



**TOME OF ANCIENT SECRETS**  
(MAGICAL WOUNDING)

**ARTIFACT  
EQUIPMENT GLYPH**

At the end of each round, if the figure equipped with this card has the Magical Defense special power, you may reveal an "X" Order Marker on this figure's Army Card to roll one combat die. For each skull rolled, place 1 Wound Marker on this glyph's card. After revealing an Order Marker on this figure's card and instead of taking a turn with this figure, you may choose one figure within 5 clear sight spaces, remove all the Wound Markers from this card, and inflict them on the chosen figure.

Custom Expansion  
**CHRISTMAS  
IN JULY**