

2

Bury



Ordinary Magic one hopes to never experience.

Burrow a minion or relic on a site without Water. (If it does not have the Burrowing keyword, it still survives but can't unburrow.)

"From out of the depths of the countless pits there came a melancholy rustling from the garments of the buried." - Edgar Allan Poe

Art © Dan Seagrave

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Art © Dan Seagrave

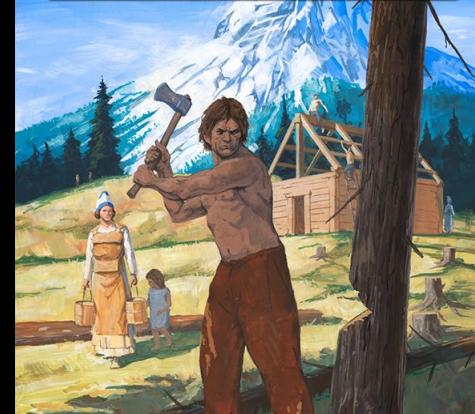
3

Frontier Settlers

1

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1



Exceptional Mortals of sweat and survival.

When these Settlers move, they may do so to a void, placing the top site from your atlas there. Once settled, they don't want to leave.

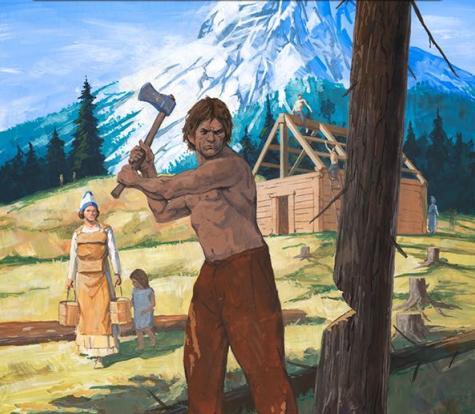
"Be fruitful, and multiply, and replenish the earth." - Genesis 1:28

Art © Ossi Hiekka

3

Frontier Settlers

1

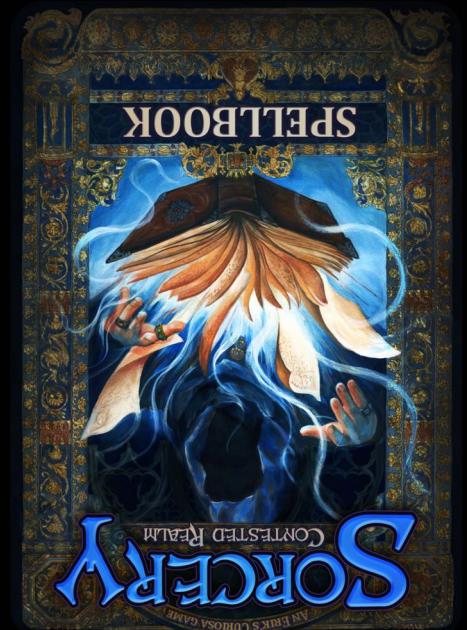
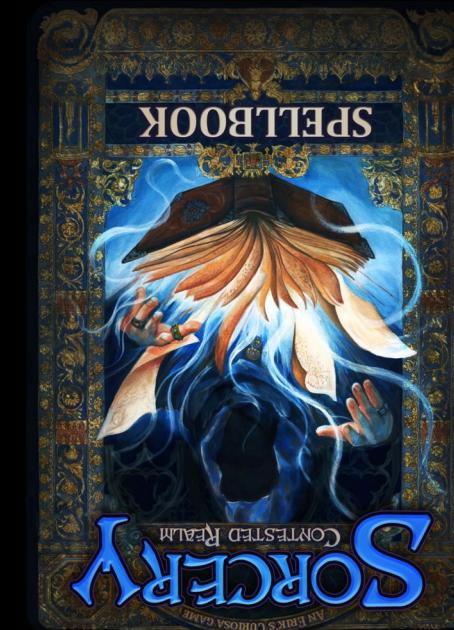
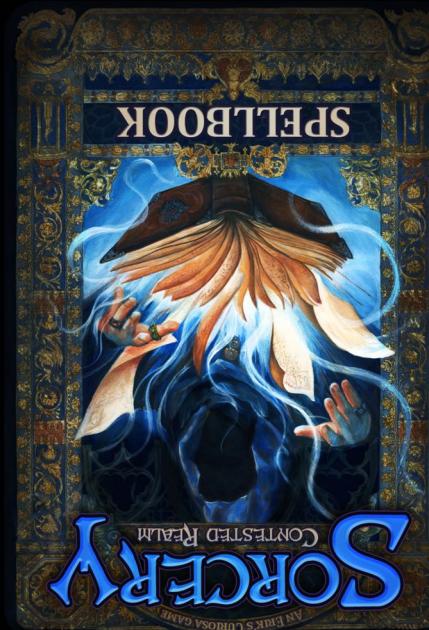
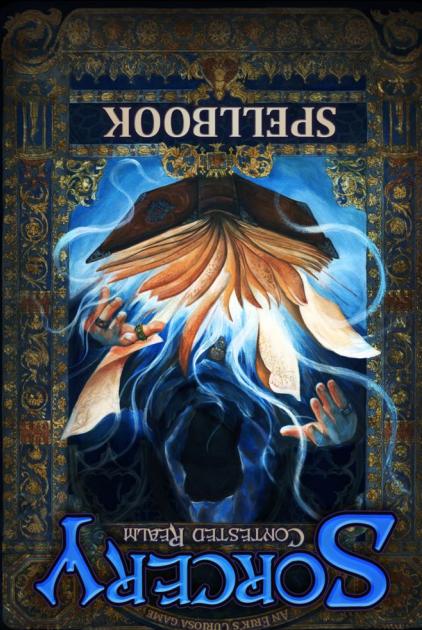


