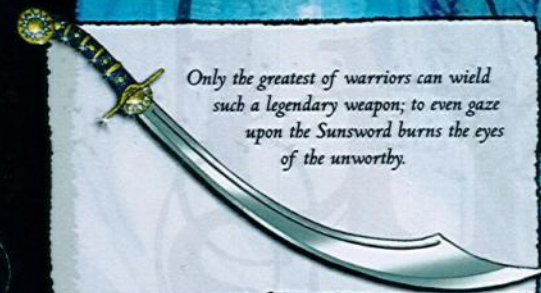


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## Galeshi Sunsword

R-002

Only the greatest of warriors can wield such a legendary weapon; to even gaze upon the Sunsword burns the eyes of the unworthy.



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## Treefell

R-007

A weapon crafted by the Eagle Gods for the greatest Orc warriors, Treefell has laid waste to hundreds of human settlements.



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## Torengrim's Helm

R-004

The Helm of the Dwarven King does not just offer power; it whispers the secrets and flaws of weapons and relics not seen since the Age of Mists.

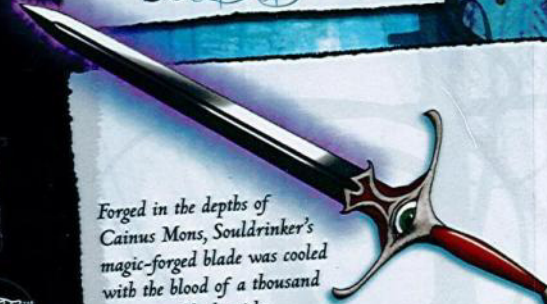


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## Souldrinker

R-001


Forged in the depths of Cainus Mons, Souldrinker's magic-forged blade was cooled with the blood of a thousand Dwarven blacksmiths.




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R-012 **Blade of Dominance**



The wielder cannot use the Surge proficiency. Only figures with higher point values than the wielder can target the wielder with close combat attacks. The wielder can make close combat attacks only against target figures with lower point values than itself. The wielder cannot break away from a figure with a higher point value than itself.



R-012

40 POINTS

+3 ATTACK

-2 DEFENSE

R-015 **Book of the Stormcrow**



(Optional) At the beginning of your command phase, if you have a weather domain card in play, remove that card from the game. Put another weather domain card into play. Any weather domain card removed from the game cannot be used again this game.



R-015

42 POINTS

+1 SPEED

+1 ATTACK

+1 DEFENSE

R-018 **Blackheart**



The wielder cannot make ranged combat attacks.

(Optional) Give the wielder a close combat action targeting a single opposing figure. If the wielder's unmodified damage value is greater than that of the target, the attack succeeds without an attack roll.




R-018

46 POINTS

+1 DEFENSE

R-011 **Decapitator**



The wielder gets +1 to its damage value. When making a close combat attack against any target opposing figures, eliminate those figures if the wielder rolls a critical hit. If the wielder rolls a critical miss, eliminate the wielder.



R-011

31 POINTS

+1 SPEED

+2 ATTACK

+1 DEFENSE

R-014 **Helm of Rule**



Only opposing figures with the Command or Leadership special ability or opposing figures wielding a Relic can target the wielder with close combat attacks. Friendly figures cannot heal the wielder.



R-014

38 POINTS

-2 ATTACK

+1 DEFENSE

R-017 **Serpentfang**



Figures from the  faction get +1 to their attack value if they target the wielder with a close or ranged combat attack.

(Optional) Give the wielder a close combat action. If the attack succeeds, cancel the special abilities of all targets of the attack. These abilities remain canceled until the beginning of the next end phase.



R-017

33 POINTS

-1 SPEED

+1 ATTACK

+1 DEFENSE

R-010 **Kosian Shieldtome**



The wielder and any friendly figures in base contact with the wielder cannot be the targets of ranged combat attacks unless the attacker uses the point blank or precision proficiency.



R-010

37 POINTS

-2 SPEED

+2 DEFENSE

R-013 **Sawtooth**



When the wielder succeeds at a close combat attack against a single target opposing figure, deal damage to the target equal to the difference between the attack result and the target's defense value instead of the wielder's damage value.



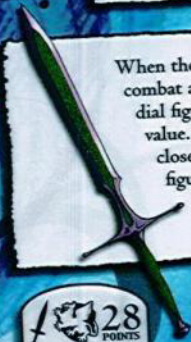
R-013

36 POINTS


+2 SPEED

+1 ATTACK

R-016 **Paladin's Greatsword**



When the wielder succeeds at a close combat attack against titans or multiple figures, it gets +2 to its damage value. When the wielder succeeds at a close combat attack against a target figure with the word Skeleton or Zombie in its name, remove the target from the game.



R-016

28 POINTS

+1 DEFENSE



## Blackheart

R-018

*"With great power comes two things; jealousy for the strong and disdain for the weak."*

*-Vija of Vladd*



## Book of the Stormcrow

R-015

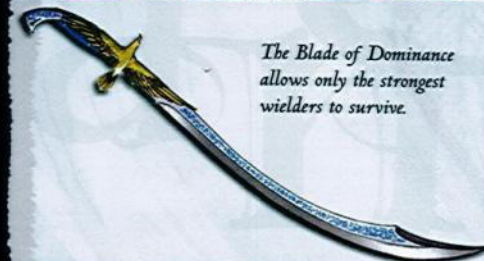
*To control the weather is to control the Land; with wind and weather, all shall bow before the Stormcrow's might.*



## Blade of Dominance

R-012

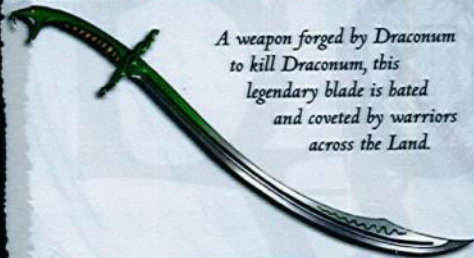
*The Blade of Dominance allows only the strongest wielders to survive.*



## Serpentfang

R-017

*A weapon forged by Draconum to kill Draconum, this legendary blade is bated and coveted by warriors across the Land.*



## Helm of Rule

R-014

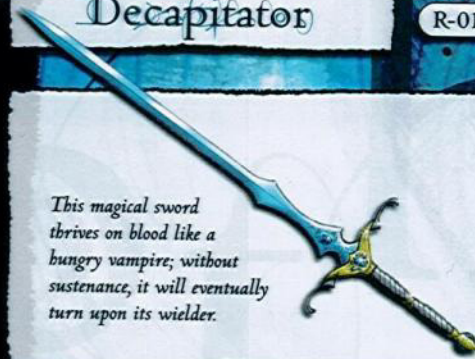
*The Helm of Rule was once used as the crown of rulership for the High Elves. Stolen by a traitor of the noble house of Starsdown, High Elven knights have quested for this relic for centuries.*



## Decapitator

R-011

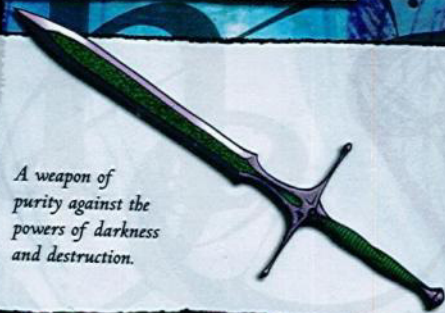
*This magical sword thrives on blood like a hungry vampire; without sustenance, it will eventually turn upon its wielder.*



## Paladin's Greatsword

R-016

*A weapon of purity against the powers of darkness and destruction.*



## Sawtooth

R-013

*Sawtooth is believed to be a dueling axe wielded by the Troll Kings during the Age of Mists. When used against the smaller races, this relic is a devastating weapon without compare.*



## Kosian Shieldtome

R-010

*Discovered within the Blasted Lands, this ancient tome allowed the Priest-Kings to survive dozens of battles unscathed.*





R-021 **Enchanted Fuser Rifle**




The wielder cannot use the Bombardment special ability.

25 POINTS

ATTACK

R-021

R-024 **Paragon's Shield**



The wielder cannot make ranged combat attacks. The wielder cannot be captured. An unsuccessful attack made by an opposing figure targeting the wielder deals 1 damage to the attacking figure. This damage cannot be reduced. When the wielder makes a close combat attack against a Mage Spawn figure, modify the target's defense value by -3.

32 POINTS

+2 DEFENSE

R-024

R-027 **Karrudan's Bow**



The wielder cannot use the Bombardment special ability. The wielder's ranged damage value becomes 4. If the wielder is eliminated, Karrudan's Bow deals 4 damage to all figures within 12" of the wielder.

30 POINTS

+2 ATTACK

R-027

R-020 **Oracular Codex**




The wielder's speed value becomes 0.  
(Optional) At the beginning of your command phase, roll two dice and set them aside. This is the oracular roll. Until the beginning of your end phase, each time one of your figures makes an attack roll, you can replace the attack roll with the oracular roll. The replaced attack roll becomes the new oracular roll. At the beginning of your end phase, remove the oracular roll from play.

40 POINTS

R-020

R-023 **Marrowdrinker**



The wielder cannot use the Arcing Fire or Bombardment special ability.  
(Optional) Give the wielder a ranged combat action targeting a single opposing figure. If the attack succeeds, heal the wielder of damage equal to the damage dealt to the target.

40 POINTS

+1 ATTACK

R-023

R-026 **Dragonsbreath**



(Optional) Give the wielder a ranged combat action targeting a single opposing figure. If the attack succeeds, deal damage to the target equal to the wielder's ranged damage value. In addition, every other figure within 3" of the target is dealt 1 damage.

25 POINTS

-2 SPEED

+1 ATTACK

R-026

R-019 **Jeweled Helm**




(Optional) At the beginning of your command phase, deal 1 pushing damage to the wielder. Until the beginning of your next command phase, the wielder gets +2 to its attack, defense, and speed values.

