

# Artefacts

## (11) Fencing Blades

Wielder has +2 WS while fighting with these.

**(Pair of Hand Weapons. Cannot be Separated.)**

## (12) Silver Sigil Swords

Wielder adds +2 Initiative to his strike order while fighting with these.

**(Pair of Hand Weapons. Cannot be Separated)**

## (13) Shrieking Blade

Wielder causes *fear*.

**(Hand Weapon)**

## (14) Tormentor Sword

Each time an enemy is successfully wounded by an attack from this weapon, that enemy loses a skill, spell or prayer chosen by you for the rest of the battle. (*Special Rules are not skills.*)

**(Great Weapon)**

## (15) Biting Blades

**Armour Piercing (1)**

**(Pair of Hand Weapons. Cannot be Separated.)**

## (16) Magehunter Swords

Each time a wizard is wounded by an attack from these swords, he loses all power dice and 1 random spell for the rest of the battle.

**(Pair of Hand Weapons. Cannot be Separated.)**

## (21) Sword of Command

Wielder gains the 'Leader' ability. No effect if he has it already.

**(Hand Weapon)**

## (22) Spellshield

Wielder has a 6+ ward save vs. hostile spells. Other warriors may still be affected. Stacks with other ward saves vs. spells.

**(Shield)**

## (23) Thaneshield

Wielder's armour save cannot be negated below 6+. No effect vs. attacks that ignore armour.

**(Shield)**

## (24) Seaguard Shield

Parry saves also applies with Spear.

**(Shield)**

## (25) Nightshroud

Enemies within 1" of wearer suffer -1 Initiative on profile.

**(Light Armour)**

## (26) Chaos Tomb Blade

**Additional Strength Bonus: +2 (i.e. +3 S total)**

Whenever an attack with this weapon rolls a natural 1 to hit, wielder takes an automatic Strength 5 hit with no saves of any kind allowed.

**(Great Weapon)**

## (31) Fishdragon Helm

Wearer is immune to poison and has a 3+ ward save vs. *flaming* hits.

Prevents Wizards from casting spells.

**(Special Equipment)**

## (32) Apprentice's Cowl

Wearer may re-roll results on the magic miscast chart. Re-roll has a -1 modifier. New result must be accepted.

**(Special Equipment)**

## (33) Asp Bow

**Poisonous**

Shots from this have +1 to hit.

**(Bow)**

## (34) Redsteel Arbalest

**Extra Strength: 1 (i.e. Strength 5)**

Shots have Knockback (D3"). (*See special rules.*)

Wielder must have at least Strength 4 to use this.

**(Crossbow)**

## (35) Old Faithful

Additional +3 Strength on all Critical Hits.

**(Sling)**

## (36) Laurelorn Bow

**Armour Piercing (1)**

**Extra Range: 6" (i.e. range 36")**

**(Long Bow)**

## (41) Trollbane Axes

All hits vs. Monsters are Critical hits.

Hits ignore Regeneration.

**(Pair of Hand Weapons. Cannot be Separated.)**

## (42) Filth Mace

**Poisonous**

Whenever an enemy is taken *out of action* by an attack from this, all warriors within 1" of that enemy take 1 automatic Strength 2 hit, excluding wielder himself. These hits are *poisonous* but do not cause such extra hits themselves.

**(Great Weapon)**

# Artefacts

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## **(43) Halberd of Conquest**

Wielder is immune to panic. Enemies within 12" have -1 Ld when taking panic tests. This requires line-of-sight to wielder.

**(Halberd)**

## **(44) Armour of Ranald**

Wearer has +1" to the total distance moved when running (*not charging*) and may Jump Down any distance with no dice rolls needed.

**(Light Armour)**

## **(45) Nightingale Gloves**

Wearer does not use up movement when climbing up. (*No effect when climbing down.*)

**(Special Equipment)**

## **(46) Ring of Volans**

Wearer starts the battle with 1 extra power dice.

**(Special Equipment)**

## **(51) Quicksilver Pins**

**Extra Multiple Shot:** 1 (*i.e. 3 shots total.*)  
Wielder must have at least Initiative 6 to use these.

**(Throwing Knives)**

## **(52) Book of Damnation**

If wielder is a wizard, he knows 1 more spell from the Lore of Daemons than he normally would. No effect if wielder already knows all spells from that lore, or if he is not a wizard.

**(Special Equipment)**

## **(53) Midnight Crystal**

Wielder has a 4+ ward save vs. hostile prayers. Other warriors may still be affected. Stacks with other ward saves vs. prayers. Cannot be carried by Priests.

**(Special Equipment)**

## **(54) Lammasu Tusk**

Cannot be carried by Wizards. Wielder has a 6+ ward save vs. hostile spells. Other warriors may still be affected. Stacks with other ward saves. Whenever wielder makes a successful ward save vs. a hostile spell, wielder may immediately attempt to cast the Lore of Gold spell 'Brimstone Blast' on 2D6. (*He may not add extra power to this and this can cause miscasts.*)

**(Special Equipment)**

## **(55) Turban of Magnificence**

Wearer gains +2 to rarity rolls. If wearer has the 'Leader' ability, he increases its range by 6".

**(Special Equipment)**

## **(56) Morning Star of Fracasse**

Whenever an enemy is wounded by this, he loses 1 weapon at random for the rest of the battle.

This may cause him to fight unarmed.

(*Unarmed attacks are at -2 Strength.*)

**(Morning Star)**

## **(61) Dagger of the Worm**

**Strength Penalty:** -1 Strength

Wielder cannot use any weapon or shield in the other hand while fighting with this.

Enemies can take no armour saves or other saves against hits from this.

Wielder gains +1 Attack as long as an enemy with higher Ld than himself within 1" of him.

**(Hand Weapon)**

## **(62) Ogre Gauntlets**

Wearer gains access to Strength skills. Once equipped, cannot be removed, sold, or robbed.

**(Special Equipment)**

## **(63) Martyr Flail**

Wielder has +1 Attack and is immune to fear and panic as long as he is down to 1 wound.

**(Flail)**

## **(64) Blight Sickle**

**Armour Piercing**

Wielder cannot use any weapon or shield in the other hand while fighting with this.

Whenever an enemy suffers a wound from Blight Sickle, he suffers -1 Toughness for the rest of the battle.

**(Hand Weapon)**

## **(65) Krakenslayer Harpoons**

Cause critical hits on 5-6, rather than just 6. (*No effect if wielder would only wound target on a 6.*)

**(Javelins)**

## **(66) Blackbeard's Cutlasses**

Wielder cannot be critically hit by attacks from hand weapons while fighting with these. (*Treat critical hits as normal hits.*)

**(Pair of Hand Weapons. Cannot be Separated.)**