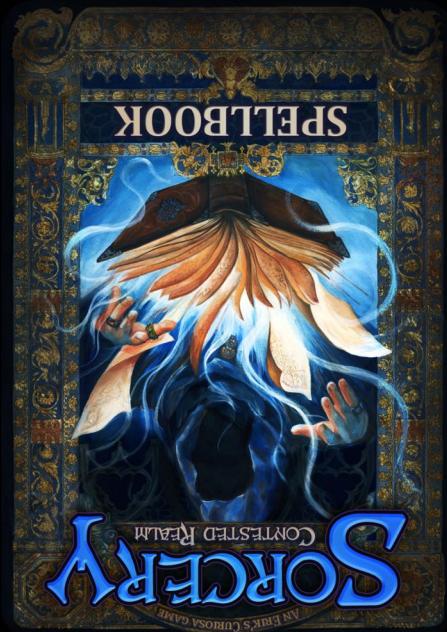
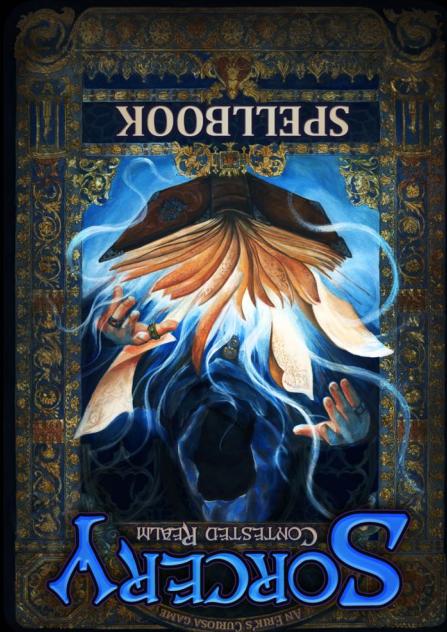
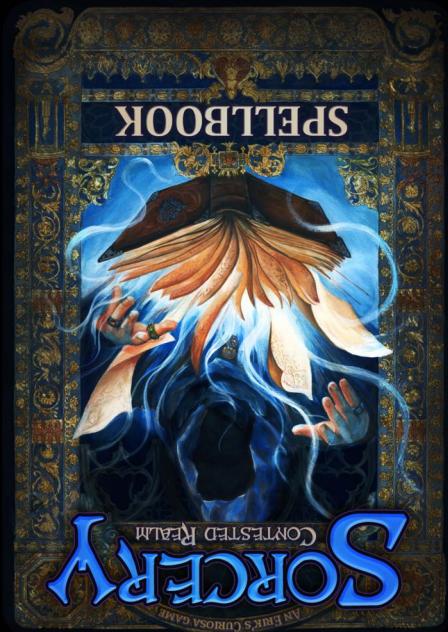
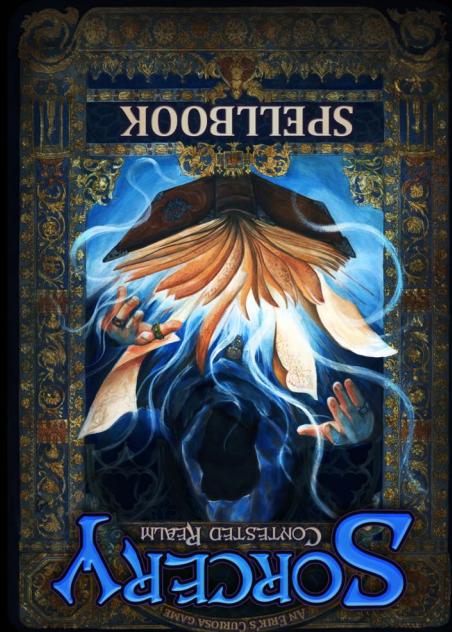