27 POINTS

R-019

R-022 **Stoneshatter**




The wielder cannot use the Bombardment special ability. The wielder's ranged damage value becomes 1 for ranged combat attacks against any target without the ⚙️ damage type.  
(Optional) Give the wielder a ranged combat action targeting a single opposing figure with the ⚙️ damage type. If the attack succeeds, eliminate the target.

27 POINTS

+1 ATTACK

R-022

R-025 **Technomantic Attractor**



(Optional) When an opposing figure with the ⚡ attack type makes a ranged combat attack against a warrior friendly to the wielder, if the wielder can be the target of the attack, the wielder is the target instead of that warrior.

25 POINTS

+2 DEFENSE

R-025



## Karrudan's Bow

R-027

Upon his graduation as a Technomancer, Karrudan was gifted with the arcane relic by his master, Grand-Magus Tezla. Karrudan wielded the dangerous weapon for all of his adult life, in Tezla's name.



## Paragon's Shield

R-024

The legendary Troll champion Paragon defeated both the Scorpion and the Two-Headed Wolf, but met his death after vanquishing the father of dragons, Krayat.

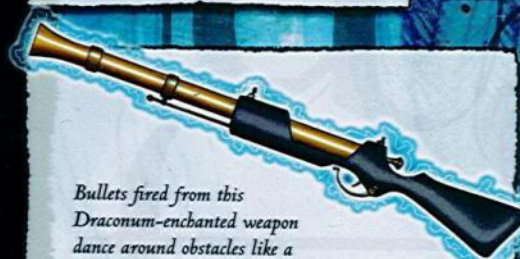
-Maleficus, Vol. XIX



## Enchanted Fuser Rifle

R-021

Bullets fired from this Draconum-enchanted weapon dance around obstacles like a darting swallow in flight.



## Dragonsbreath

R-026

Using bullets carved from rare red Magestone, shots from this exceptionally heavy rifle impact with explosive force.

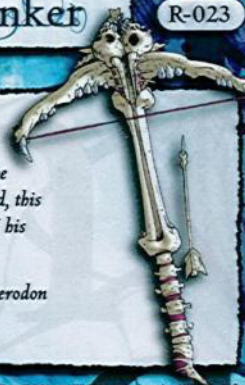


## Marrowdrinker

R-023

"Taken from the hands of the oldest Vampire that ever lived, this weapon harbors the secret of his long life within its magic."

-Deathspeaker Aerodon



## Oracular Codex

R-020

The Oracles of Rokos predict the future daily. But to be able to act in time to change the future, rather than just prophecy it, is a true gift of power.

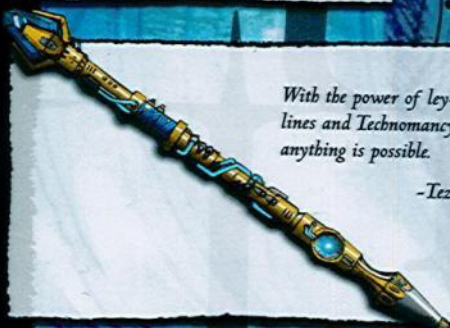


## Technomantic Attractor

R-025

With the power of ley-lines and Technomancy, anything is possible.

-Tezla



## Stoneshatter

R-022

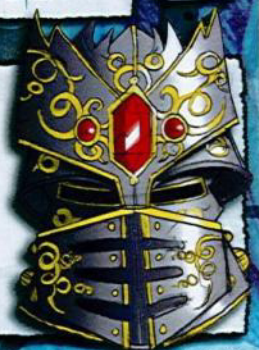
Like a hammer smashing a glass bottle, this ancient Dwarven relic will shatter bone, steel, wood or stone all the same.



## Jeweled Helm

R-019

By draining vitality and beauty from its wielder, the Jeweled Helm provides in return the strength of a lion, the cunning of a dragon, and the swiftness of a gazelle in flight.





R-030 **Elemental Totemstaff**



(Optional) Give the wielder a special action. Every friendly and opposing figure in base contact with the wielder is healed of 1 damage.


37 POINTS

-2 SPEED

+3 DEFENSE

R-030

R-033 **Woundkiller**



The wielder cannot use the Arcing Fire or Bombardment special ability.

(Optional) Give the wielder a ranged combat action targeting a single friendly figure. If the attack succeeds, deal no damage to the target. Instead, heal the target of damage equal to the wielder's ranged damage value.

32 POINTS

R-033

R-036 **Snow's Fuser Rifle**



The wielder cannot use the Arcing Fire or Bombardment special ability.

The wielder's range value becomes 48. The wielder's ranged damage value becomes 2. The wielder cannot target multiple figures with a ranged combat action.

46 POINTS

-1 SPEED

+3 ATTACK

R-036

R-029 **Magestone Shield**



When the wielder is the target of a successful / attack, roll one six-sided die. On a result of 4-6, the attack deals no damage.

36 POINTS


-1 SPEED

+1 ATTACK

+3 DEFENSE

R-029

R-032 **Heartseeker**



The wielder cannot make close combat attacks, and cannot use the Bombardment special ability. If the wielder is a figure from the / faction, it has three ranged attacks instead of its number of attacks, and its front arc becomes 360°.

35 POINTS

2 ATTACK

+2 DEFENSE

R-032

R-035 **Necromantic Bonestaff**



At the beginning of your command phase, the wielder can reanimate any eliminated figure (except titans or multiple-dial figures). Turn the reanimated figure's dial to its starting marker and place it on the battlefield. Remove it from the game at the beginning of the next end phase.


43 POINTS

+1 ATTACK

+1 DEFENSE

R-035

R-028 **Dragonstar**



The wielder cannot use the Arcing Fire or Bombardment special ability.

(Optional) Give the wielder a ranged combat action targeting a single opposing figure. If the wielder rolls a critical hit, eliminate the target.


32 POINTS

+1 SPEED

+2 ATTACK

R-028

R-031 **Assassin**



The wielder cannot use the Arcing Fire or Bombardment special ability. When the wielder makes a ranged combat attack against a single target figure, treat any attack roll of 7 or 12 as a critical hit.

32 POINTS

-1 SPEED

+1 ATTACK

R-031

R-034 **Stormwall**



(Optional) At the beginning of your command phase, deal 1 pushing damage to the wielder. Until the beginning of your next command phase, figures within 12" of the wielder can neither make nor be the targets of ranged combat attacks.

46 POINTS

+1 DEFENSE

R-034



## Snow's Fuser Rifle

R-036

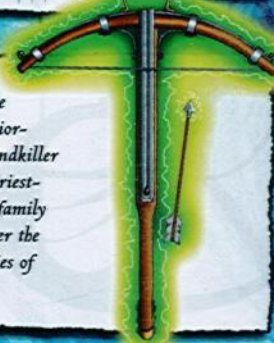


Prophet-Magus Karrudan died by Snow's hand, and Dwarven ingenuity.

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## Woundkiller

R-033



Passed down through the generations by the Warrior-Priests of the Kos, Woundkiller was lost shortly after Priest-King Temnor and his family line were killed, one after the other, in a day-long series of bloody executions.

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## Elemental Totemstaff

R-030

For a true Priest of the Land, the Totemstaff is not just a weapon, but a holy relic that causes the very trees to bow in honor and respect.

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## Necromantic Bonestaff

R-035



The dead are endless; their souls merely await command.

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## Heartseeker

R-032



Bestowed upon the Orcs by the Eagle Gods in ages past, the Orc Shamans of the Broken Tusk tribe ensure that only the most worthy warriors are entrusted with this powerful and deadly weapon.

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## Magestone Shield

R-029



One of the Empire's greatest treasures; a perfect shard of Magestone crystal blessed with powerful spells of protection cast by Tezla himself.

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## Stormwall

R-034

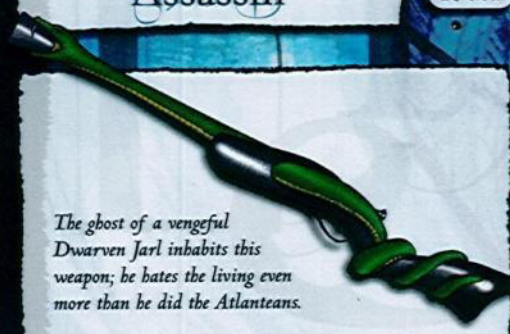


Lightning and thunder crackled from the shield, surrounding the Elven general in an impenetrable cloud of wind and rain. His soldiers moved in single file alongside of him, kept safe from the Dwarven rifleman by the power of the shield.

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## Assassin

R-031

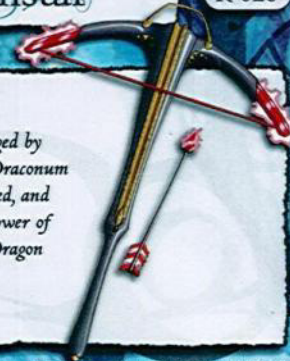


The ghost of a vengeful Dwarven Jarl inhabits this weapon; he hates the living even more than he did the Atlanteans.

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## Dragonstar

R-028



Dragonstar was forged by the most powerful Draconum mystics that ever lived, and bestowed with the power of destruction by the Dragon Gods themselves.

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R-039

## Fireshield



The wielder cannot be the target of ranged combat attacks whose lines of fire pass through the wielder's front arc.



21 POINTS

+2 SPEED

-2 DEFENSE

Fireshield R-039

R-043

## Vermillion Crown



(Optional) At the beginning of your command phase, choose a single opposing target figure in base contact with the wielder. The target becomes friendly to you until the beginning of your end phase. If the target's point value is equal to or greater than the wielder's, the target can be assigned only move actions.



