

MAGIC ARMOUR

ARMOUR OF DESTINY 50pts
Heavy Armour. Grants the wearer a 4+ ward save

TRICKSTER'S HELM 50pts
The wearer counts his armour save as being one point higher than normal. Any successful roll to wound made against the wearer must be re-rolled

ARMOUR OF SILVERED STEEL 45pts
Grants the wearer a 2+ armour save that cannot be improved by any means

ARMOUR OF FORTUNE 35pts
Heavy Armour. Grants the wearer a 5+ ward save

HELM OF DISCORD 30pts
The wearer counts his armour save as being one higher than normal. In addition, at the start of each CC phase, choose an enemy character in base count with the bearer or his unit. The character must pass a leadership test. If failed, the character cannot make any attacks that phase and is hit automatically.

GLITTERING SCALES 25pts
Light armour. Enemies suffer a -1 to hit penalty when striking the wearer in close combat.

SHIELD OF PTOLOS 25pts
Shield. The bearer has a 1+ armour save against shooting attacks.

SPELLSHIELD 20pts
Shield. The bearer gains Magic Resistance (1).

GAMBLER'S ARMOUR 20pts
Heavy Armour. Grants the wearer a 6+ ward save

DRAGONHELM 10pts
The wearer counts his armour save as being one point higher than normal. The wearer has a 2+ ward save versus flaming attacks

ENCHANTED SHIELD 5pts
Shield. The bearer counts his armour save as being two points higher than normal, rather than the usual one point that a shield would normally grant

CHARMED SHIELD 5pts
Shield. One Use Only. The first hit suffered by the bearer is discounted on a 2+

TALISMANS

TALISMAN OF PRESERVATION 45pts
Grants the bearer a 4+ ward save

OBSIDIAN LODESTONE 45pts
Grants the bearer Magic Resistance (3)

TALISMAN OF ENDURANCE 30pts
Grant the bearer a 5+ ward save

OBSIDIAN AMULET 30pts
Grants the bearer Magic Resistance (2)

DAWNSTONE 25pts
The bearer re-rolls failed armour saves

OPAL AMULET 15pts
One use only. Grants a 4+ ward save against the first wound suffered

OBSIDIAN TRINKET 15pts
Grants the bearer Magic Resistance (1)

TALISMAN OF PROTECTION 15pts
Grant the bearer a 6+ ward save

SEED OF REBIRTH 10pts
Grants the bearer the Regeneration (6+) special rule

DRAGONBANE GEM 5pts
Grants the bearer a 2+ ward save against flaming attacks

PIDGEON PLUCKER PENDANT 5pts
Grants the bearer a 5+ ward save in close combat against models with the Fly special rule

LUCKSTONE 5pts
One use only. Bearer may re-roll a single failed armour save

MAGIC STANDARDS

RAMAPAGER'S STANDARD 55pts Unit may re-roll its charge distance dice	LICHEBONE PENNANT 15pts Unit has Magic Resistance (1)
WAILING BANNER 50pts Unit causes Terror	STANDARD OF DISCIPLINE 15pts Unit has +1LD, but cannot use the General's Inspiring Presence special rule
RANGER'S STANDARD 50pts Unit has the Strider special rule	BANNER OF ETERNAL FLAME 10pts Models in the Unit have Flaming Attacks
RAZOR STANDARD 45pts Unit has the Armour Piercing special rule	GLEAMING PENNANT 5pts One use only. Unit may re-roll its first failed Leadership test
WAR BANNER 35pts Unit adds +1 to combat resolution	SCARECROW BANNER 5pts Unit causes Fear in models with the Fly special rule
BANNER OF SWIFTNESS 15pts Unit has +1 Movement	