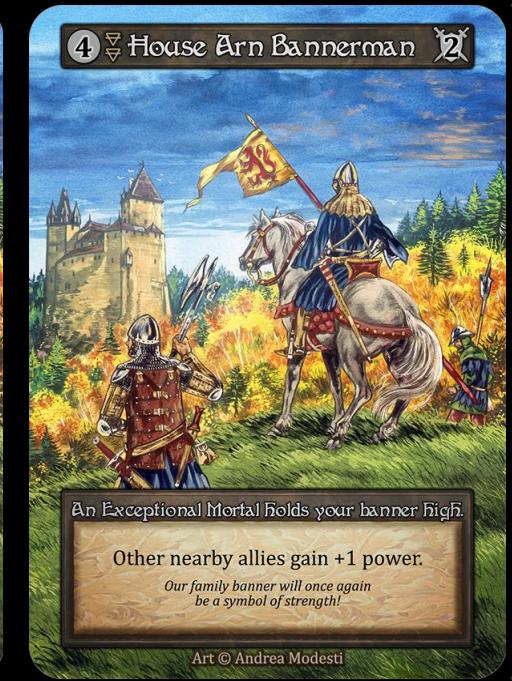
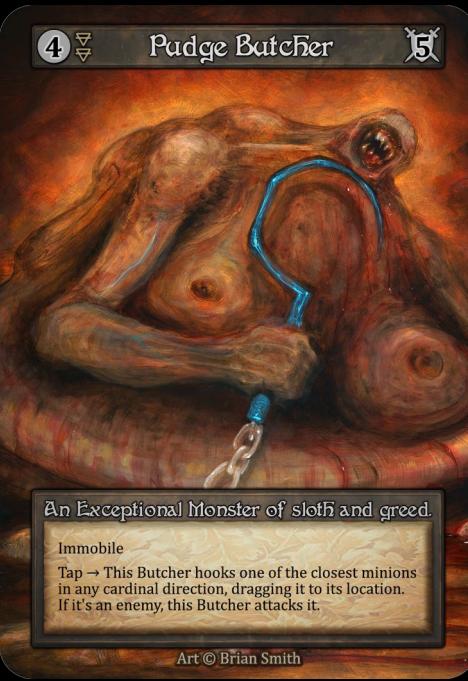
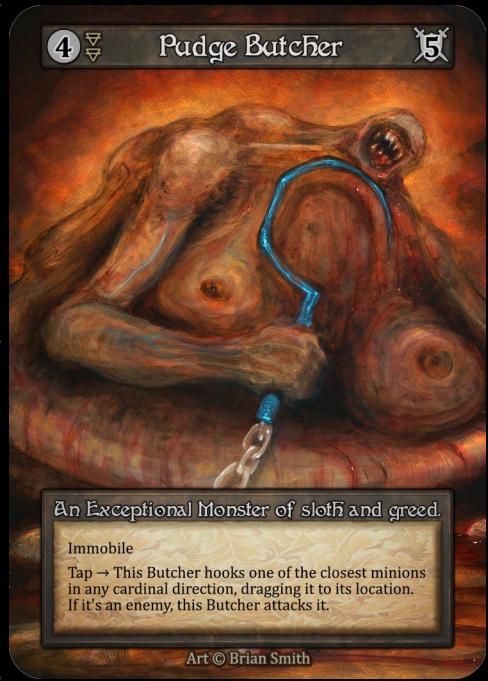
Exceptional Mortals of sweat and survival.