72 POINTS

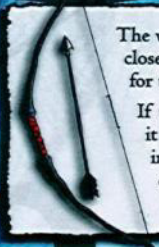
-1 ATTACK

0-0 DAMAGE


Vermillion Crown R-043


R-D04

## Heartseeker



The wielder of Heartseeker cannot make close combat attacks, and does not count for the purpose of Gang-Up.

If the wielder is from the  faction, it has three ranged combat attacks instead of its number of ranged combat attacks, and a 360° front arc instead of its front arc.



42 POINTS

+1 SPEED

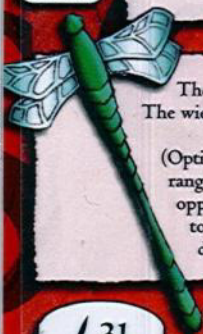
0-1 ATTACK

+1 DEFENSE

Heartseeker R-D04


R-042

## Dragonfly



The wielder's range value becomes 6. The wielder's front arc becomes 360°.

(Optional) If the wielder succeeds at a ranged combat attack against a single opposing target figure, deal damage to the target equal to the wielder's damage value.



31 POINTS


+2 SPEED

+1 ATTACK

Dragonfly R-042


R-037

## Silvercloud



The wielder of Silvercloud cannot use Bombardment.

If the wielder makes a successful ranged combat attack against a target soaring figure, increase the wielder's ranged damage value by 2 for that attack and move the target to ground level.



27 POINTS

+1 SPEED

+1 ATTACK

Silvercloud R-037

R-040

## Tezla's Magestaff



The wielder's ranged damage value becomes 3. The wielder's speed type becomes .



45 POINTS

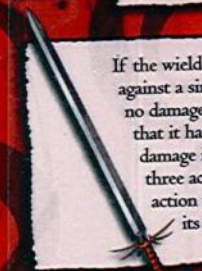
+2 ATTACK

+2 DEFENSE


Tezla's Magestaff R-040

R-041

## Gorgon's Blade



If the wielder rolls a close combat critical hit against a single opposing target figure, deal no damage to the target; instead, mark it so that it has three action tokens. No pushing damage is dealt to the target. A figure with three action tokens can have only one action token removed at the beginning of its controller's end phase.



39 POINTS

+2 ATTACK

-1 DEFENSE

Gorgon's Blade R-041



## Vermillion Crown

R-043

Even as the Elemental champion Kossak Mageslayer raised his axe to strike, Darg the Corrupt let the Vermillion Crown dominate the Troll's mind. After a year spent questing to remove the relic's curse, the crown was finally under the Vampire lord's control. In an instant, Darg transformed his greatest enemy into a puppet that would follow his every command.



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## Fireshield

R-039

A relic of defense dating back to the Age of Mists, the Delphana wizards brought this potent device with them when they first settled the Isle of Delphane.



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## Dragonfly

R-042

The Elemental priestess shrieked as the thrown axe buried itself in her chest, shattering every bone in her rib cage with supernatural force. Then, invoking the relic's dark power, the Vampire lord telekinetically pulled the weapon from the Forest Elf's sternum, sending a rain of bone fragments clattering across the marble ballroom floor.



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## Heartseeker

R-D04

Bestowed upon the Orcs by the Eagle Gods in ages past, the Orc Shamans of the Broken Tusk tribe ensure that only the most worthy warriors are entrusted with this powerful and deadly weapon.



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## Gorgon's Blade

R-041

Sytha awkwardly parried the High Elf's serpentine thrust, knocking the magical blade away from her body. But the weapon still drew blood, slashing a stinging cut across the back of her hand. Within seconds, as the relic's powerful magic took effect, the Dark Crusader's eyes turned blind as stone, her skin became hard as marble, and her breath still as the grave.

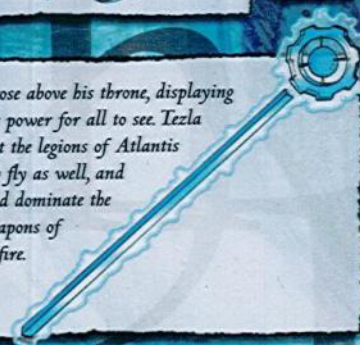


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## Tezla's Magestaff

R-040

Tezla slowly rose above his throne, displaying his miraculous power for all to see. Tezla then swore that the legions of Atlantis would one day fly as well, and that they would dominate the Land with weapons of lightning and fire.



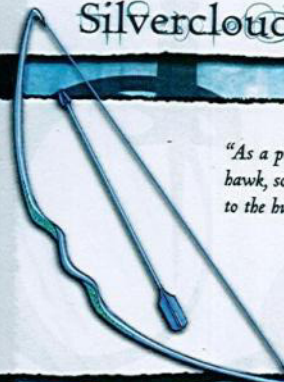
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## Silvercloud

R-037

"As a pigeon falls to the hawk, so does the hawk fall to the hunter."

-Wylden Saying



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R-046

## Monk's Blade

When the wielder is the target of a  $\diamond$  ranged combat attack, roll one six-sided die and subtract 2 from the result. If the result is less than 1, the result is 1. Reduce the attacker's attack value by the result for that attack.

/37  
POINTS/+1  
ATTACK+2  
DEFENSEMonk's Blade  
R-046

R-049

## Tome of Shadow

Riders cannot wield Tome of Shadow.

(Optional) Give the wielder a ranged combat action targeting a single opposing figure that is not a mount, a titan, a multiple-dial figure or a figure with the U speed type; the wielder ignores terrain and figure bases for line of fire purposes. The target treats all terrain as clear terrain for this attack. If the attack succeeds, after resolving the attack swap the positions of the target and wielder on the battlefield; the target's controller determines its facing after the swap.

/44  
POINTS/+1  
ATTACK+1  
DEFENSETome of Shadow  
R-049

R-052

## Gatekeeper

When the wielder enters base contact with an objective token, the wielder must remain in base contact with that objective token until the wielder is eliminated or no longer wields Gatekeeper. When the wielder is in base contact with an objective token controlled by the wielder's controller, the wielder gains the Counterattack and Invulnerability special abilities.

/48  
POINTS/+2  
ATTACKGatekeeper  
R-052

R-045

## Elven Dueling Blade

(Optional) Give the wielder a special action and choose a single opposing figure in base contact with the wielder's front arc. Roll one six-sided die and add the wielder's attack bonus (if any); the target's controller rolls one six-sided die. The figure with the highest result deals pushing damage to the other figure equal to the die roll result (only) instead of its damage value.

/49  
POINTS/+2  
ATTACK-2  
DEFENSEElven Dueling Blade  
R-045

R-048

## Crown of Khamsin

All  $\star$  figures friendly to the wielder get +1 to their attack, damage, and ranged damage values. All opposing  $\star$  figures get +1 to their attack, damage, and ranged damage values when targeting the wielder with close or ranged combat attacks.

/31  
POINTS+1  
ATTACK+1  
DAMAGECrown of Khamsin  
R-048

R-051

## Heartsinger

When an opposing warrior targets the wielder with a close or ranged combat attack, the opposing warrior's controller rolls one six-sided die. On a result of 1 or 2, the warrior cannot make the attack. The unsuccessful attack still counts as an action, and the opposing warrior is given an action token; it is pushed, if applicable.

/31  
POINTS/+2  
ATTACK-1  
DEFENSEHeartsinger  
R-051

R-044

## Book of Nightmares

(Optional) Give the wielder a ranged combat action targeting a single opposing figure; the wielder ignores terrain and figure bases for line of fire purposes. The target treats all terrain as clear terrain for this attack. If the attack succeeds, deal damage to the target equal to the number of special abilities showing on the target's combat dial instead of the wielder's ranged damage value.

/39  
POINTS/+1  
ATTACK+0  
DEFENSEBook of Nightmares  
R-044

R-047

## Threadcutter

The wielder's damage value becomes 2.

At the beginning of your first command phase during which this warrior has this relic equipped, choose a single target opposing non-Unique figure. For the remainder of the game, whenever the wielder deals damage to a figure with the same name as the target, deal an equal amount of damage to every opposing figure with that name in play. If the wielder is eliminated, all opposing figures with the same name as the target are healed of damage to their starting markers.

/25  
POINTS-2  
SPEED/+3  
ATTACKThreadcutter  
R-047

R-050

## Solonavi Soulfinder

(Optional) After the wielder resolves a successful close combat attack against an opposing target figure or figures, each target against which the attack succeeded by 3 or more becomes friendly to you until the beginning of your end phase. If a target becomes friendly as the result of a critical hit, remove Solonavi Soulfinder from the game. The target remains friendly until it is eliminated.

/44  
POINTS/+1  
ATTACKSolonavi Soulfinder  
R-050



## Gatekeeper

R-052



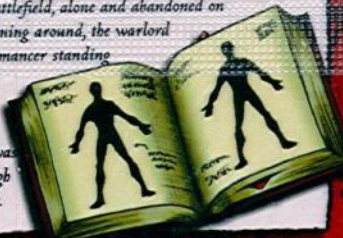
"Cannot retreat,  
will not fail, never turn  
from the bloody tide"

—Jarl Frostriven

## Tome of Shadow

R-049

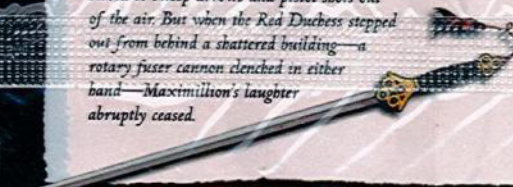
Between one breath and the next Abzan found himself transported halfway across the battlefield, alone and abandoned on the windy plain. Turning around, the warlord saw the ghostly necromancer standing among his own loyal troops. He cried a warning, but it was too late—a dagger was already thrust through his lieutenant's heart.



