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AGE OF SIGMAR

Gangs of Hammerhal

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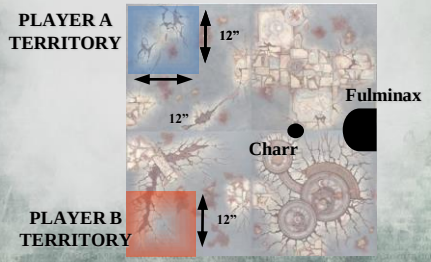
Caverns of Fulminax

BATTLE 1 – OBJECTIVE

You have heard that a firetouched beastman, Charr Firemane, an ancient prisoner of the Vaults, has escaped recently, and is hiding in the Caverns of Fulminax. This creature must remember where the entrance to the Cloister of Ashes is!

•Deploy as shown on the map.
• The player who has more models within 12" of Charr (or its corpse) by the end of the time, wins. Otherwise whoever has more Wounds on the table.

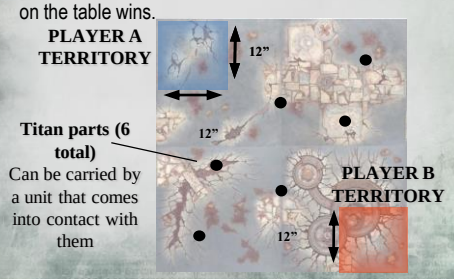


Titanworks

BATTLE 1 – OBJECTIVE

You have heard that the Vault chamber you seek can only be opened with an Agloraxi Key: it can only be made in the Caverns of Fulminax by an Agloraxian Golem. You set out to the TItanworks to build one.

•Deploy as shown on the map.
• The player who collects all the parts of the golem first, or eliminates their opponent by the end of the time, wins. Otherwise, the players with more Wounds on the table wins.

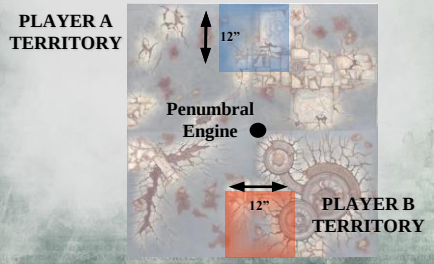


Lake of Shackled Spirits

BATTLE 1 – OBJECTIVE

Your investigation points to a recently uncovered Stormvault in the Lake of Shackled Spirits, where a Penumbral Engine still sits undisturbed… Could it be hiding the location of the Grand Vault eantrance?

•Deploy as shown on the map.
• Destroy the Penumbral Engine. If it is not destroyed by the time ending, whoever has more Wounds worth of models within 12" of it wins.



Give this card to the winning player of Battle 1 in the Caverns of Fulminax.

You captured Charr Firemane.

You beat the beastman into submission and find where the entrance to the Cloister of Ashes is…

It is somewhere in the **MAGEBANE DUNGEONS**!

Give this card to the winning player of Battle 1 in the Titanworks.

You have assembled the Automaton!

Let your Realm Master know: you will get the Agloraxian Titan Warscroll.
You must go to the **CAVERNS OF FULMINAX** so you can use it to forge the **KEY** to the secrets of the Grand Vault.

Give this card to the winning player of Battle 1 in the Lake of Shackled Spirits.

You destroyed the Penumbral Engine!

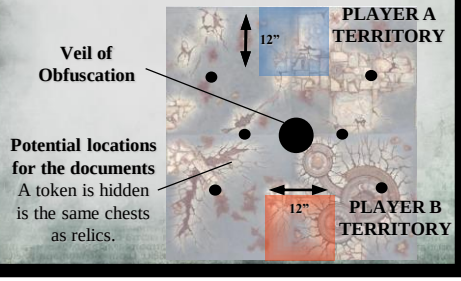
Let your Real Master know.
A previously hidden Realmgate is revealed… a path to the Cloister of Ashes?
…and a vision: a grand relic being guarded by a gigantic **HYDRA**, held prisoner by runemarked pillars.
You walk into the **MAGEBANE DUNGEONS.**

Magebane Dungeons

BATTLE 1 – OBJECTIVE

Your investigation tells of the location of a powerful weapon within the Grand Vault, but the ritual to unlock it has been lost. Now you tracked the location of a former researcher on the topic: in the Magebane Dungeons.

•Deploy as shown on the map.
• The player who finds the secret documents and escapes from the table, through their deployment zone, wins. Otherwise, whoever has more Wounds on the table at the end of the time.



VEIL OF OBFUSCATION
Magebane Dungeons

Instructions

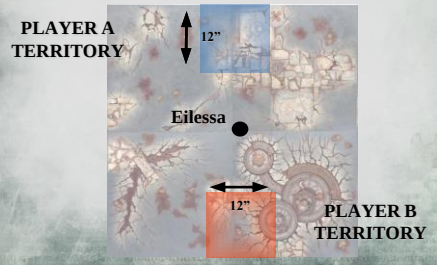
Trapped at the center of the Magebane Dungeons is an ancient evil, the Coiled One Ourung Gharad. When the Penumbral Engine at the Lake of Shackled Spirits is destroyed, reveal the prisoner itself on the table.
When a player has any units within 6” of Ourung Gharad, hand them the card below.

Infinity Gears

BATTLE 1 – OBJECTIVE

Your research tells of an escapee from the vaults, one Eilessa Bloodflame, servant of Khorne. It is said she escaped to the Infinity Gears, and if you can find her and make her talk, you may be able to find the entrance to the Grand Vault.

•Deploy as shown on the map.
• The player who has more models within 12” of Eilessa (or her corpse) by the end of the time, wins. Otherwise whoever has more Wounds on the table.



Give this card to the winning player of Battle 1 in the Magebane Dungeons.

You found the secret documents!

Give the documents marker to one of your units within 3”. They need to escape with it. The documents are very decayed... only Time magic can restore them: head for the **INFINITY GEARS!**

You have found an ancient prisoner!

It is imprisoned by magical chains and runes, so it cannot harm anyone.

“Mortal, I am Ourung Gharad. Release me and I will make sure to destroy your enemies!”

Will you choose to destroy the runes that hold its chains intact, or leave it where it is? Inform the Realm Master of your decision.

Give this card to the winning player of Battle 1 in the Infinity Gears.

You captured Eilessa Bloodflame.

You find out you need a **KEY** to unlock the most powerful and dangerous weapon in the Vault: the cursed **BLADE OF FULMINATION**.
Only within the **CAVERNS OF FULMINAX** can this key be forged. You follow rumours, that someone already has the means to make such a key...

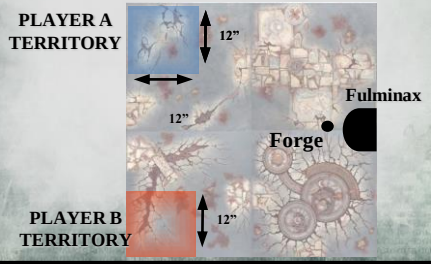
Caverns of Fulminax

BATTLE 2 – OBJECTIVE

Deep within the Caverns of Fulminax is an Agloraxian Forge, used to make arcane staves and keys. Such a Key can open a Grand Stormvault. Only an Agloraxian Titan can survive so close to the Fulminax.

•Deploy as shown on the map.

• The player who gets their Agloraxian Titan within 1" of the Forge can forge the Key on their Hero phase. If afterwards that player moves the Titan off the table from their territory, they win. Otherwise whoever has more Wounds on the table at the end of the time.



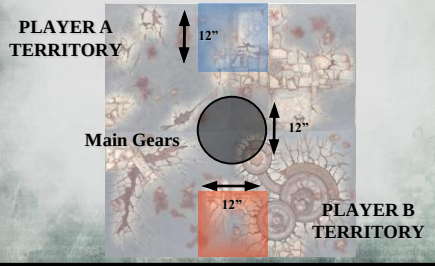
Infinity Gears

BATTLE 2 – OBJECTIVE

During the Time of Tribulations, a Coalition channeled the Red Mists into powerful Chronomantic magic here. This Time-altering magic still thrums through the Infinity Gears, and is the only chance to restore the ancient documents.

•Deploy as shown on the map.

• The player that has more Wounds worth of models within the area of the central Main Gears when the time ends, wins. Otherwise, whoever has more Wounds on the table at the end of the battle.