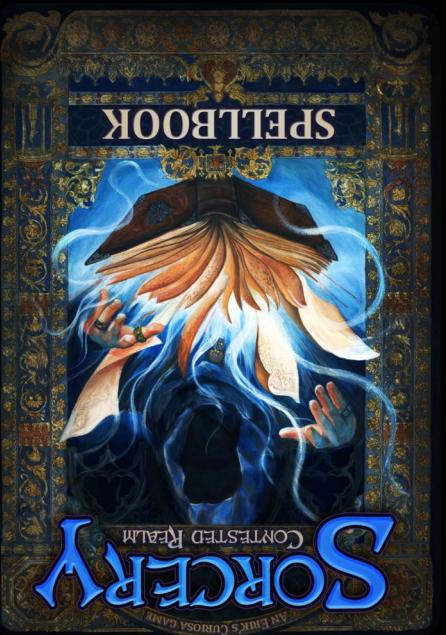
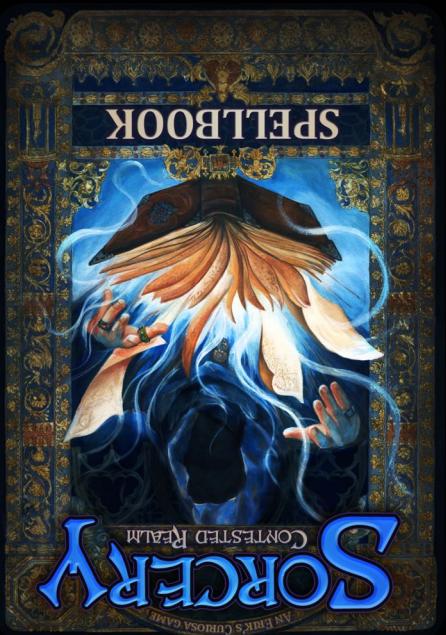
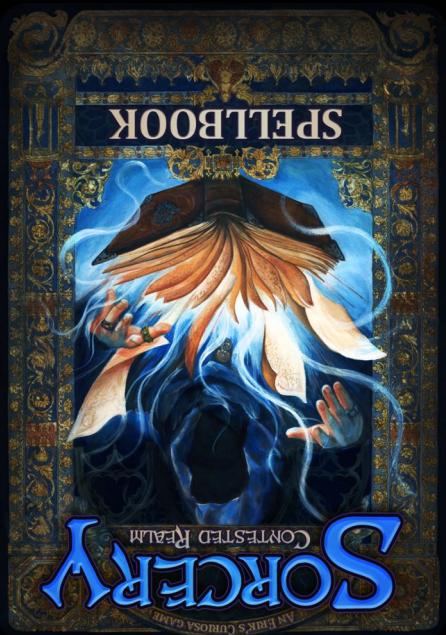
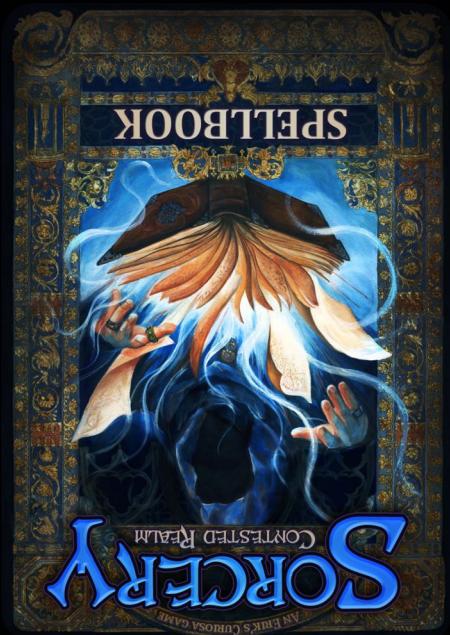
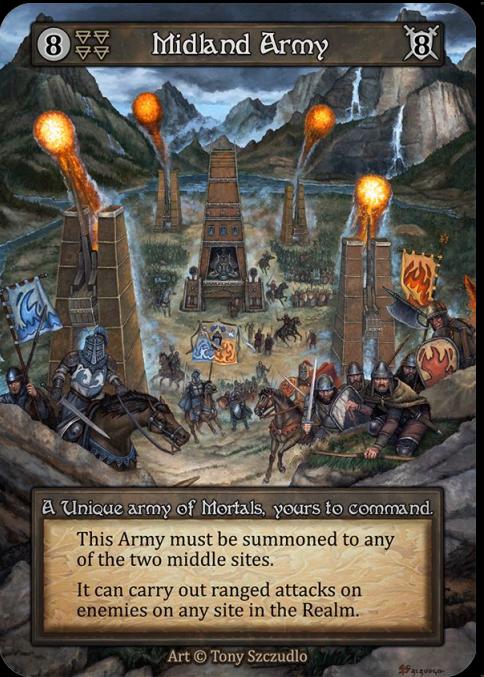