## Monk's Blade

R-046

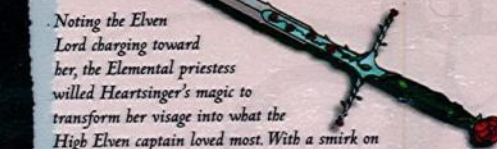
Maximillion just kept walking toward the Revolutionary lines, laughing as he used the magic sword to sweep arrows and pistol shots out of the air. But when the Red Duchess stepped out from behind a shattered building—a rotary fuser cannon clutched in either hand—Maximillion's laughter abruptly ceased.



## Heartsinger

R-051

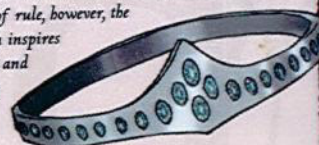
Noting the Elven Lord charging toward her, the Elemental priestess willed Heartsinger's magic to transform her visage into what the High Elven captain loved most. With a smirk on her face, she watched as the love-struck warrior arrested his attack mid-swing, his mind completely boggled by the sword's powerful illusion.



## Crown of Khamsin

R-048

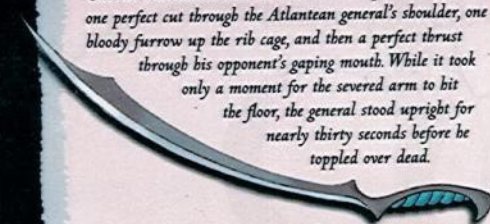
Ever since Tezla's armies put King Khamita and his entire lineage to the sword, no warrior has been able to lay claim to the throne of Khamsin. For the warlord lucky enough to bear this revered crown of rule, however, the Crown of Khamsin inspires fervor among allies and blind hatred among jealous rivals.



## Elven Dueling Blade

R-045

Gabriel Starsdown won the duel in three quick strokes—one perfect cut through the Atlantean general's shoulder, one bloody furrow up the rib cage, and then a perfect thrust through his opponent's gaping mouth. While it took only a moment for the severed arm to hit the floor, the general stood upright for nearly thirty seconds before he toppled over dead.



## Solonavi Soulbinder

R-050

Desire is necessary for loyalty  
as fear is necessary for obedience.



## Threadcutter

R-047

As Zurgan sliced savagely through the lead Marauder's neck, every other Marauder on the battlefield suddenly exploded in gouts of blood and gore.



## Book of Nightmares


R-044

The greatest teacher is  
experience.





R-058 **Mask of Mysteries**



Give the wielder a special action. Move the wielder and any friendly figures in base contact with the wielder so that each occupies a hindering or concealing terrain feature on the battlefield. Friendly figures that were in base contact with the wielder when it was given the special action must be in base contact with the wielder and cannot be in base contact with any opposing figure when the action resolves.

40 POINTS

SPEED +2

DAMAGE +0

R-058

R-061 **Griffon's Lance**



Only warriors that can become riders can wield Griffon's Lance.

(Optional) When the wielder is a rider, give its cavalry unit a close combat action targeting a single opposing cavalry unit. Use the wielder's combat dial and the target's rider's combat dial to resolve the attack. If the attack succeeds, dismount the target's rider.

26 POINTS

SPEED -1

ATTACK +1

DAMAGE +0

R-061

R-054 **Tezla's Manual**



The wielder gains the Field Repair subfaction ability. Opposing figures with the damage type cannot target the wielder with close or ranged combat attacks.

27 POINTS

SPEED -1

DAMAGE 2

R-054

R-057 **Giant's Wrath**



Give the wielder a close combat action targeting a single opposing figure. If the attack succeeds, deal 1 damage to every opposing figure within a 3" area of effect of the target.

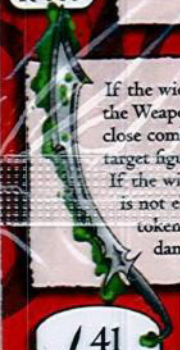
40 POINTS

ATTACK +3

DEFENSE +1

R-057

R-060 **Gutripper**



If the wielder deals 1 damage when using the Weapon Master special ability to resolve a close combat attack against a single opposing target figure, eliminate the target.

If the wielder deals 6 damage, if the target is not eliminated and has zero or one action token, give it an action token. No pushing damage is dealt to the target.

41 POINTS

ATTACK +0

DAMAGE -1

R-060

R-053 **Helm of Alliance**



Mage Spawn cannot wield Helm of Alliance. At the beginning of your first command phase during which this warrior has this relic equipped, choose two factions. One faction must be the wielder's faction. All friendly figures from the chosen factions can create formations as if they had the same faction symbol. This power can be used only once per game. If the wielder is eliminated, deal 1 pushing damage to every friendly figure in base contact with the wielder.

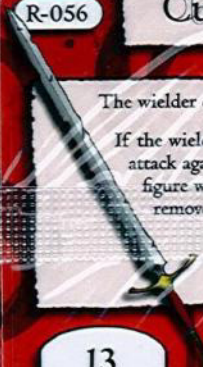
31 POINTS

SPEED -2

DAMAGE 0

R-053

R-056 **Cursed Betrayer**



The wielder cannot drop Cursed Betrayer.

If the wielder succeeds at a close combat attack against a single target opposing figure wielding a relic and deals damage, remove the target's relic from the game. After resolving the action, the target equips Cursed Betrayer; this does not cost an action.


13 POINTS

ATTACK -3

DEFENSE 3

R-056

R-059 **Book of Souls**



The wielder gains the Revenant subfaction ability. Opposing figures get +2 to their attack values when targeting the wielder.

Whenever another figure is eliminated, the wielder is healed of 1 damage. Whenever another figure is removed from the game, the wielder is dealt 1 pushing damage.

35 POINTS

ATTACK +1

R-059



## Griffon's Lance

R-061



Like lightning splitting an age-old oak, the Elven Lord's weapon shattered the Khamsin warrior's shield and threw the rider violently from his mount. By the time the injured warrior raised himself from the dirt, gasping for breath against the torn mesh of his broken ribs, the Elven Lord's dagger was already pressed against the hollow of his throat.



## Mask of Mysteries

R-058

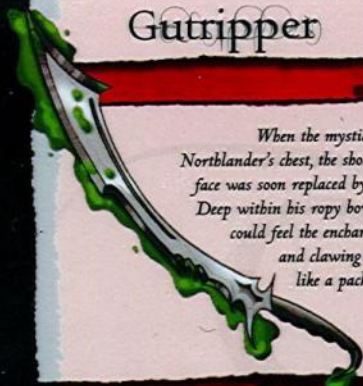


The Forest Elves have long known the secret ways of trees.



## Gutripper

R-060



When the mystic blade cut into the Northlander's chest, the shock on the warrior's face was soon replaced by unbearable agony. Deep within his rosy bowels, the barbarian could feel the enchanted sword chewing and clawing through his insides like a pack of hungry wolves.



## Giant's Wrath

R-057



Screaming with battle rage, the Dwarven Jarl brought down the axe with magically enhanced strength, chopping through the warbeast's body. As if in answer to his deadly stroke, lightning flashed along the axe's haft, blasting the rest of the Orc warband to the earth.



## Tezla's Manual

R-054



As the Golems gained sentience throughout the Land, they realized that the seal of Tezla was not only a means to understand their own essence, but also a symbol of their overall purpose in the greater pattern of destiny.



## Book of Souls

R-059



Feeding on fear and suffering, the Book of Souls compels its owner to consume the weak and drive the living mad with rage and grief. The Elementals of the Dragon Grove have a bitter history with this cursed book, and their agents have battled to destroy the text throughout the centuries.



## Cursed Betrayer

R-056



Give the gift that keeps on taking.



## Helm of Alliance

R-053



Two armies, one flag, bound by the will of power and circumstance.





R-064

## Rage Hammer



While Rage Hammer is wielded, all figures ignore the Command and Leadership special abilities.

(Optional) The wielder's damage value becomes 3. When the wielder succeeds at a close combat attack against a single opposing target figure, it can make a second close combat attack against the target after resolving the first. This second attack does not cost an action or give the wielder an additional action token. The wielder cannot use any special abilities while resolving the second attack.

**37** POINTS


**-2** SPEED

**+0** ATTACK

Rage Hammer  
R-064

R-067

## Smoke



The wielder's range value becomes 8. The wielder's number of ranged attacks becomes one. The wielder's ranged damage value becomes 0.

(Optional) When the wielder succeeds at a ranged combat attack against a single target figure, deal no damage to the target; instead, the target and all figures within a 6" area of effect of the target are given an action token if they have zero or one action token. If a second action token is given to a figure in this way, it is pushed. Remove Smoke from the game.

**28** POINTS

**+1** SPEED

**+1** DEFENSE

Smoke  
R-067

R-070

## Mountain's Heart



Any opposing figure targeting the wielder with a close or ranged combat attack cannot use the Crushing Blow or Pierce special abilities as part of the attack. The wielder ignores other figures' Ram special abilities.

**40** POINTS


**-3** SPEED

**+3** DEFENSE

Mountain's Heart  
R-070

R-063

## Khamita's Shield



figures get +1 to their attack values when targeting the wielder with close combat attacks.

While Khamita's Shield is wielded, any ranged combat attacks made by figures must target the wielder of Khamita's Shield.

**38** POINTS

**0** DEFENSE

Khamita's Shield  
R-063

R-066

## Frostlance



Only warriors that can become riders can wield Frostlance.

(Optional) After the wielder resolves a successful close combat attack against a single opposing target figure, if the target has zero or one action token, mark the target so that it has two action tokens; no pushing damage is dealt to the target.

**40** POINTS

**+2** ATTACK

Frostlance  
R-066

R-069

## Storm Maul



(Optional) At the beginning of your command phase, give the wielder a special action and choose one of the following effects:

1. Each figure occupying water terrain is dealt 1 damage.
2. Deal 2 damage to a single opposing figure.
3. Only 1 ranged combat attacks can be made until the beginning of your next command phase.