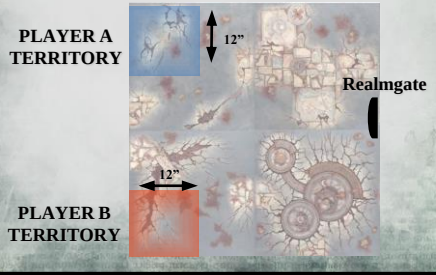
Lake of Shackled Spirits

BATTLE 2 – OBJECTIVE

A Realmgate has been revealed within the Lake of Shackled Spirits… a gate leading to the Cloister of Ashes!!! Secure it against your opponent, so you are the first one through it.

•Deploy as shown on the map.

• The player that has more Wounds worth of models within 12" of the Realmgate when the time ends, wins. Otherwise, the players that has no more models left loses.



Give this card to the winning player of Battle 2 in the Caverns of Fulminax.

You have forged an Agloraxian Key!

The magical key pulls you to its destination, and you quickly find the entrance to the Cloister of Ashes... and someone already has broken in. The GRAND VAULT awaits.

You deploy 5th in the final battle. Your opponent deploys 6th.

Give this card to the winning player of Battle 2 in the Infinity Gears.

You have restored the documents!

The documents chart the path to the Cloister: in the MAGEBANE DUNGEONS themselves! Further, they speak of one of the most dangerous prisoners of the Vault: an ancient Godbeast-spawn, the CHARONHYDRA, held prisoner by runemarked pillars. This fell beast has the power to level cities.

You deploy last in the final battle. Your opponent deploys 7th.

Give this card to the winning player of Battle 2 in the Lake of Shackled Spirits.

You secured the Realmgate!

Keeping your foe at bay, you cross the realmgate and follow the tracks of whoever has activated it before... and you find the entrance to the GRAND VAULT.

You deploy 3rd in the final battle, and your opponent 4th.

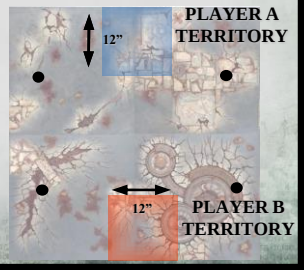
Magebane Dungeons

BATTLE 2 – OBJECTIVE

Walking through the previously hidden Realmgate, you enter the dungeons, and soon new gates reveal themselves as the Penumbral Engine's effects fully lift. Is one of these the secret entrance to the Cloister of Ashes?

•Deploy as shown on the map.
•Whoever has more models worth of Wounds within 6" of the Objective when the time ends, wins. Otherwise, whoever has more Wounds left on the table.

Realmgates
Realm Master selects one gate secretly to be the objective. Reveal if it is the objective or not when a unit comes within 1".

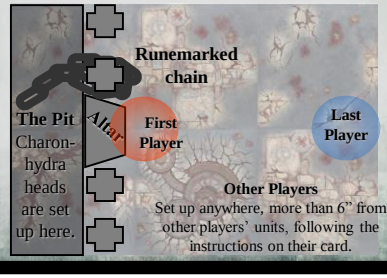


Cloister of Ashes

BATTLE 3 – Realm Master Only

Tell the players they have entered the a large hall within the Cloister of Ashes, where other warbands have also gathered… a large altar holds a runecarved gigantic sword, with a large pit beyond.
A runemarked colossal chain is tethered to the pillars and disappears into the pit.

•Deploy as shown on the map, one player at a time in their assigned order, with all their models within a 12" diameter circle and at least 6" from any enemies.



Gharad's Machinations

Cloister of Ashes

Instructions

If Ourung Gharad was released via a pact with a player, the Realm Master can make it show up during the final battle.

The Realm Master should place Gharad on the table at an opportune tense moment, after the Charonhydra heads are revealed, as all hell has broken loose already. It should be set up anywhere more than 6" away from any models.

Gharad will fulfil its bargain and attack the enemies of the player that released it, but do not necessarily communicate any of this to the player (leave them guessing).
Gharad should act during the same turn as that player, but controlled by the Realm Master.

Give this card to the winning player of Battle 2 in the Magebane Dungeons

You have found the secret entrance to the Cloister of Ashes!

You are the first to step through, into the grand halls full of Sigmar's loot…
Soon, a huge pillared chamber opens before you…

You deploy first in the final battle.
Your opponent deploys 2nd.

The Chained Charonhydra

Instructions

The Charonhydra heads should remain hidden from the players, and they should only be told that the chains visible on the table trail into darkness… and roars of some gigantic creature can be heard in the distance of the cavern.
At the start of the 3rd battle round, place all 3 Charonhydra Heads on the Pit area: one adjacent to the altar and the other two on either side, all within 1" of the edge of the rest of the battlefield.
The Charonhydra Heads act at the beginning of the battleround, controlled by the Realm Master.

The Runic Chains

Rules for the Chains are described on the Charonhydra Head warscroll.
If the chain is destroyed, the Charonhydra is released and burrows to the surface, to wreck Hammerhal at its whim and pleasure…
the event ends.

The Blade of Fulmination

Instructions

The Blade of Fulmination sits atop the altar in the chamber. To unlock it, a Hero or Unit Champion within 3" of it must possess the AGLORAXIAN KEY. In their Hero phase, if the player wishes to use the Key and unlock the blade, hand them this card and place the sword model on their unit model.

THE BLADE OF FULMINATION
A Hero or Unit Champion carrying this blade can ignore wounds and mortal wounds on a 5+. The model can use the Blade in the Combat Phase instead of their weapon profile: place the sword model with its pommel next to the wielder and lay it down towards enemy units. Roll a D6 for each model within 3" of the sword model: on a 2+ that model's unit suffers a mortal wound.
If the model survives the battle, they will become a tyrant conqueror bent on subjugating Aqshy to their desires….

GOAL

THE DRAKE

You fight to protect Hammerhal and will search for any means to gain power to do so.

•You must fight all armies that wish to plunder the Grand Vault.

•You must not attempt to release any of the dangerous creatures bound in the Vaults.

•You can loot and acquire all other items found in the vaults.

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GOAL

THE EYE

You wish to loot as much as you can from these vaults, so your Company can become more powerful and richer!

•You must fight any armies that wish to bring down the city (you need it to make money!).

•Getting your hands on the most powerful loot is more important than anything else.

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GOAL

THE SKULL

You aim to destroy or wreak havoc in Hammerhal and all your plans are towards that end.

•You are encouraged not to fight other armies that share the same goal.

•You must attempt to release as many of the dangerous creatures bound in the Vaults.

•Destroying the city is more important than escaping with your loot.