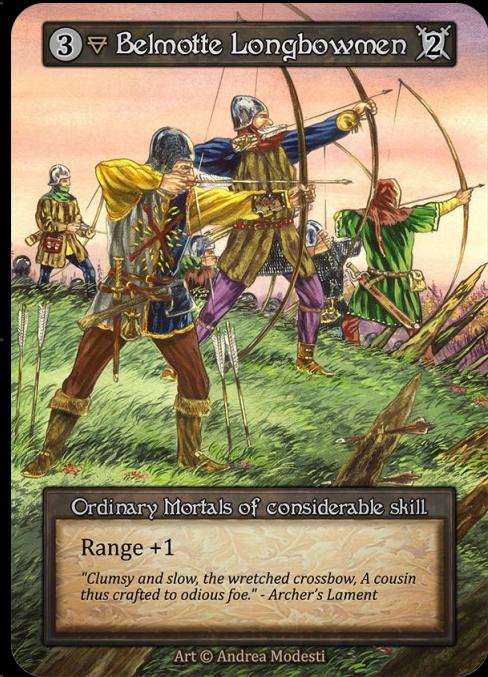
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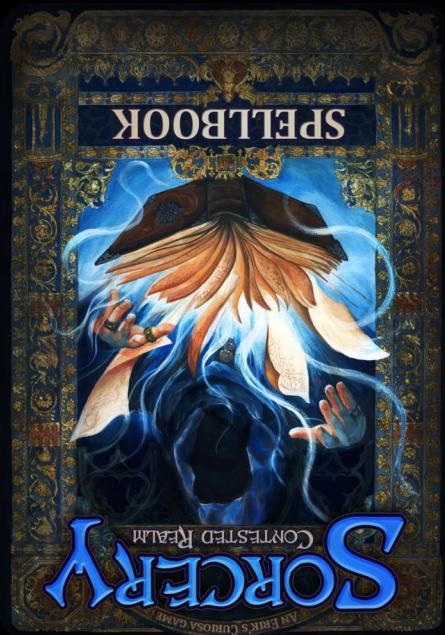
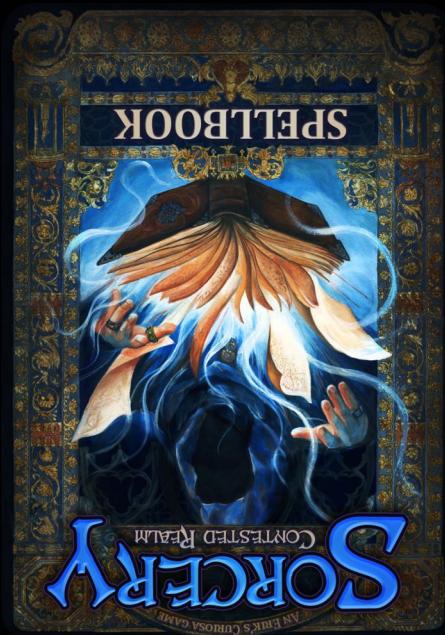
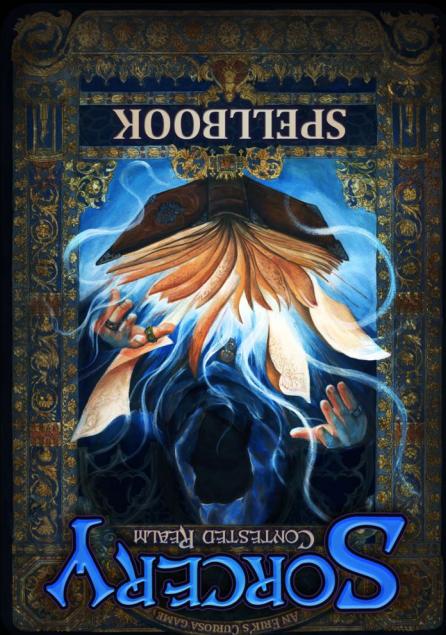