**79** POINTS

**+2** ATTACK

Storm Maul  
R-069

R-062

## Minotaur Hook



The wielder's range value becomes 6. The wielder's number of ranged attacks becomes one. The wielder's ranged damage value becomes 2. The wielder gains the precision proficiency.

(Optional) If the wielder succeeds at a ranged combat attack against a single opposing target figure, deal no damage to the target; instead it becomes friendly to you until the beginning of your end phase. You cannot give the target an action.

**28** POINTS

**+1** ATTACK

Minotaur Hook  
R-062

R-065

## Dragonplate



figures cannot wield Dragonplate.

The wielder gains both the and defense types. figures get +2 to their attack, damage, and ranged damage values when targeting the wielder with close or ranged combat attacks.

**34** POINTS

**+1** SPEED

**+2** ATTACK

Dragonplate  
R-065



## Mountain's Heart

R-070

Before the time of slavery, only the greatest of the Dwarven Jarl-kings wore this powerful armor while defending their gates and bolts against the Orcs and Mage Spawn that dared invade the Scythrian Mountains. But after Tezla enslaved the Dwarven people, this powerful artifact was lost to obscurity for over 100 years.



## Smoke

R-067

The well-thrown javelin exploded within the Empire lines, blotting out the sun with a poisonous yellow fumareole. The choking vapors clogged the Atlanteans' lungs, sending veteran warriors gasping to the snowy ground. When the air finally cleared, Darq the Corrupt ordered his Bone Golems to begin tearing apart the few remaining survivors.



## Storm Maul

R-069

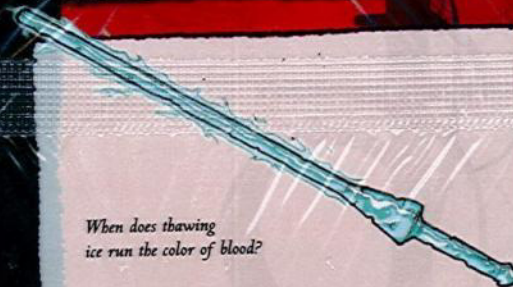
For over an hour, the lightning blasted the heart of the Crusaders bords, shattering Order of Ublrik warriors into smoldering pieces. Noting the enemy army was completely surrounded by his Order of Vladd allies, Deathspeaker Aeradon proudly noted that the renegade Ublrik army was being blown apart faster than it could be resurrected.



## Frostlance

R-066

When does thawing ice run the color of blood?



## Khamita's Shield

R-063

When building his castle on the edge of the Blasted Lands, Khamita repelled a number of attacks by the Orcs of the Fist. In order to guarantee that he could choose the time and place of his battles, King Khamita was gifted this ancient war-shield by his Draconum wizard, allowing him to provoke battle-hungry Orcs into uncontrollable fury.



## Dragonplate

R-065

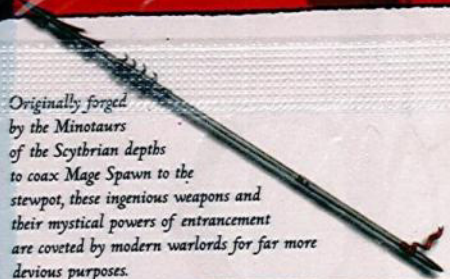
Although the Draconum believe that Dragons are little more than beautiful predators, the Elementals revere them as the Land's fury made incarnate. Seeing Dragon scales worn by the corruptors of the Land incites the Elementals to vengeance.



## Minotaur Hook

R-062

Originally forged by the Minotaurs of the Scythrian depths to coax Mage Spawn to the stewpot, these ingenious weapons and their mystical powers of entrancement are coveted by modern warlords for far more devious purposes.





R-076

## Lance of Light

Only warriors that can become riders can wield Lance of Light. The wielder gets +2 to its attack value when targeting ♀ figures. (Optional) The wielder cannot use the impale proficiency. When the wielder succeeds at a close combat attack against a single opposing target figure with the Life Drain, Necromancy, Revenant, or Vampirism special abilities or the Vampirism subfaction ability, roll one six-sided die. If the result is higher than the wielder's damage value, deal damage to the target equal to the result instead of the wielder's damage value.

18  
POINTS

R-076

R-079

## Black Sledge

When the wielder succeeds at a close combat attack against a single opposing target figure with the ⚔ damage type, eliminate the target.

25  
POINTS-2  
SPEED+2  
ATTACK

R-079

R-072

## Forgebreaker

The wielder's range value becomes 6. The wielder's number of ranged attacks becomes one.

(Optional) Give the wielder a ranged combat action targeting a single opposing figure with the ⚔ damage type; the attack succeeds without an attack roll. Deal 4 damage to the target.

37  
POINTS+1  
SPEED+2  
ATTACK

R-072

R-075

## Magestone Armor

At the beginning of your command phase, choose one of the following effects:

1. The wielder gains the ♀ ranged combat attack type instead of its ranged combat attack type and the Mage Blast special ability until the beginning of your end phase. The wielder's range value becomes 8 and its ranged damage value becomes 0.
2. The wielder gains the Invulnerability special ability until the beginning of your next command phase.
3. The wielder gains the Leadership special ability until the beginning of your end phase.

72  
POINTS+3  
SPEED+1  
ATTACK

R-075

R-078

## Shield of the Elven Gods

(Optional) Give the wielder a special action. Any figure within an 8" area of effect of the wielder with the word Lich, Revenant, Shade, Skeleton, Specter, Wraith, or Zombie in its name is removed from the game. Eliminate the wielder after resolving the action, and then remove Shield of the Elven Gods from the game.

37  
POINTS+1  
ATTACK+2  
DEFENSE

R-078

R-071

## Longhaft

Only warriors that can become riders can wield Longhaft.

If the wielder succeeds at a close combat attack against a single opposing target figure with the ⚔ damage type, roll two six-sided dice. Instead of the wielder's damage value, deal damage to the target equal to the result.

22  
POINTS-2  
SPEED+2  
ATTACK

R-071

R-074

## Relicbreaker

When the wielder makes an unsuccessful close combat attack targeting an opposing figure wielding a relic, the target's relic is removed from the game.

25  
POINTS-1  
SPEED+2  
ATTACK

R-074

R-077

## Thunder Javelin

The wielder's range value becomes 6. The wielder's number of ranged attacks becomes two. The wielder's ranged damage value becomes 0.

(Optional) When the wielder succeeds at a ranged combat attack against a single opposing target figure, deal 2 damage to the target and all opposing figures within a 3" area of effect of the target.

(Optional) When the wielder succeeds at a ranged combat attack against a single opposing target cavalry unit, deal no damage to the target; instead, dismount its rider.

45  
POINTS-1  
SPEED+1  
ATTACK-2  
DEFENSE

R-077



## Black Sledge

R-079

Taken from the Dwarves of Scythria during the Time of Enslavement, Tezla used this potent device to destroy rogue Magestone Golems.

## Lance of Light

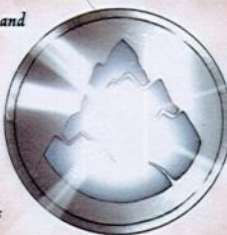
R-076

The power of the sun harvested and forged into a weapon to combat the darkness growing over the Land.

## Shield of the Elven Gods

R-078

Bleeding from a dozen wounds and surrounded by her slaughtered kin, the Martyr invoked the power of the Heiraman Host, calling upon her gods to destroy her Crusader foes. At her prayer, a halo of brilliant light erupted from her shield, immolating her and her enemies in a pyre of divine flame.



## Magestone Armor

R-075

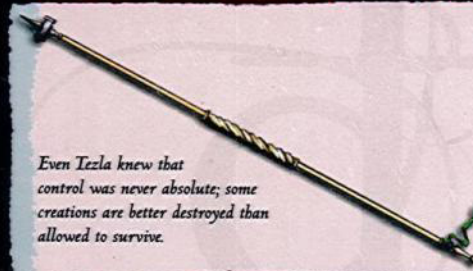
A prototype crafted by Grand Magus Tezla, this breastplate could imbue even nonmagics with the powers of Technomancy, allowing them to lead Atlantis to victory against even the most lethal of enemies.



## Forgebreaker

R-072

Even Tezla knew that control was never absolute; some creations are better destroyed than allowed to survive.



## Thunder Javelin

R-077

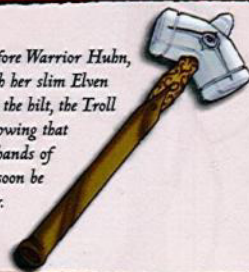
Seeing the High Elven commander begin his charge, the Forest Elf threw his last battle javelin with all of his might. While at first he didn't know whether his weapon would even pierce the paladin's armor, the sudden explosion—followed by a seemingly endless rain of mud, blood, and horse pieces—solidly answered the Wylden warrior's question.



## Relicbreaker

R-074

The Glade priestess knelt before Warrior Hubn, offering the ancient relic with her slim Elven bands. Taking the weapon by the hilt, the Troll warrior tested its weight, knowing that Kossak's enslavement at the hands of the Dark Crusaders would soon be ended—one way or the other.



## Longhaft

R-071

Pushing his frightened horse forward with full spurs, the Galesbi rider ducked under the Cyclops' massive fist, his masterful riding skill the only thing preventing him from being crushed like a bug. Quickly raising the magical lance, the Galesbi drove it home through the titan's belly, tearing a door-sized wound in the monster's side.





**R-082 Obsidian Lance**

Only warriors that can become riders can wield Obsidian Lance.

(Optional) Give the wielder a close combat action targeting a single opposing cavalry unit. Make one attack roll and compare it to both the mount's and the rider's defense values. Deal 2 damage to each combat dial against which the attack succeeds instead of the wielder's damage value.