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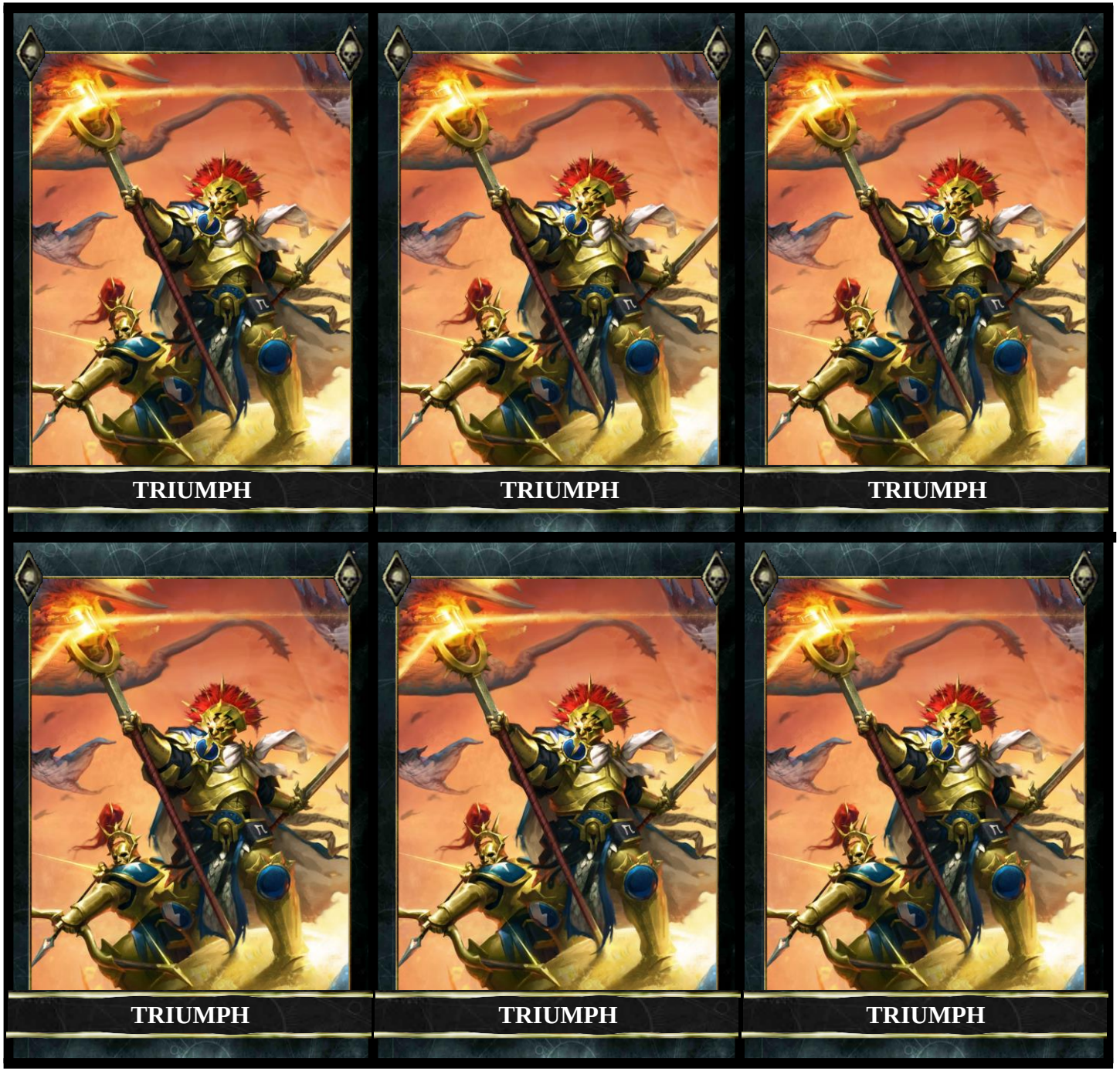
TRIUMPH cards

These are items you can give to either a Hero or a Unit Champion to use. Any unit can carry them, and they can be passed between units that are within 1” of each other.

Print the following pages back to pack, to create the TRIUMPH cards.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TRIUMPH

GLOWING STORMBLADE

A relic weapon, carried in the Age of Myth by a champion of Sigmar, and handed down among those who kept His word alive in the Mortal Realms during the Age of Chaos.

Select a model within a unit to carry the Glowing Stormblade.

Add 1 to wound rolls you make for one of that model's melee weapons and change the Rend characteristic of that weapon to -2 (it cannot be the weapon of a mount, if they have one).

TRIUMPH

POTENT FIRELOQUE

An ancient experimental weapon of duardin design, this hand-held gun-like contraption spews concentrated Aqshyan firepowder.

Select a model within a unit to carry the Potent Fireloque. The unit cannot already be carrying an **ARTIFACT** that is a ranged weapon.

Pick an enemy unit within 12" of the carrying model and roll a dice.
On a 3 or more that unit suffers D6 mortal wounds. On a 1 the carrying model's unit suffers D3 mortal wounds.

TRIUMPH

SHIMMERING AETHERSHIELD

A potent magical charm, it projects an aetheric shield into the air, blocking out projectiles.

Roll a dice each time this unit suffers a wound or mortal wound in the shooting phase. On a roll of 5 or more that wound or mortal wound is negated and has no effect.

TRIUMPH

LUPINE BLADES

These blades have been passed on from hand to hand by Ghurian hunters, and have become lengendary in their own right.

Select a model within a unit to carry the Lupine Blades. The unit cannot be already carrying an **ARTEFACT** that is a melee weapon.

Add 2 to the Attacks characteristic of one of that model's melee weapons, and you can re-roll failed wound rolls for that weapon (it cannot be the weapon of a mount, if they have one).

TRIUMPH

AETHERWIND TRANSPORTER

A magical device that shifts the aether currents, folding space to carry warriors from one place to another.

Select a unit to carry the Transportation Contraption.

In your Hero phase, you can remove the unit from the battlefield, and at the end of the following movement phase, set it up anywhere on the more than 9" from any enemy models.

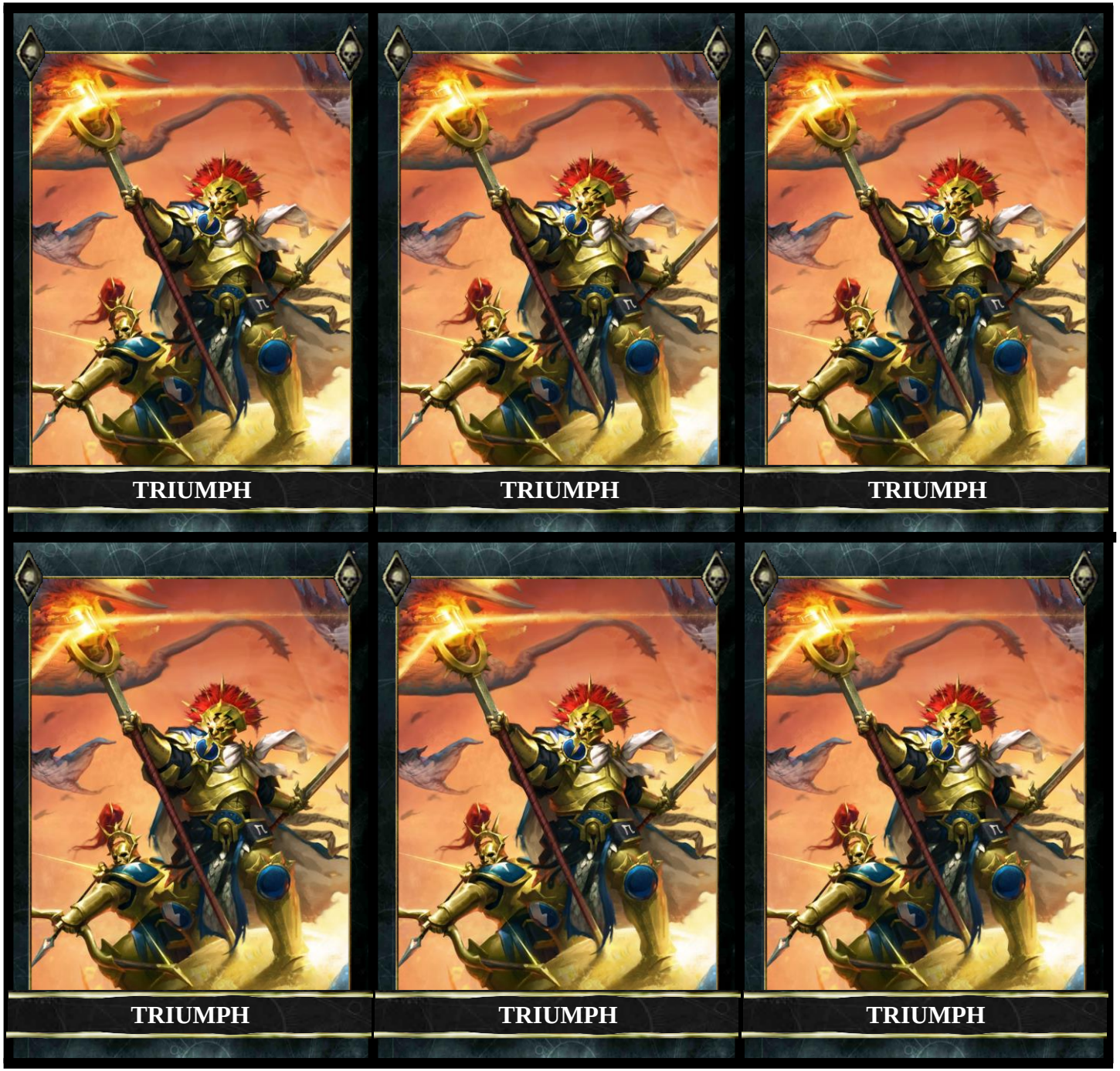
TRIUMPH

BABBLING RELIC-SKULL

There are many saintly remains that remain charged with holy power, and can be used as tokens of protection.
Some however, retain a bit more of that power, and won't shut up.

Select a unit to carry the Babbling Relic-skull.

