

A-017

Jeweled Helm

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



Jeweled Helm
A-175

27
points

Mage Quest Artifact



A-018

ENCHANTED FUSER RIFLE

Arching Fire (optional)
This warrior ignores figure bases for line of fire purposes.



Enchanted Fuser Rifle
A-018

25
points

+2
Attack

Mage Quest Artifact



A-019

Stoneshatter

The wielder's ranged damage value becomes for ranged combat attacks against any target that is not a Golem.

(Optional) Give the wielder a ranged combat action targeting a single opposing Golem figure. If the attack succeeds, deliver double the figures current ranged damage.



Stoneshatter
A-019

27
points

+1
Attack

Mage Quest Artifact



A-020

MARROWDRINKER

The wielder cannot use the Arcing Fire 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.



Marrowdrinker
A-020

40
points

+1
Attack

Mage Quest Artifact