**26**  
COST

**R-082**  
WIELDER'S RANGED DAMAGE

**R-088 Temenor's Wrath**

The wielder's range value becomes 10. The wielder's ranged damage value becomes 1.

(Optional) Give the wielder a ranged combat action targeting a single opposing figure. After resolving the attack, remove Temenor's Wrath from the game. If the attack succeeds, deal 6 damage to the target and 3 damage to each figure within an 8" area of effect of the target.

**46**  
COST

**-3**  
ATTACK

**-1**  
DEFENSE

**-1**  
DAMAGE

**R-088**  
WIELDER'S RANGED DAMAGE

**R-080 Spirit Armor**

All friendly figures with range values greater than 0 get +2 to their range values. All friendly light figures get +1 to their damage and ranged damage values. At the beginning of your first command phase during which this warrior has this rule equipped, choose a single opposing target figure. If the target is eliminated before the wielder, eliminate the wielder. If the wielder is eliminated before the target, eliminate the target.

**40**  
COST

**R-080**

**R-086 Agony**

The wielder's range value becomes 6. The wielder's number of ranged attacks becomes one. The wielder's ranged damage value becomes 2.

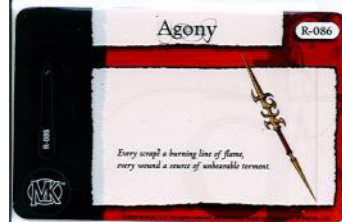
(Optional) Give the wielder a ranged combat action targeting a single opposing figure. After resolving the attack, remove Agony from the game. If the attack succeeds, do not deal damage to the target; instead, the target and all other figures ignore all the target's special abilities for the remainder of the game.

**30**  
COST

**-1**  
ATTACK

**R-086**  
WIELDER'S RANGED DAMAGE









**R-090 Lightning Shield**

(Optional) Give the wielder a ranged combat action targeting a single opposing figure. If the attack succeeds, deal 2 damage to the target instead of the wielder's ranged damage value and remove all action tokens from the wielder. The wielder does not receive an action token for this action.


 **+47** range

**+1** defense **-1** action tokens


 **R-090**

**R-089 Rabahn's Shield**

After the wielder is the target of a successful close or ranged combat attack, roll one six-sided die. If the wielder has zero action tokens, the attack is unsuccessful on a result of 3-6. If the wielder has one action token, the attack is unsuccessful on a result of 4-6. If the wielder has two action tokens, the attack is unsuccessful on a 5 or 6.

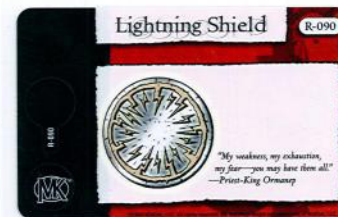
 **29** defense

**-2** action tokens **+1** defense

 **R-089**

RO... PRO





HO. BBO. BBO.



## Magma Lance

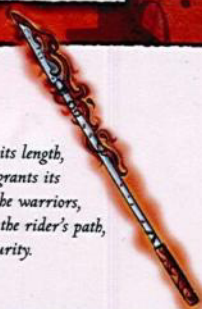
R-106

R-106



*Dripping bubbling magma from its length, this ancient High Elven weapon grants its bearer immunity to its inferno; the warriors, wizards, and monsters caught in the rider's path, however, are afforded no such security.*

—Maleficus



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## Shield of the Pyre

R-103

R-103



*Many of the Land's cultures burn their dead rather than bury them, knowing what trouble can arise if a rogue necromancer finds and calls the corpses out of the cold earth. While this magical shield was first believed to be a weapon best used to destroy the dead—seemingly the bane of the necromancer's craft—it may actually help the Crusaders to summon the souls of the damned from beyond the grave.*

—Maleficus

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R-103

# Shield of the Pyre



The wielder gains the Revenant subfaction ability.

When the wielder uses the Revenant subfaction ability, if the reanimated figure's point value is equal to or greater than the wielder's point value, roll one six-sided die. On a result of 4-6, deal 1 pushing damage to all figures within a 3" area of effect of the wielder and remove the wielder, Shield of the Pyre, and the reanimated figure from the game.

34  
POINTS+0  
DEFENSE

R-103

R-106

# Magma Lance

Only warriors that can become riders can wield Magma Lance.

(Optional) When the wielder is part of a cavalry unit that uses the Trample proficiency, any figure at ground level whose base is crossed by the movement path is dealt 2 damage instead of 1 damage.

32  
POINTS+0  
ATTACK+0  
DAMAGEMagma Lance  
R-106



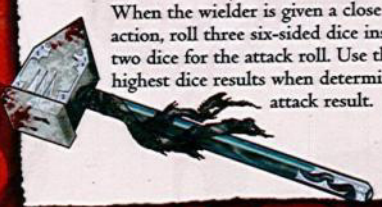
Stick Horse R-109



54 POINTS

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R-112 Hammer of the Realms



When the wielder is given a close combat action, roll three six-sided dice instead of two dice for the attack roll. Use the two highest dice results when determining the attack result.

54 POINTS

+0 ATTACK

+0 DAMAGE

R-112 Hammer of the Realms

R-115 MAGEBLIGHT



When Mageblight has been dropped, no spell may be cast within 6" of its item token.

(Optional) When using the counter spell proficiency, the wielder gets +3 to its counterspell roll and is dealt 1 pushing damage.


43 POINTS

-1 ATTACK

+2 DEFENSE

R-115 Mageblight

R-111 Shadowplate of the Realms



The wielder can wield a second relic if the second relic is Hammer of the Realms.

(Optional) When a close combat attack resolves unsuccessfully against the wielder, move the wielder so that its front arc is in base contact with the attacker's rear arc, if possible. The wielder cannot use any speed special abilities during this move and it is not given an action token. The attacker does not get a free spin for this move.

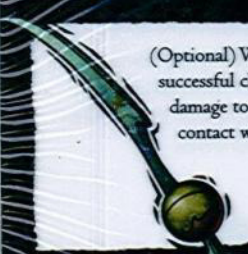
29 POINTS

+2 SPEED

-1 DEFENSE

R-111 Shadowplate of the Realms

R-114 FEN BLADE




(Optional) When the wielder makes a successful close combat attack, deal 1 damage to all opposing figures in base contact with its rear arc.

31 POINTS

+1 DAMAGE

R-114 Fen Blade

R-113 Stone of Scrying



The wielder and all figures friendly to the wielder ignore opposing figures' Ghostform, Limited Invisibility, and Stealth special abilities.

(Optional) When the wielder makes a ranged combat attack, measure the line of fire from the center of any friendly figure's base within 8" of the wielder instead of from the wielder's base. This friendly figure may not be in base contact with an opposing figure and its base does not block the line of fire for this attack.

55 POINTS

+1 SPEED

+1 DEFENSE

R-113 Stone of Scrying



**FEN BLADE**

**R-114**

*We have been others in our true forms, and now our survivors can once again wield the ancient blade of the fen. Only we can clear the path for those to follow.*

—Doreen W. Kays

**Doreen W. Kays**

**Shadowplate of the Realms** R-III

*Once sworn by **Shadowplate** warriors loyal to the **Doomium** way of life, this special armor was stolen from a secret **Mortis** **Doomium** school in 435 Z.E. Its uncontrolled presence in the **Land** has made sure that one king and vained wary of assassination.*

—*Melville*

**Stone of Scrying** R-113

*Scrying: sight is a gift often underestimated by the lords of the Land. In the right hands, the second sight can reveal the hidden divisions, and warn the tide of a world's destiny.*

—Malfoy

**MCK**

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**R-118 WIND WEAVER**

(Optional) Give the wielder a special action. Place all figures at soaring level within 10" of the wielder at ground level. Remove the flight stands of affected figures from the battlefield and place the figures on the battlefield where their flight stands were. If an affected figure would have occupied a terrain feature at soaring level, then it must occupy that terrain feature at ground level. If it cannot, remove the affected figure from the battlefield.

43 POINTS

+1 ATTACK +1 DEFENSE

R-118

**R-121 STAFF OF THE SILENT CITADEL**

The wielder's ranged damage value becomes 3. When the wielder makes a ranged combat attack, it ignores the defense special abilities of all targets for that attack.

(Optional) Give the wielder a special action. Until the beginning of your next command phase, all friendly figures within 8" of the wielder gain the defense type in addition to their defense types.

41 POINTS

-1 DAMAGE

R-121

**R-124 WYRMFIRE**

(Optional) Give the wielder a ranged combat action targeting a single opposing figure. If the attack succeeds, the wielder may continue to attack the target until an attack is unsuccessful. The wielder gets -1 to its attack value and +1 to its damage value for each additional attack after the first for the duration of the ranged combat attack action.

47 POINTS

-1 ATTACK

R-124

**R-117 BLOODHOOK**

(Optional) After the wielder makes a free spin, it deals 1 damage to every opposing figure in base contact with its front arc.

28 POINTS

-1 ATTACK -1 DEFENSE +1 DAMAGE

R-117

**R-120 QUAVARAN DEATHBLADE**

(Optional) Give the wielder a close combat action. Roll one six-sided die and subtract 3 from the result, minimum result 0. Deal pushing damage equal to the result to all figures in base contact with the wielder's front arc, and then deal 1 damage to the wielder.

36 POINTS

+2 ATTACK

R-120

**R-123 PRIESKAN CLANSWORD**

(Optional) The wielder may not be part of a cavalry unit. When the wielder is part of a movement formation, all members move using its speed value.

22 POINTS

+1 ATTACK +1 DEFENSE

R-123

**R-116 MADNESS TOTEM**

(Optional) Give the wielder a special action. Until the beginning of your next command phase, all figures within 6" of the wielder (other than the wielder) gain Frenzy. Deal 1 pushing damage to the wielder.