You do not have to take battleshock tests for this unit.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TRIUMPH

BLESSING OF THERMAL CURRENTS

This blessing connects those bestowed with it with the hot air currents that criss-cross the Aqshyan skies. With but an act of will, the blessed can take to the skies, propelled through tunnels of heated air.

Pick a unit in your army to receive this blessing. That unit can fly.
If the unit could already fly, add +5" to its Movement characteristic.

TRIUMPH

BOON OF FLAME

Those with a deep connection to Aqshy manifest the realm's influence in more than strong emotion and passion. Metaphysical flame envelops them as get worked up, enhancing their reactions and movement.

Pick a **HERO** or **MONSTER** in your army to receive this boon.
After the model has successfully completed a charge, re-roll any failed To Wound rolls until their next Hero phase.

TRIUMPH

THE SOLAR SCROLL

From the flame-wreathed skies of Aqshy, those that speak the arcane words in this parchment can call down fiery meteors to crash down onto enemy lines.

Pick a **WIZARD** in your army to carry this scroll.
This model knows the **Meteoric Conflagration** spell, as long as the battle is being fought in Aqshy.

METEORIC CONFLAGRATION
This spell has a casting value of 7.
If successfully cast, pick a model anywhere on the battlefield.
Roll a dice for each unit (friend or foe) within 3" of the model that yoou picked. On a roll of 3+ the unit being rolled for suffers D3 mortal wounds.

TRIUMPH

THE EYE OF IGNAX

This fiery gem is told to have been bathed in close proximity of the sun-wyrm's flame for an entire century. All weapons held in close proximity to it glow white-hot, leaving shimmering heat trails and setting foes ablaze.

Pick a **HERO** in your army to carry the gem.
Add 1 to the Damage characteristic of all of the model's melee weapons (except those of their mount, if any), or 2 to Damage when targeting **SYLVANETH** models.

TRIUMPH

THE SCROLL OF FATE

This ancient scroll speaks of hidden truths of the workings of magic. In the hands of a trained arcanist, it can unravel spells before their caster can even finish uttering their incantations.

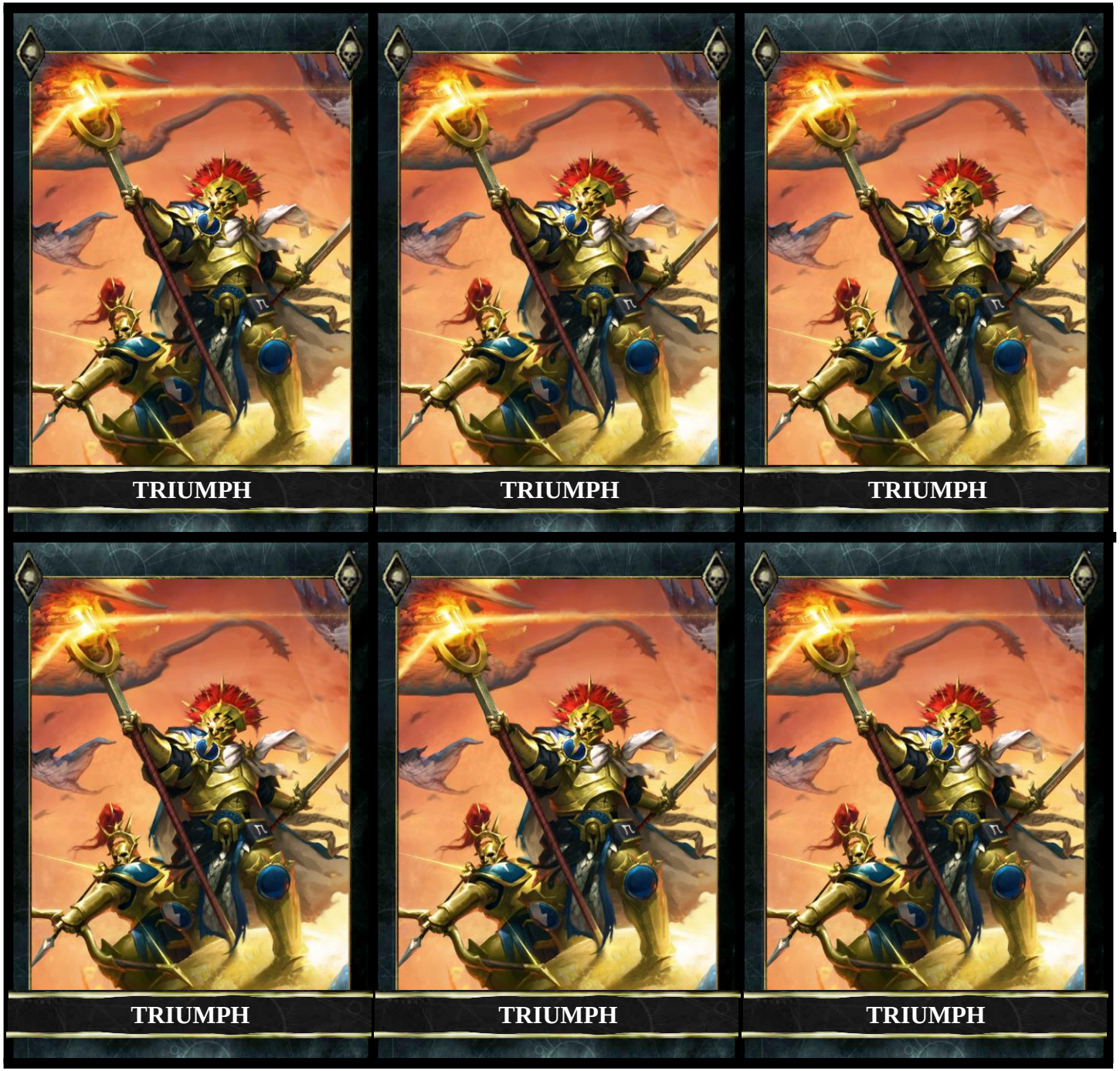
Pick a **WIZARD** in your army to carry the scroll.
Every battle round, you can re-roll a single failed unbinding attempt by that **WIZARD**.

TRIUMPH

PRIMORDIAL FIRE CHARM

This bunring coal enflames the bearer's anger, propelling them at high speed whenever they have the enemy in sight.

Pick a **HERO** in your army to carry the charm.
Add +D6" to charge rolls made for the bearer.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TRIUMPH

BREATH OF ELEMENTAL FIRE

By drinking salamander's blood, the Hero has awoken Elemental Fire within, granting them a fiery breath.

Pick one model with the **HERO** keyword to drink Salamander's Blood.
For this battle, the model can unleash the elemental power during the combat phase.
When the model is picked to attack but before they have made any attacks, D3 mortal wounds are inflicted on an enemy unit within 3" of this model. However, the model suffers 1 mortal wound.

TRIUMPH

BLESSING OF ETERNAL FLAME

This brazier carries a flame lit from the primordial flames of the deepest aqshyan caverns.
When held aloft, its fiery blessing finds the hearts of nearby allies, sheathing their weapons in searing flame.

Pick one model with the **TOTEM** keyword, or a Standard Bearer model, to carry the Eternal Flame.
For this battle, the model's unit increases the Rend characteristic of one of their weapons by 1.

TRIUMPH

PHOENIX STONE

The power of rebirth fows from this stone, re-igniting its bearer's life-force and healing their wounds.

Pick one model with the **HERO** keyword to carry the strone.
In each of their Hero phases, the model can heal one wound.

TRIUMPH

RUBY RING OF RUIN

This brazier carries a flame lit from the primordial flames of the deepest aqshyan caverns.
When held aloft, its fiery blessing finds the hearts of nearby allies, sheathing their weapons in searing flame.

Pick one model with the **HERO** keyword to carry the ring. The model can attempt to cast the Fireball spell (see Aqshyan Realmsphere Magic) as if they were a **WIZARD**, even if they are not in Aqshy.

FIREBALL
Fireball has a casting value of 5. If successfully cast, pick an enemy unit within 18" that is visible to the caster.
If the unit consists of only one model it suffers 1 mortal wound, if it consists of 2-9 models it suffers D3 mortal wounds, and if it consists of 10 or more models if suffers D6 mortal wounds instead.

TRIUMPH

TOME OF AQSHY

Penned by the mages of the ancient Agloraxi empire, this magical treatise reveals many of the inner workings of Aqshy's magical nature, and how to channel it.