ARCANE ITEMS

BOOK OF ASHUR 70pts Bearer receives a +1 bonus on attempts to cast and dispel	FORBIDDEN ROD 35pts One use only. Adds +D6 dice to the power pool at the start of the caster's magic phase. Inflicts D3 wounds (no armour saves) on the bearer when used
FEEDBACK SCROLL 50pts One use only. When an enemy spell is cast, this scroll can be used instead of dispelling. Resolve spell as normal. Roll all the power dice used to cast. The casting wizard takes a wound for every result of 5+ rolled, with no armour saves allowed.	TRICKSTER'S SHARD 25pts One use only. Declare use at start of one of your magic phase. When one of the bearer's spells is dispelled by an enemy wizard, roll a D6. On a 5+ that wizard take a wound with no armour saves allowed
SCROLL OF LEECHING 50pts One use only. When an enemy spell is cast, this scroll can be used instead of dispelling. Power dice used by the caster are added to the dispel pool (cannot exceed 12 dice)	EARTHING ROD 25pts One use only. Bearer may re-roll miscast result
SIVEJIR'S HEX SCROLL 50pts One use only. When an enemy spell is cast, this scroll can be used instead of dispelling. Enemy wizard must roll below his magic level on a D6 or become a toad. Wizard can no longer channel, cast or dispel and his magic and mundane equipment stop working. Also all stats (bar wounds) become 1. Controlling player may roll a D6 at the start of each of his subsequent magic phases, on a 4+ the wizard returns to normal.	DISPEL SCROLL 25pts One use only. When an enemy spell is cast, this scroll can be used instead of dispelling. Automatically dispels the enemy spell. May not be used to stop irresistible force or against a remains in play spell (other than the moment the remains in play spell is cast)
POWER SCROLL 35pts One use only. During a wizard's casting attempt, the casting value of the spell is halved. The spell cannot be boosted.	POWER STONE 20pts One use only. Declare use before casting a spell. Adds +2 dice to the power dice he is going to roll (still require at least one power dice from the pool)
WAND OF JET 35pts One use only. Bearer can increase a casting result by +D6, after other dice are rolled. This extra dice can cause Irresistible force and a miscast	SCEPTRE OF STABILITY 15pts One use only. Bearer can increase dispel attempt by +D6, after his other dispel dice have been rolled. May allow dispelling with irresistible force
STAFF OF SORCERY 35pts The bearer receives +1 bonus on dispel attempts	CHANNELING STAFF 15pts Wizard adds +1 to his channelling attempts
	SCROLL OF SHIELDING 15pts One use only. When an enemy spell is cast, this scroll can be used instead of dispelling. Spell target gains a 4+ ward save against any wounds caused by the spell

ENCHANTED ITEMS

WIZARDING HAT 100pts The wearer is treated as a Level 2 wizard, who can use a random lore (BATTLE MAGIC). However, he has Stupidity	THE TERRIFYING MASK OF EEE! 25pts Wearer causes Terror. However, other models cannot use his Leadership
FOZZRIK'S FOLDING FORTRESS 100pts After deployment zone agreed, but before armies are deployed place a watch tower building in your deployment zone. This is a standard building (page 126 for rules)	POTION OF STRENGTH 20pts One use only. May be drunk at start of any player's turn. Imbiber has +3 strength until the end of the turn
ARABYAN CARPET 50pts Infantry and monstrous infantry only. The owner has Fly special rule but may not join units	POTION OF TOUGHNESS 20pts One use only. May be drunk at start of any player's turn. Imbiber has +3 toughness until the end of the turn
CROWN OF COMMAND 35pts Bearer has the Stubborn special rule	THE OTHER TRICKSTER'S SHARD 15pts Models in base contact with the bearer (friends and foes) must re-roll successful ward saves
HEALING POTION 35pts One use only. May be drunk at start of controlling player's turn. The bearer recovers D6 wounds	IRONCURSE ICON 5pts The character (and his unit) has a 6+ ward save against war machine weapons
FEATHERFOE TORC 35pts Flying creatures (and riders) must re-roll successful hits against the bearer (and his unit) in close combat	POTION OF FOOLHARDINESS 5pts One use only. May be drunk at start of any player's turn. Imbiber has Immune to Psychology and Devastating Charge special rules until the end of the player turn
RUBY RING OF RUIN 25pts Bound spell (Power level 3). Contains fireball (See the Lore of Fire)	POTION OF SPEED 5pts One use only. May be drunk at start of any player's turn. Imbiber has +3 initiative until the end of the turn