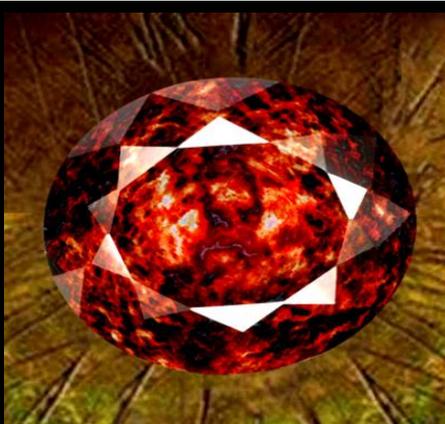




Glyph of Frosa
(Freeze)

Permanent Glyph: All water spaces are considered normal ice spaces while standing on the Glyph of Frosa. Figures do not have to stop their movement on normal ice spaces.



Gem of Lava Resistance
(Lava Resistance)

Permanent Treasure Glyph: This figure gains the Lava Resistant special power. This figure never rolls for molten lava damage or lava field damage and does not have to stop in molten lava spaces.



Glyph of Holdir
(Heroic Attack)

Permanent Glyph: Once during each turn, a Hero you control may add one extra attack die when attacking normally.



Glyph of Xipta
(Exchange Orders)

Permanent Glyph: After placing Order Markers and before rolling initiative, roll the 20-sided die. If you roll an 11 or higher, choose an opponent who must, one at a time, remove two different Order Markers from Army Cards that opponent controls, and then may place them again. Each Order Marker must be placed on a different card (or cards if your opponent has more than one common card for that figure) than it was removed from, or else it cannot be placed again this round.



Glyph of Lorja Ivor
(Range +1)

PERMANENT GLYPH
For each figure you control with a Range number of 4 or more, add 1 to the Range number.



Glyph of Yngvild
(Disengage)

PERMANENT GLYPH
Figures you control are never attacked when leaving an engagement.



Glyph of Zawit
(Teleport)

PERMANENT GLYPH
At the end of the round, you may place the figure on this glyph on any empty space(s) on the battlefield not adjacent to any other figures. If the teleported figure is engaged, it will not take any leaving engagement attacks.



Glyph of Searing Amulet
(Searing Intensity)

PERMANENT TREASURE GLYPH
After moving and before attacking, you must roll the 20-sided die once for each figure adjacent to this figure. If you roll a 14 or higher, that figure receives 1 wound. Figures with the Lava Resistant special power are not affected by the Glyph of Searing Amulet.