Pick one model with the **WIZARD** keyword to carry the Tome.
The model knows the Fireball spell even if they are not in Aqshy. While in Aqshy, the model instead adds 1 to all casting rolls of Aqshyan Magic.

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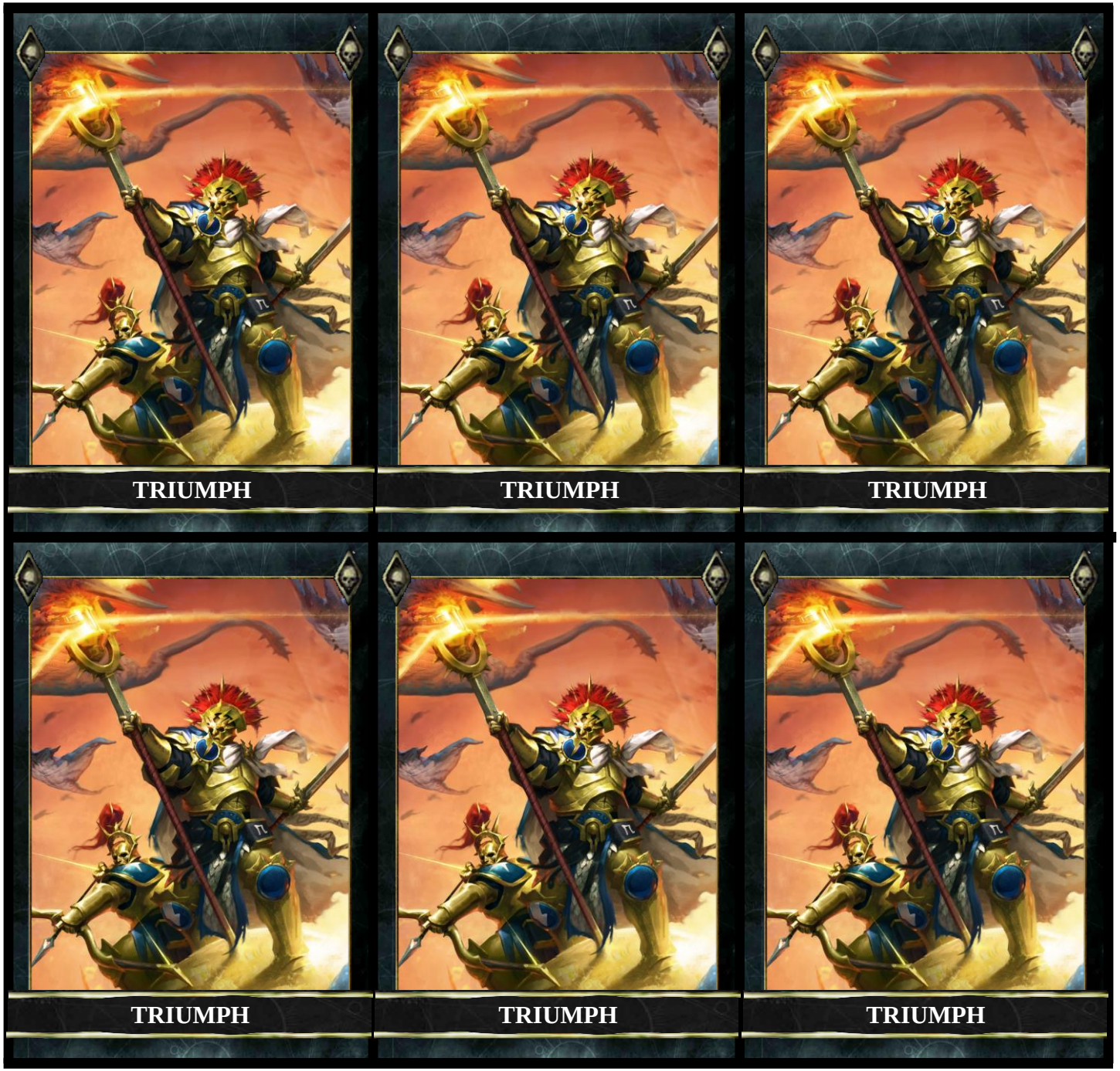
If the unit consists of only one model it suffers 1 mortal wound, if it consists of 2-9 models it suffers D3 mortal wounds, and if it consists of 10 or more models if suffers D6 mortal wounds instead.

TRIUMPHS

ESSENCE OF SCARLET FLAMES

A living mote of Aqshyan flame has taken residence within the Hero's body. Intense heat radiates outwards from them, searing enemies who come too close.

Pick one model with the **HERO** keyword to embody the essence.
Enemy models must subtract 1 from To Hit rolls when attacking this model.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LUMP OF UR-GOLD

Ur-gold is believed by Fyreslayers to be the remnants of their fallen deity Grimnir. An offering of ur-gold will certainly win the services of any Fyreslayer, no matter their personal cost.

You can set up one unit of **FYRESLAYERS** that is not a **MONSTER**, at its minimum unit size.
This unit is part of your army for this battle.

TRIUMPH

VIAL OF MAGMADROTH BILE

Extracted from the fiery bowels of dying Magmadroths, this concoction is a highly dangerous substance that ignites in contact with air, searing anything it touches.

Give the vial to a **HERO** or Unit Champion in your army.
Once during the battle, the vial can be thrown at an enemy. During the Shooting Phase, you can pick an enemy unit within 10" of the model carying the vial. The target suffers D3 mortal wounds.

TRIUMPH

THE CELESTIAL SHARD

It is believed that this jewel is a crystallized shard of unrealty with the power to warp space and time.

Pick a **HERO** in your army to carry it to battle.
Each time that model suffers a wound or mortal wound, you can state a number and roll a dice. If you roll the number you stated, the model immediately heals all of the wounds it has suffered so far.
Once the shard has successfully healed the **HERO**, it shatters as its power is exhausted – discard this card.

TRIUMPH

THE HELLFYRE GAUNTLET

Forged long ago by acnient duardin smiths, this magical gauntlet channels the fiery magic of Aqshy through the wielder's weapon in a spiral of flame.

Pick a **HERO** or Unit Champion in your army to carry the Hellfyre Gauntlet.
Add 1 to the Damage characteristic of all of the model's melee weapons (except those of their mount, if any), or 2 to Damage when targeting **SYLVANETH** models.

TRIUMPH

THE MIRROR OF DESTINY

Forged from one of Dracothion's glistening scales, a glimpse into its surface reveals visions of possible futures.