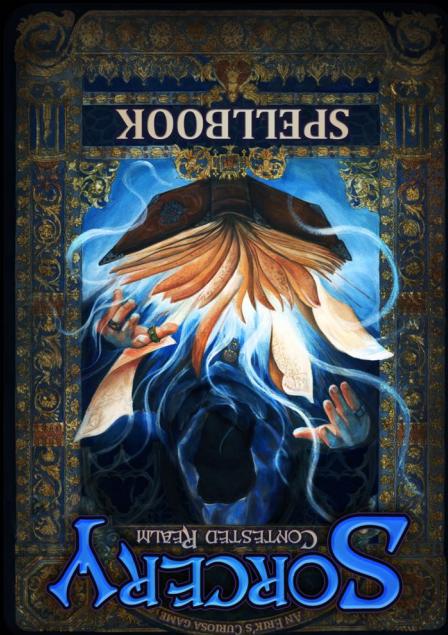
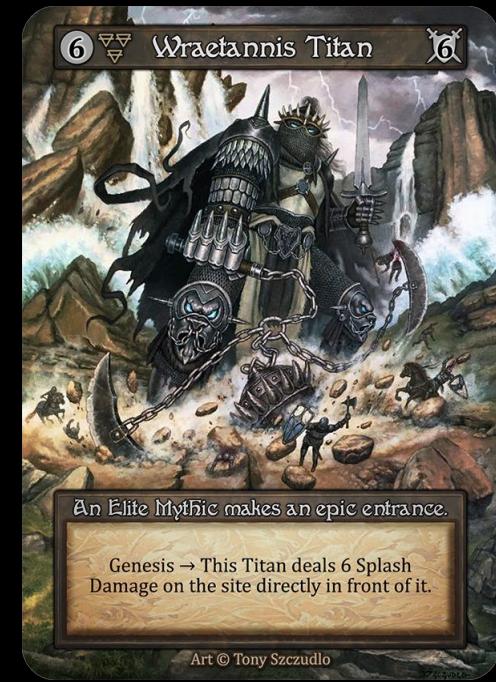
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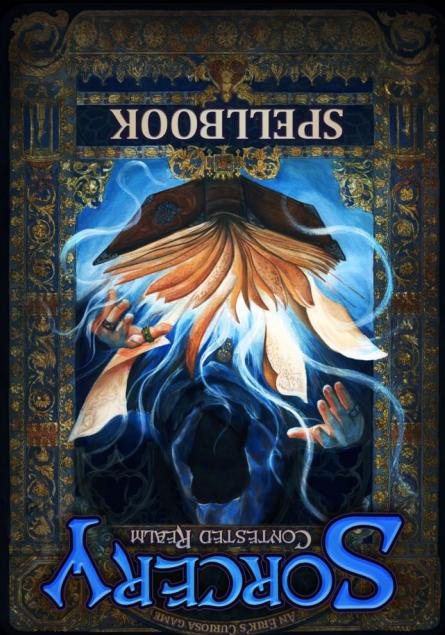
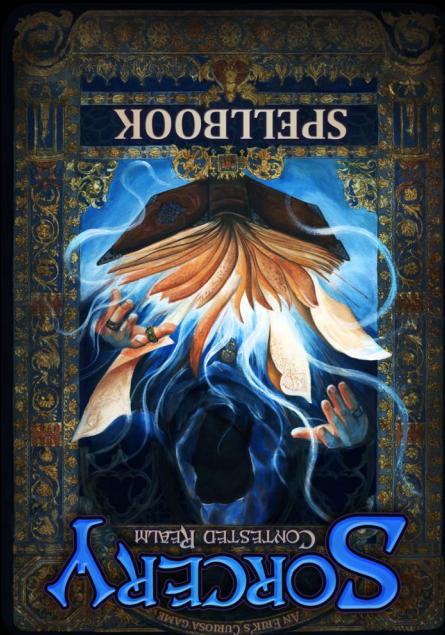