36 POINTS

+2 ATTACK -2 DEFENSE +1 DAMAGE

R-116

**R-119 VALOR**

The wielder ignores other figures' Hex. The wielder and all friendly figures ignore other figures' Terrify. At the beginning of your command phase, friendly figures in base contact with the wielder are healed of 1 damage if they have Demoralized.

44 POINTS

-1 SPEED +3 DEFENSE

R-119

**R-122 GATE SHIELD**

(Optional) When the wielder ends its movement in base contact with a single target friendly figure with zero or one action token, place the target in base contact with any objective controlled by the wielder's controller. Give the target an action token. If the target is given a second action token in this way, deal 1 pushing damage to it.

35 POINTS

+2 SPEED +2 DEFENSE

R-122



## WYRMFIRE

R-124

It is said that Wyrmfire was the staff of a powerful sorcerer in the Time of Mists, shaped from the bones of the greatest beast ever slain.

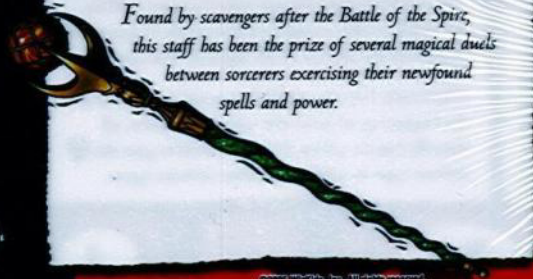


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## STAFF OF THE SILENT CITADEL

R-121

Found by scavengers after the Battle of the Spire, this staff has been the prize of several magical duels between sorcerers exercising their newfound spells and power.

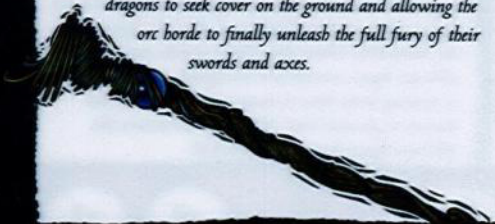


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## WIND WEAVER

R-118

Cyclones spun across the battlefield, forcing the flight of dragons to seek cover on the ground and allowing the orc horde to finally unleash the full fury of their swords and axes.



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## PIESKAN CLANSWORD

R-123

Pieskan leaders have sworn blood oaths to lay aside their disagreements and band together when summoned by the wielder of the Clansword.

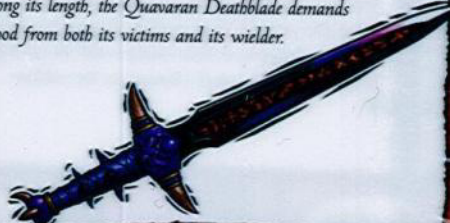


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## QUAVARAN DEATHBLADE

R-120

Drawing all nearby life into the glowing runes etched along its length, the Quavarán Deathblade demands blood from both its victims and its wielder.

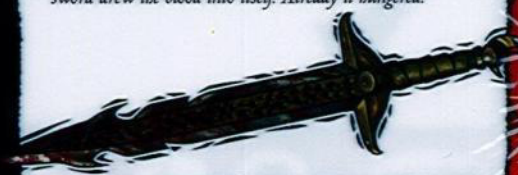


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## BLOODHOOK

R-117

The blade was quenched with a hiss as the deathspeaker thrust it into the crimson pool, the pool shrinking as the sword drew the blood into itself. Already it hungered.



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## GATE SHIELD

R-122

The symbol on this shield is commonly seen on the walls of the city of Dragon's Gate, but its true meaning has been lost.



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## VALOR

R-119

This shield was once carried by the warrior prince of the Windstones, a noble elfen family destroyed in an ancient cataclysm during the Time of Mists.



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## MADNESS TOTEM

R-116

The shaman raised the totem high over his head, wind howling through the dried skin like the keening of a madman, and all who dared look upon it were driven into a feral rage.




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**R-127** **SPIRITBANE**

The wielder's range value becomes 12, and the wielder may use ranged combat attacks to target figures with Ghostform. The wielder may not use Bound or the mounted bound proficiency.




**22** POINTS

**R-127**

**R-130** **REVIVICATOR**

(Optional) At the beginning of one of your end phases, remove all action tokens from all friendly warriors, then remove Revivicator from the game.



**27** POINTS


**-1** ATTACK

**1** DAMAGE

**R-130**

**R-126** **ARDENT**

When a friendly figure sharing a faction symbol with the wielder (except the wielder) is dealt nonpushing damage, roll one six-sided die. On a result of 5 or 6, reduce the damage dealt by 1.




**31** POINTS

**+0** DEFENSE

**R-126**

**R-129** **SHIELD OF THE SOULCAT**

When the wielder is part of a cavalry unit that is given an action, its mount may replace one of its special abilities with one of the wielder's special abilities for the duration of that action. The mount must have the necessary prerequisites, if any, in order to use the special ability.



**32** POINTS

**+1** DEFENSE

**R-129**

**R-125** **WYLDEN SHIELD**

If the wielder is the target of a successful close combat attack made by a figure wielding a relic, roll one six-sided die after the attack resolves. On a result of 1-3, the attacker drops the relic.



**39** POINTS

**+0** ATTACK

**+2** DEFENSE

**R-125**

**R-128** **SWARMWOE**

When any figure uses Summon, roll one six-sided die and subtract 2 from the result, minimum result 1. Deal damage equal to the result to the reanimated Mage Spawn. If three skulls are not showing in the reanimated Mage Spawn's stat slot, place it in base contact with the figure that used Summon.




**26** POINTS

**+1** ATTACK

**R-128**

**R-131** **STONEWALKER**

When given a move action, the wielder ignores blocking terrain features for movement purposes. The wielder may not end its movement with any part of its base overlapping a blocking terrain feature.



**14** POINTS

**+1** SPEED

**R-131**



## REVIVICATOR

R-130

R-130



As the old general thrust the ivory-bladed sword into the earth, Zenephret felt a blast of magic wash the weariness of three days of battle from her bones. Climbing to her feet, she drew her own sword and joined the others in marching toward the sound of church drums in the distance.

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## SPIRITBANE

R-127

R-127



The Black Powder Revolution believed it had been the first to discover the secret of gunpowder—until Spiritbane was recovered from the sunken ruins of an ancient city.

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## SHIELD OF THE SOULCAT

R-129

R-129



Legap crouched low behind his shield as his mount charged toward the Crusader lines. Wishing there had been time to better train his beast, Legap clutched the big cat's mane and leaned in closer, urging her to lash out, to attack—and suddenly he could see the battlefield through the cat's eyes. He felt razor-sharp claws on the ends of his paws, and he reached out to slash at a nearby vampire. . . .

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## ARDENT

R-126

R-126



Elven legend tells that the brightshields were created by the Heiramman gods and given to the first of each noble house's bloodline. If the shields could ever all be found and brought together, it is said that Ardent is the key to recombining them into an artifact of singular power.

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## STONEWALKER

R-131

R-131



Valot Frebr had stalked the Mistwalker for three weeks, tracking her to an ancient vault hidden inside the solid rock of the Scythrian Mountains. But he had been prepared. Clutching the staff in one clawed hand and his dagger in the other, he stepped forward into solid rock—toward a final confrontation with his prey.

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## SWARMWOE

R-128

R-128



Ny'alka reared high and scanned the battlefield, until he spotted the blade held by the weakskin. The summoner felt the distant sword's humming against the shields around his mind, and he realized that before his beasts could enter the battle at full strength, he would have to enter the fray himself.

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## WYLDEN SHIELD

R-125

R-125



The carefully tended tendrils of living ironvine ringing this shield are cuttings from the same vines carried out of Atlantis by fleeing elemental mages during the Night of Fire. Naturally attuned to magical energy, the ironvine will lash out greedily at nearby relics.

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R-037

## Silvercloud

The wielder of Silvercloud cannot use Bombardment.

If the wielder makes a successful ranged combat attack against a target soaring figure, increase the wielder's ranged damage value by 2 for that attack and move the target to ground level.

 27  
POINTS
+1  
SPEED
 +1  
ATTACK
Silvercloud  
R-037  
Silvercloud

R-038

## Temanor's Crossbow

The wielder cannot use the Arcing Fire or Bombardment special ability. The wielder cannot be a member of ranged combat formations.

(Optional) Give the wielder a ranged combat action targeting a single opposing figure. If the attack is unsuccessful, the wielder can make an additional ranged combat attack against another opposing target figure. Continue to make additional attacks until an attack succeeds or there are no more target figures. Any additional attacks made using Temanor's Crossbow this turn do not count as additional actions for the wielder.

 41  
POINTS
-2  
SPEEDTemanor's Crossbow  
R-038  
Temanor's Crossbow

R-039


## Fireshield

The wielder cannot be the target of ranged combat attacks whose lines of fire pass through the wielder's front arc.

 21  
POINTS
+2  
SPEED
 -2  
DEFENSE
Fireshield  
R-039  
Fireshield

R-040

## Tezla's Magestaff

The wielder's ranged damage value becomes 3. The wielder's speed type becomes .

 45  
POINTS
+2  
ATTACK+2  
DEFENSETezla's Magestaff  
R-040  
Tezla's Magestaff

R-041

## Gorgon's Blade

If the wielder rolls a close combat critical hit against a single opposing target figure, deal no damage to the target; instead, mark it so that it has three action tokens. No pushing damage is dealt to the target. A figure with three action tokens can have only one action token removed at the beginning of its controller's end phase.

 39  
POINTS
+2  
ATTACK1  
DAMAGEGorgon's Blade  
R-041  
Gorgon's Blade

R-042

## Dragonfly

The wielder's range value becomes 6. The wielder's front arc becomes 360°.

(Optional) If the wielder succeeds at a ranged combat attack against a single opposing target figure, deal damage to the target equal to the wielder's damage value.