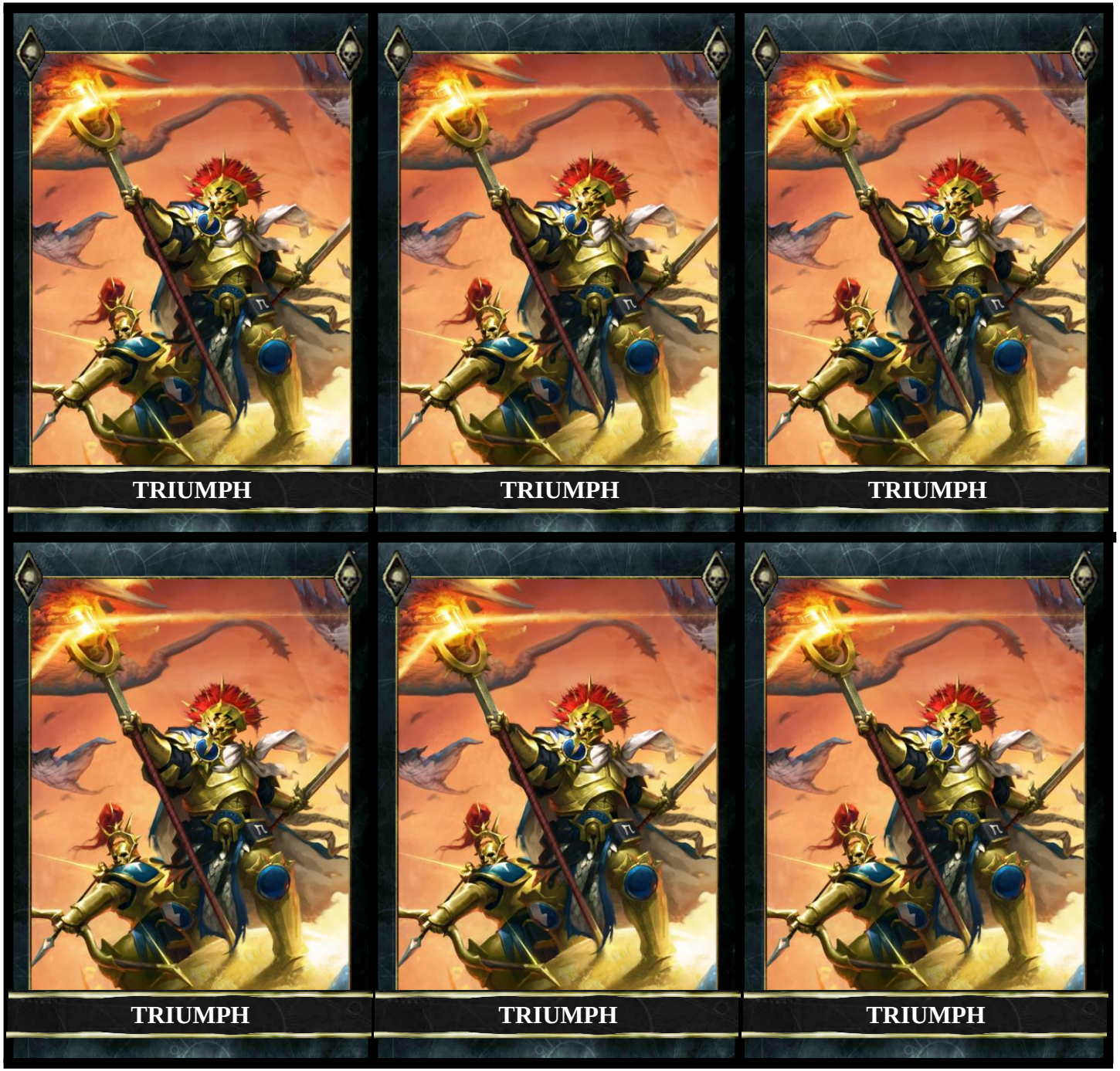
Pick a **HERO** or Unit Champion in your army to carry the Mirror.
Once during the game, at the beginning of the battle round when roling for turn priority, you can use the Mirror to re-roll the result of your priority roll.

TRIUMPHS

THE STAR GEM

This enchanted jewel stores cosmic power within it, which can be tapped by its bearer to temporarily lend them superhuman abilities.

Pick a **HERO** or Unit Champion in your army to carry the Gem,
Once during the game, during your Hero Phase, you can release the gem's power. If you do, until your next Hero phase you can re-roll failed charge, To Hit and To Wound rolls for that model, and add 1 to the Damage characteristic of all of its weapons.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UR-GOLD RUNE

Not all ur-gold can recovered from a fallen fyreslayer, and some runes remain active even after their fiery essence has passed on. When pressed into a weapon, this rune imparts explosive power.

Pick a **HERO** or Unit Champion in your army to carry the rune.
Once per game, at the start of the Combat Phase, the bearer can tap into the rune's power.
If they do so, add +D3 to the Damage characteristic of one of the bearer's weapons.

TRIUMPH

INCINERATION KEY

This key unlocks the secrets of the realm of Aqshy itself.

Pick a **HERO** in your army to carry the Key.
Once per game, in your Hero Phase, pick a terrain feature within 6" of the bearer. Roll a dice for each enemy within 1" of that terrain feature. On a 5+ that enemy model suffers 1 mortal wound.

TRIUMPH

FLAMEGHEIST SHAWL

This sentient flame spirit circles its master, burning nearby foes.

Pick a **HERO** in your army to carry the spirit.
If the bearer suffers a wound or mortal wound from an attack made with a melee weapon, roll a dice. On a 6+ the unit that made the attack suffers 1 mortal wound.

TRIUMPH

DRAGONBREATH WAND

This obsidian rod spouts burning flames at a command.

Pick a **HERO** in your army to hold the wand.
In your shooting phase, you can pick an enemy unit within 8" of the bearer and roll a dice. On a 4+ that unit suffers D3 mortal wounds.

TRIUMPH

BURNING LORE

Gazing into the most sorcerous of flames brands heroes with knowledge of Aqshy's most divine essence.

Pick a **HERO** in your army. Roll a dice and consult the table below: the **HERO** knows that spell and can cast it as if they were a **WIZARD**.

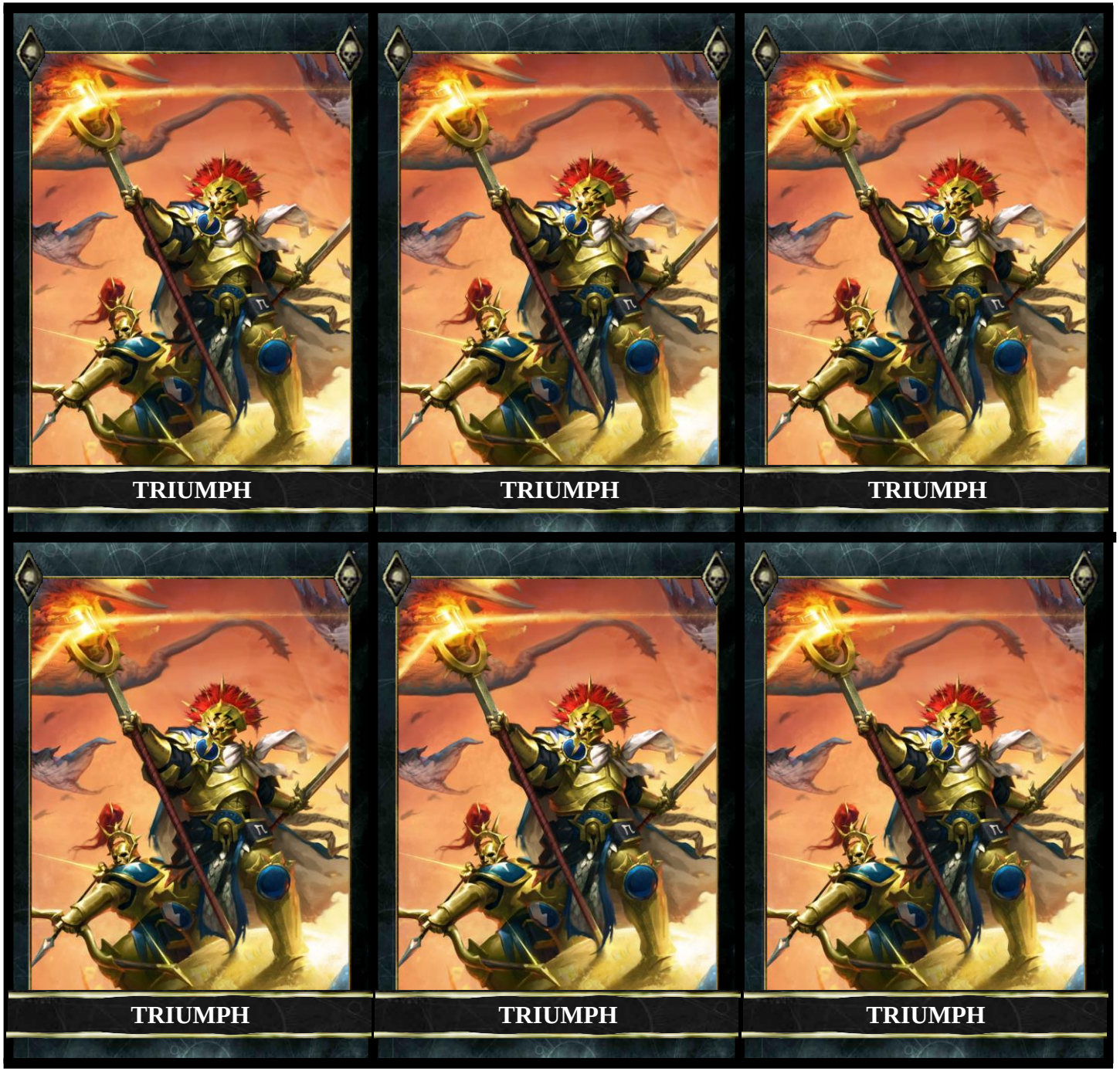
D6	SPELL
1-2	**Enflame:** casting value of 3. Pick a melee weapon the caster can use. Add 1 to the Damage characteristic of the weapon until your next Hero Phase.
3-4	**Sparks:** casting value of 5. Pick an enemy unit within 6" of the caster that is visible to them. The unit suffers -1 to Hit until your next Hero Phase.
5-6	**Ruin:** casting value of 5. Pick a point within 12" and another point within 6" of the caster, both visible to them. Roll a dice for each unit (friend or foe) that falls on an line traced between these two points: on a 4+ it suffers a mortal wound.