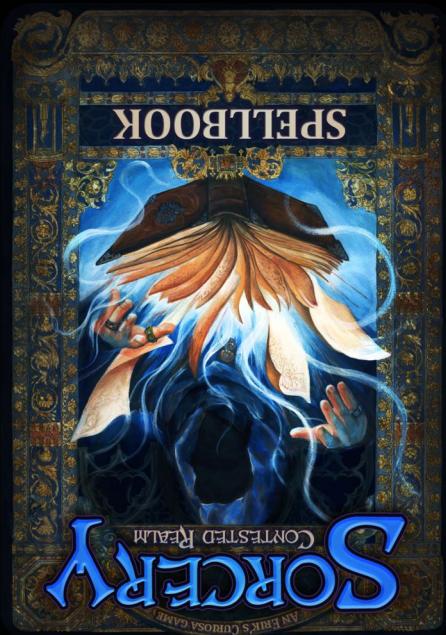
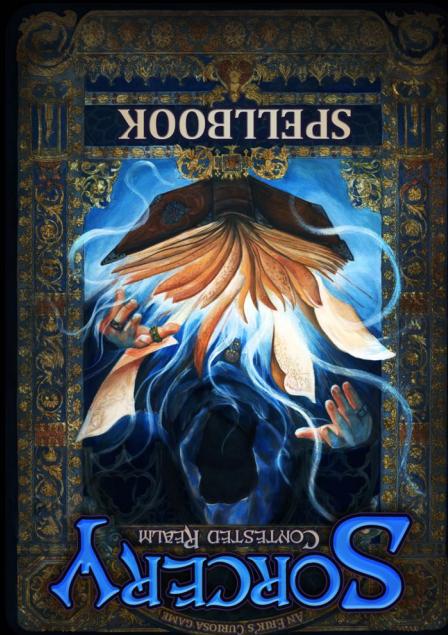
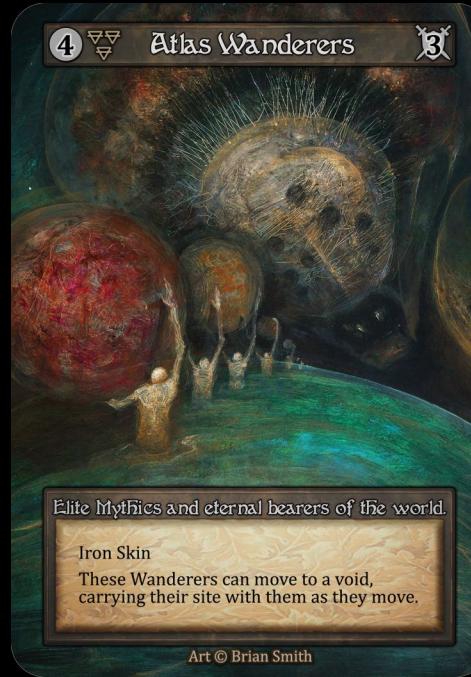
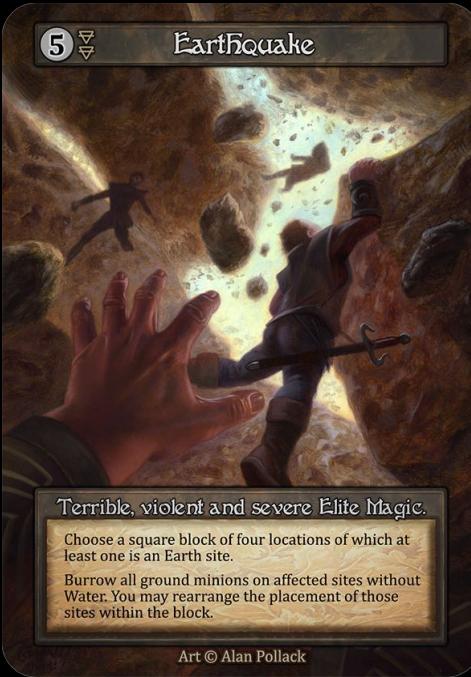
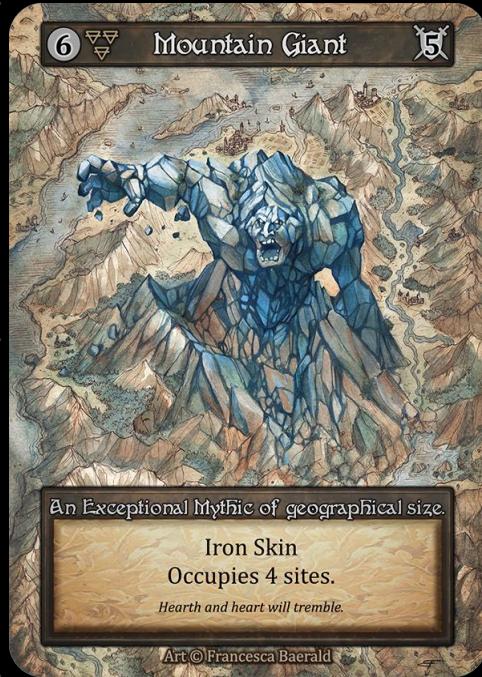
Art © Ossi Hiekka











