

Vendar's Sceptre of Focus (WAND)

Vendar was a Wizard of singular clarity and strength of will. He was also stubborn to a fault, and he met his doom failing to yield to a superior foe. His wand has survived him, and it is purported to imbue its owner with a portion of his legendary clarity...and stubbornness.

At the start of this MODEL's ACTIVATION each GAME ROUND, this MODEL may choose to gain Concentration (1). If this MODEL chooses to gain this effect, it may not gain Concentration via any other method for this GAME ROUND.

The Eagle's Claw (WAND)

This magical wand grants its bearer the perception of a soaring eagle. Nothing escapes the wielder's attention, and none can hide from their gaze. Complexities unravel under such intense scrutiny, and that which was difficult before becomes simple to accomplish.

Once per Game, when declaring the use of an ABILITY ACTION, discard this Artefact in order to gain the following effects for the duration of the ABILITY: reduce the ABILITY [TGT] number by (1) and ignore any LoS requirements for the ABILITY.

Tome of Darkness (GRIMOIRE)

Wrought and written within a deep cave that had never known the touch of sunlight, this mysterious tome has the power to obfuscate its bearer behind a pall of impenetrable gloom. It is rumoured that one owner of this book used its power to steal a Prince's treasure from under the noses of his palace guard. Alas, that thief did not know the book must be regularly returned to a dark place lest it lose its power. His head now adorns the walls of the palace and the treasure sits idly within its vault once more...

Once per Game, at the beginning of a GAME ROUND, before INITIATIVE is determined, discard this Artefact to gain the following effect: Shrouded until the end of the GAME ROUND.

The Ravings of Dral Nakkur (Grimoire)

This small, innocuous book contains the collected words of an insane Wizard from House Feylyn, put to death for witchcraft and black magic. At first glance the words are little more than random babble, but greater study reveals some semblance of rationality. Soon the words on the page make more sense than the world beyond the book, and at this point all hope is lost for the bearer. The Order of Maleoch hunts ceaselessly for any copies of the book, seeking to prevent the madness before it spreads too far...

This Artefact may not be used by House Myrke or the Order of Maleoch.

This MODEL gains the following ABILITY ACTION: The Madness Spreads [**Cost 1**]: this model gains Shackled (1). Target another model within 3", that model also gains Shackled (1).

Second Breath (RING)

Only the strongest magic can interrupt the flow of time and even then only for the briefest of moments. Though the identity of the Wizard that fashioned this ring is lost to time, the power invested within the silver band is beyond imagining. It allows the bearer, for a period no greater than two measured breaths, to enter a different stream of time. To an opponent, the wielder is little more than a blur, moving too fast for the eye to fully register. To the bearer, the rest of the world barely moves at all. Wars have been fought simply for the ownership of this artefact, though its whereabouts are currently unknown...

Once per Game, before INITIATIVE is determined for the GAME ROUND, discard this Artefact to gain a reroll on the INITIATIVE test.

Shielding Ring of Djem (RING)

Djem was one of the greatest smiths to ever grace the forges of Vaetoran. In return for one hundred blades of unsurpassed quality, a Wizard of Durant gifted him a ring of magical protection. Though Djem is now long since dead, the magic of the ring carries on undiminished. Those that possess it can call on its aid to repel all but the strongest attacks.

Once per Game, when targeted by an ATTACK, before any dice are rolled, discard this Artefact to gain the following effect: Protection (2) until the end of the ATTACK.

Phuke's Watchful Eye (AMULET)

The amber-encased eye of the Wizard Phuke is set within this grizzly amulet. Phuke was a deeply mistrustful woman, always fearful of assassination by her rivals. Her paranoid watchfulness is transmitted to the bearer, enhancing their reactions against surprise attacks.

When an ENEMY MODEL ends an ATTRACT, PLACE, REPEL, or TRANSLOCATE within 5" of the bearer of this Artefact, that MODEL gains Damage (1).

The Vengeful Heart (AMULET)

Little is known about the origin of this artefact, but the legends say it was created for a Wizard that had lost a love to a rival. The man wished his own destruction, broken hearted as he was, but he also wanted to take his rival with him. The baleful energies of this amulet draw on the bearer's life-force to increase their power and hatred.

Once per Game, after declaring a TARGET but before rolling the dice for an ATTACK, discard this Artefact and gain Damage (3) in order to add an additional Damage (2) to the Damage total of the DICE POOL. If the ATTACK misses, then the additional Damage is lost.