TRIUMPH

BURNING BLADE

This blade burns with fiery bright magic, unleashing gouts of flame in large arcs.

Pick a **HERO** or Unit Champion in your army to carry the blade.
Pick one of the bearer's melee weapons to be a Burning Blade (it cannot be another Magical Artefact or Triumph).
If the hit roll for that weapon is 6+, that attack inflicts 1 mortal wound immediately, in addition to its normal damage.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SOUL TETHER

An ancient and tempting Shyishan dark rite is revealed. An unscrupulous wizard can use it inscribe sigils on their followers, so that they may empower their spells with stolen life force.

Pick a Unit in your army to be inscribed with these sigils.

In your Hero Phase, when making a casting roll for a friendly **WIZARD** within 12" of this unit, you can sacrifice lives to empower the spell.
You can choose to make the sacrifice after seeing the result of your casting roll, but before an enemy makes an unbidining roll.
If you do so, this unit suffers D3 mortal wounds. Add 1 to the **WIZARD**'s casting roll equal to the total number of Wounds worth of models slain during this rite.

TRIUMPH

AETHERBOUND ARMORY

Imbued with realmstone essence, these suits of armour are surrounded by aetheric power that lashes out at nearby foes.

Pick a Unit in your army to don the suits of armor.

During the Combat Phase, each time you make an armour save of 6+ for this unit against an enemy attack, roll a dice. On a 3+ the unit making that attack suffers 1 mortal wound.

TRIUMPH

AETHERIC ACOLYTES

Transubstantiated by magic, even the uninitiated can channel the powers of those with arcane knowledge.

Pick a Unit in your army to be transfigured so they can channel magic.

If this unit is within 18" of a friendly **WIZARD** and visible to them, you can measure the range of any spells successfully cast by that **WIZARD** from a model in this unit instead of from the caster.

TRIUMPH

OBSIDIAN BODYGUARDS

These obsidian charms were used by Aspirian mages to create eldritch sinks, diverting harmful spells from them but at great risk to their bodyguards.

Pick a Unit in your army to carry the obsidian charms.

If a mortal wound would be allocated to your army General within 6" of this unit as a result of a spell, roll a dice. On a 4+ that wound is allocated to this unit instead.

TRIUMPH

ELIXIR OF DISTILLED SOULS

This potion holds the power to cheat death – if the owner has the wit to drink it on time.

Pick a **HERO** in your army to carry the potion.

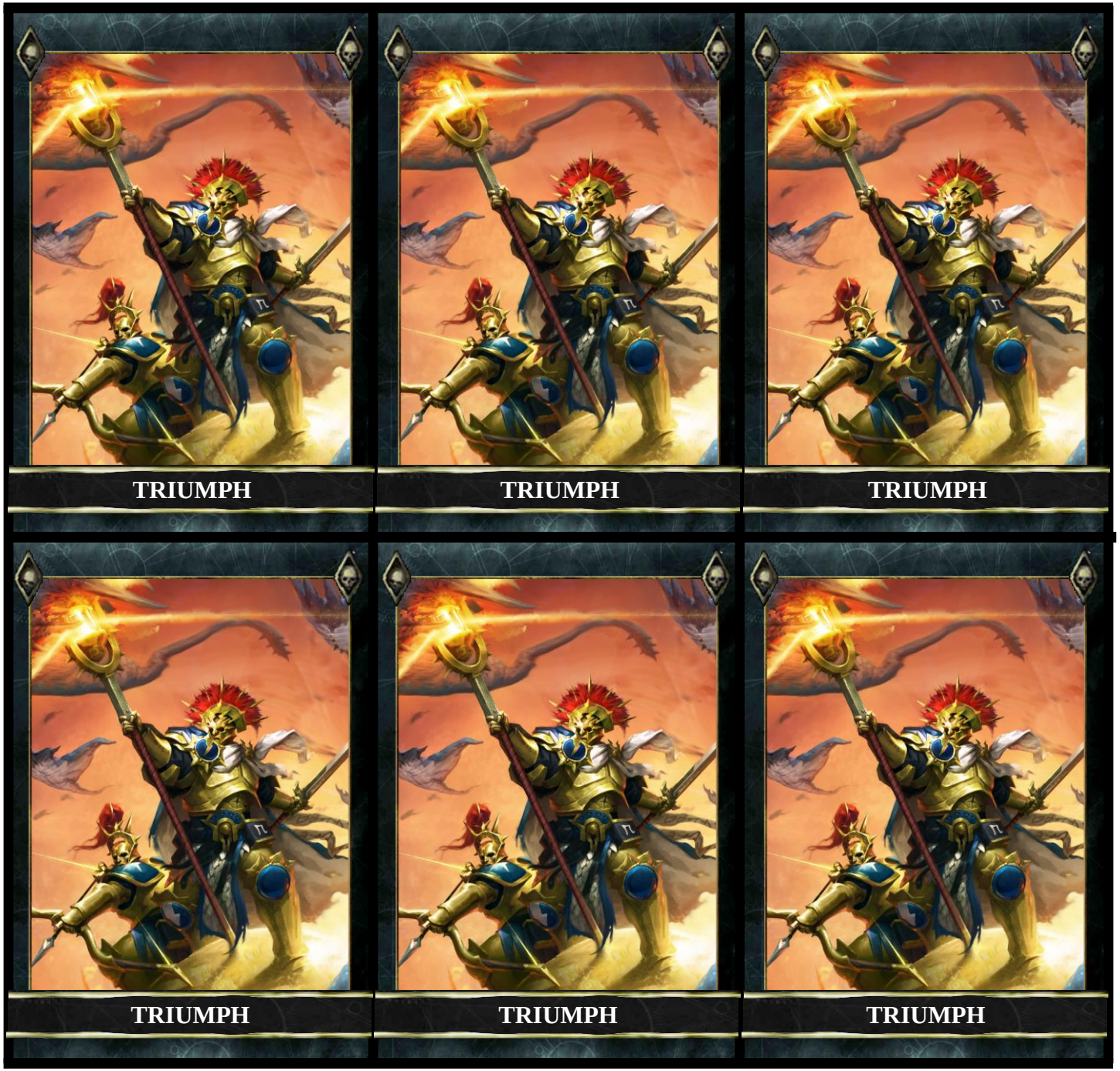
The first time that **HERO** would be slain, roll a dice before removing the model.
On a 4+ they remain in play: heal D3 wounds that had been allocated to them.

TRIUMPH

UR-FORGED ARMOR

Your Hero waits until the last minute to reveal their latest secret: a gleaming armor of Ur-gold, magically reinforced and capable of stopping a dragon's blow.

Pick one model with the **HERO** keyword, that is not carrying a Magical Artefact
The Hero wears an Ur-gold armor, which replaces their normal save.. Their new save is a 4+ If the Hero model is a **BEHEMOTH**, or a 3+ if not. If the model's save is already better, they keep the better value. In either case, the armor also grants immunity to Rend.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DISPEL SCROLL

The potent incantation written in this parchment can nulliffy even the most powerful of magics.

Pick a **WIZARD** in your army to carry the scroll.

The scroll may be used once per battle. Instead of attempting to unbind a spell, the **WIZARD** can instead read the scroll.
If they do so, the spell is automatically unbound.

The scroll may not be used to dispel Endless spells already manifested.

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TRIUMPH

VOIDSTONE AMPHORA

A powerful container used by spellhunters, this relic traps manifested magic and bends it to the will of the caster.

Pick a **WIZARD** in your army to carry the amphora.

The amphora may be used once per battle. Instead of attempting to dispel or unbind an endless spell, a **WIZARD** may instead open the amphora.
If they do, the spell is automatically dispelled or unbound, and the **WIZARD** now knows that endless spell.

The endless spell may be cast by the **WIZARD** as normal, but once cast the scroll the amphora crumbles to dust (discard this card).

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MYSTERY TREASURE TOKENS

These are hidden inside chests or containers throughout the table, and can contain a relic or otherwise power up your Awakened Artefact.

