

A-013

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.

38

points

-2

Attack

+1

Defence

Helm of Rule

A-013

Mage Quest

Artifact

MK

A-014

PALADIN'S GREATSWORD

When the wielder succeeds at a close combat attack against uniques or multiple-dial 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.

28

points

+1

Defence

Paladin's Greatsword

A-014

Mage Quest

Artifact

MK

A-015

SERPENTFANG

Figures from the Draconum 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.

33

points

-1

Speed

+1

Attack

+1

Defence

Serpentfang

A-015

Mage Quest

Artifact

MK

A-016

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.

46

points

+1

Defence

Blackheart

A-016

Mage Quest

Artifact

MK