 31  
POINTS
+2  
SPEED+1  
ATTACKDragonfly  
R-042  
Dragonfly

R-043

## Vermillion Crown

(Optional) At the beginning of your command phase, choose a single opposing target figure in base contact with the wielder. The target becomes friendly to you until the beginning of your end phase. If the target's point value is equal to or greater than the wielder's, the target can be assigned only move actions.

 72  
POINTS
-1  
ATTACK0  
DAMAGEVermillion Crown  
R-043  
Vermillion Crown

R-044

## Book of Nightmares

(Optional) Give the wielder a ranged combat action targeting a single opposing figure; the wielder ignores terrain and figure bases for line of fire purposes. The target treats all terrain as clear terrain for this attack.

If the attack succeeds, deal damage to the target equal to the number of special abilities showing on the target's combat dial instead of the wielder's ranged damage value.

 39  
POINTS
+1  
ATTACK0  
DEFENSEBook of Nightmares  
R-044  
Book of Nightmares

R-045

## Elven Dueling Blade

(Optional) Give the wielder a special action and choose a single opposing figure in base contact with the wielder's front arc. Roll one six-sided die and add the wielder's attack bonus (if any); the target's controller rolls one six-sided die. The figure with the highest result deals pushing damage to the other figure equal to the die roll result (only) instead of its damage value.

 49  
POINTS
+2  
ATTACK-2  
DEFENSEElven Dueling Blade  
R-045  
Elven Dueling Blade



R-046

## Monk's Blade



When the wielder is the target of a  $\odot$  ranged combat attack, roll one six-sided die and subtract 2 from the result. If the result is less than 1, the result is 1. Reduce the attacker's attack value by the result for that attack.

 37  
POINTS

 +1  
ATTACK

 +2  
DEFENSE

R-046

R-047

## Threadcutter



The wielder's damage value becomes 2.

At the beginning of your first command phase during which this warrior has this relic equipped, choose a single target opposing non-Unique figure. For the remainder of the game, whenever the wielder deals damage to a figure with the same name as the target, deal an equal amount of damage to every opposing figure with that name in play. If the wielder is eliminated, all opposing figures with the same name as the target are healed of damage to their starting markers.

 25  
POINTS

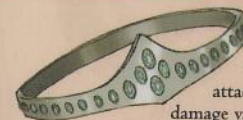
 -2  
SPEED

 +3  
ATTACK

R-047

R-048

## Crown of Khamsin



All  $\otimes$  figures friendly to the wielder get +1 to their attack, damage, and ranged damage values. All opposing  $\otimes$  figures get +1 to their attack, damage, and ranged damage values when targeting the wielder with close or ranged combat attacks.

 31  
POINTS

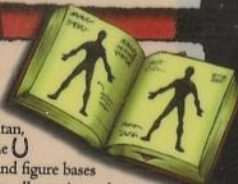
 +1  
ATTACK

 +1  
DAMAGE

R-048

R-049

## Tome of Shadow



Riders cannot wield Tome of Shadow.

(Optional) Give the wielder a ranged combat action targeting a single opposing figure that is not a mount, a titan, a multiple-dial figure or a figure with the  $\cup$  speed type; the wielder ignores terrain and figure bases for line of fire purposes. The target treats all terrain as clear terrain for this attack. If the attack succeeds, after resolving the attack swap the positions of the target and wielder on the battlefield; the target's controller determines its facing after the swap.

 44  
POINTS

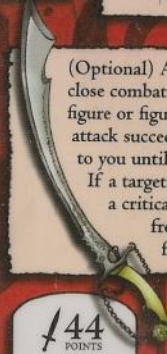
 +1  
ATTACK

 +1  
DEFENSE

R-049

R-050

## Solonavi Soulbinder



(Optional) After the wielder resolves a successful close combat attack against an opposing target figure or figures, each target against which the attack succeeded by 3 or more becomes friendly to you until the beginning of your end phase. If a target becomes friendly as the result of a critical hit, remove Solonavi Soulbinder from the game. The target remains friendly until it is eliminated.

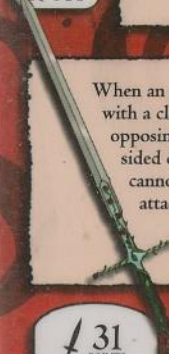
 44  
POINTS

 +1  
ATTACK

R-050

R-051

## Heartsinger



When an opposing warrior targets the wielder with a close or ranged combat attack, the opposing warrior's controller rolls one six-sided die. On a result of 1 or 2, the warrior cannot make the attack. The unsuccessful attack still counts as an action, and the opposing warrior is given an action token; it is pushed, if applicable.

 31  
POINTS

 +2  
ATTACK

 -1  
DEFENSE

R-051

R-052

## Gatekeeper



When the wielder enters base contact with an objective token, the wielder must remain in base contact with that objective token until the wielder is eliminated or no longer wields Gatekeeper. When the wielder is in base contact with an objective token controlled by the wielder's controller, the wielder gains the Counterattack and Invulnerability special abilities.

 48  
POINTS

 +2  
ATTACK

R-052

R-053

## Helm of Alliance



Mage Spawn cannot wield Helm of Alliance.

At the beginning of your first command phase during which this warrior has this relic equipped, choose two factions. One faction must be the wielder's faction. All friendly figures from the chosen factions can create formations as if they had the same faction symbol. This power can be used only once per game. If the wielder is eliminated, deal 1 pushing damage to every friendly figure in base contact with the wielder.

 31  
POINTS

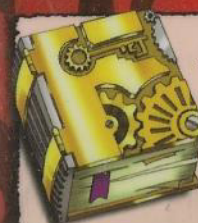
 -2  
SPEED

 0  
DAMAGE

R-053

R-054

## Tezla's Manual



The wielder gains the Field Repair subfaction ability. Opposing figures with the  $\otimes$  damage type cannot target the wielder with close or ranged combat attacks.

 27  
POINTS

 -1  
SPEED

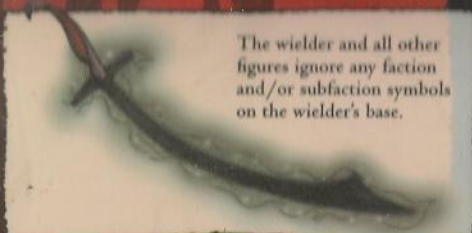
 +2  
DAMAGE

R-054



R-055

## Blade of Shadows



The wielder and all other figures ignore any faction and/or subfaction symbols on the wielder's base.

R-055

 45  
POINTS

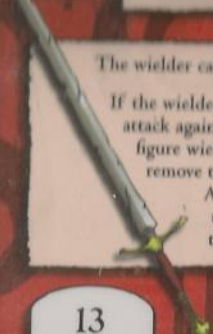
 0  
SPEED

 +0  
ATTACK

 +0  
DEFENSE

R-056

## Cursed Betrayer



The wielder cannot drop Cursed Betrayer.

If the wielder succeeds at a close combat attack against a single target opposing figure wielding a relic and deals damage, remove the target's relic from the game. After resolving the action, the target equips Cursed Betrayer; this does not cost an action.

R-056

13  
POINTS-3  
ATTACK
 3  
DEFENSE

R-057

## Giant's Wrath



Give the wielder a close combat action targeting a single opposing figure. If the attack succeeds, deal 1 damage to every opposing figure within a 3" area of effect of the target.

R-057

 40  
POINTS

 +3  
ATTACK

 +1  
DEFENSE

R-058

## Mask of Mysteries



Give the wielder a special action. Move the wielder and any friendly figures in base contact with the wielder so that each occupies a hindering or concealing terrain feature on the battlefield. Friendly figures that were in base contact with the wielder when it was given the special action must be in base contact with the wielder and cannot be in base contact with any opposing figure when the action resolves.



R-058

 40  
POINTS

 +2  
SPEED

 +0  
DAMAGE

R-059

## Book of Souls



The wielder gains the Revenant subfaction ability. Opposing figures get +2 to their attack values when targeting the wielder.

Whenever another figure is eliminated, the wielder is healed of 1 damage. Whenever another figure is removed from the game, the wielder is dealt 1 pushing damage.



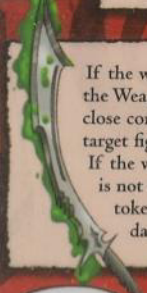
R-059

 35  
POINTS

 +1  
ATTACK

R-060

## Gutripper



If the wielder deals 1 damage when using the Weapon Master special ability to resolve a close combat attack against a single opposing target figure, eliminate the target.

If the wielder deals 6 damage, if the target is not eliminated and has zero or one action token, give it an action token. No pushing damage is dealt to the target.



R-060

 41  
POINTS

 +0  
ATTACK

 -1  
DAMAGE

R-061

## Griffon's Lance



Only warriors that can become riders can wield Griffon's Lance.

(Optional) When the wielder is a rider, give its cavalry unit a close combat action targeting a single opposing cavalry unit. Use the wielder's combat dial and the target's rider's combat dial to resolve the attack. If the attack succeeds, dismount the target's rider.



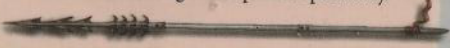
R-061

26  
POINTS-1  
SPEED+1  
ATTACK
 +0  
DAMAGE

R-062

## Minotaur Hook

The wielder's range value becomes 6. The wielder's number of ranged attacks becomes one. The wielder's ranged damage value becomes 2. The wielder gains the precision proficiency.



(Optional) If the wielder succeeds at a ranged combat attack against a single opposing target figure, deal no damage to the target; instead it becomes friendly to you until the beginning of your end phase. You cannot give the target an action.



R-062

 28  
POINTS

 +1  
ATTACK

R-063

## Khamita's Shield



figures get +1 to their attack values when targeting the wielder with close combat attacks.

While Khamita's Shield is wielded, any ranged combat attacks made by figures must target the wielder of Khamita's Shield.



R-063

 38  
POINTS

 +0  
DEFENSE