Print these out, cut them and fold them.
Place each inside a treasure trunk or barrel, and scatter them throughout each table (6 per table), as treasure troves where players can find relics and empower their Artefact.

A power cache!! Ancient power flows out. Your Awakened Artefact increases in Level by 1	A power cache!! Ancient power flows out. Your Awakened Artefact increases in Level by 1	A power cache!! Ancient power flows out. Your Awakened Artefact increases in Level by 1	A power cache!! Ancient power flows out. Your Awakened Artefact increases in Level by 1
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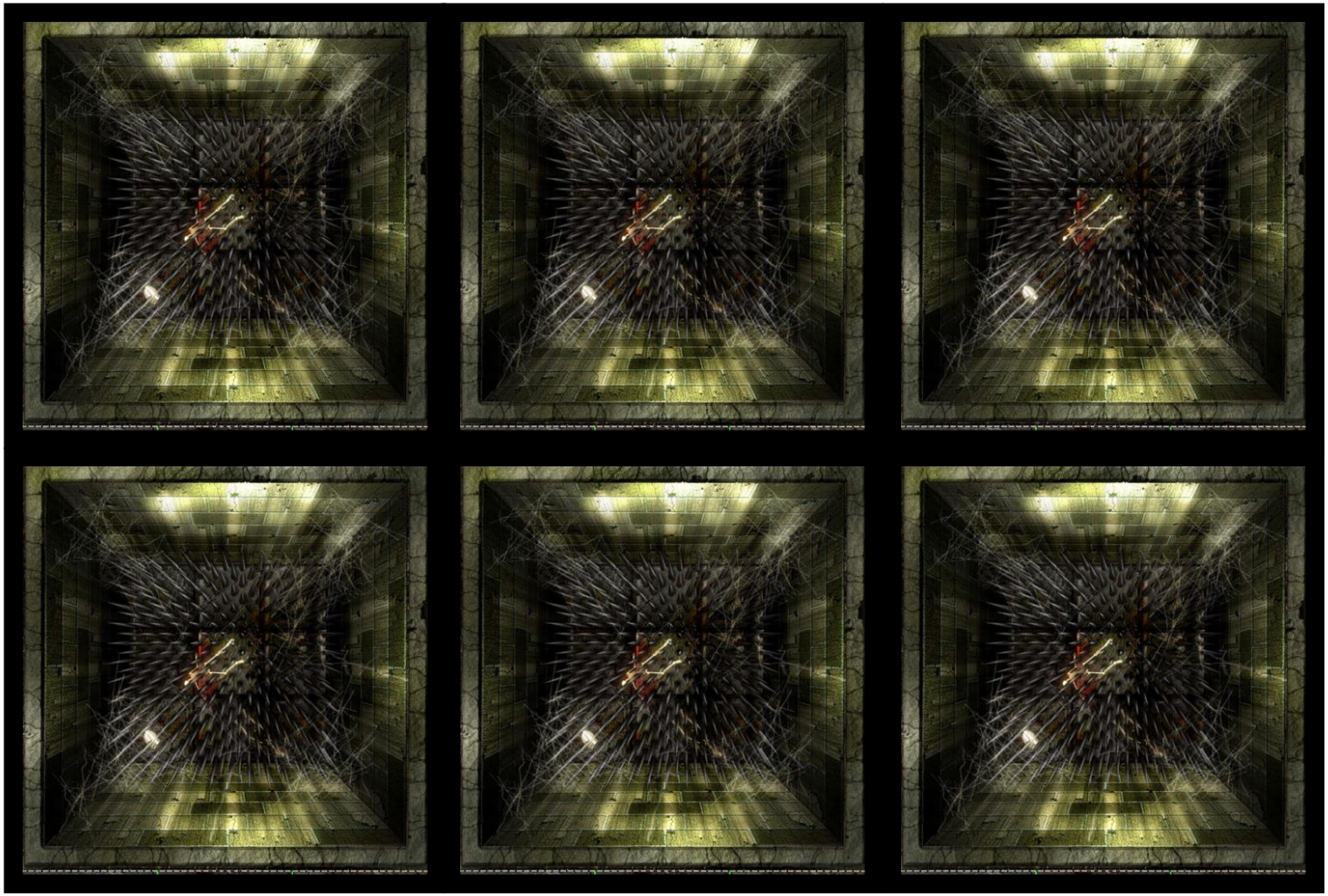
TRAP (real)

Print this and the following page back-to-back.



TRAP (real)

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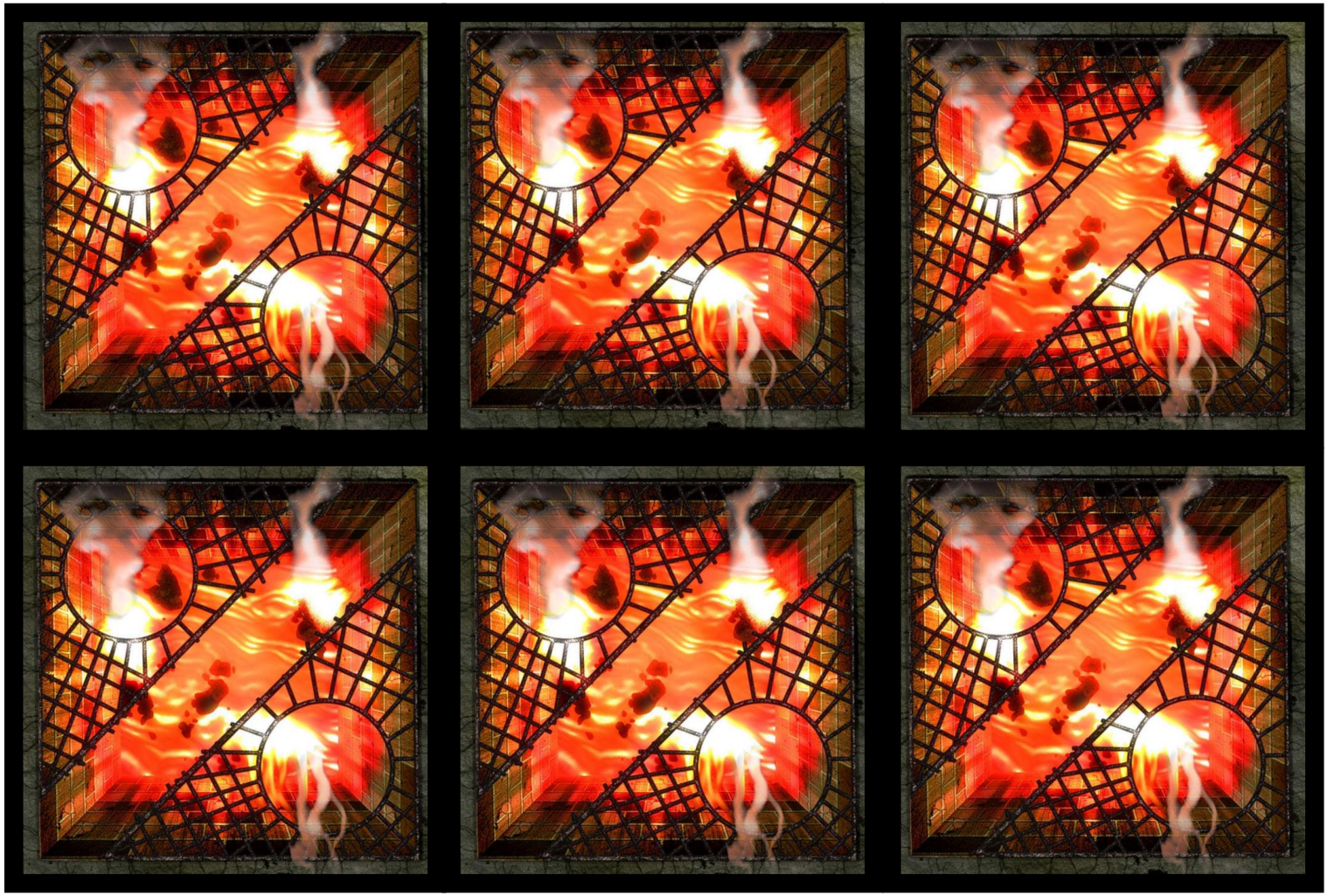

TRAP (decoy)

Print this and the following page back-to-back. Print more of these sets to decrease the number of real traps on the tables.