2 Screaming Skull



An Exceptional runed Relic of strength.

The bearer of this Skull can move, attack or use tap abilities the same turn it is summoned.

Art © Melissa A. Benson

3 Siege Ballista



An Exceptional Relic of death from afar.

Tap, tap an allied minion here → This Ballista deals 3 ranged combat damage to an Avatar or minion up to two steps away in a cardinal direction.

This Ballista can't be picked up, but an Avatar or minion may carry it as it moves.

Art © Brian Smith

4 Spear of Destiny



An Elite Relic for the brave and the glorious.

The bearer of this Spear has: "Tap → Throw this Spear in a cardinal direction. It continues to move until it reaches the edge of the Realm or a site with minions. If it reaches a site with any minions, kill a minion of your choice there."

Art © Andrea Modesti

3 ▽ Dalcean Phalanx



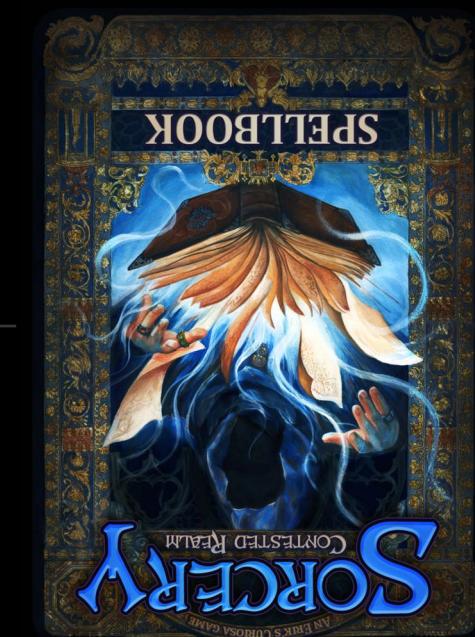
Onward, onward Exceptional Mortals!

This Phalanx dies without dealing damage back if attacked from the flank or rear.

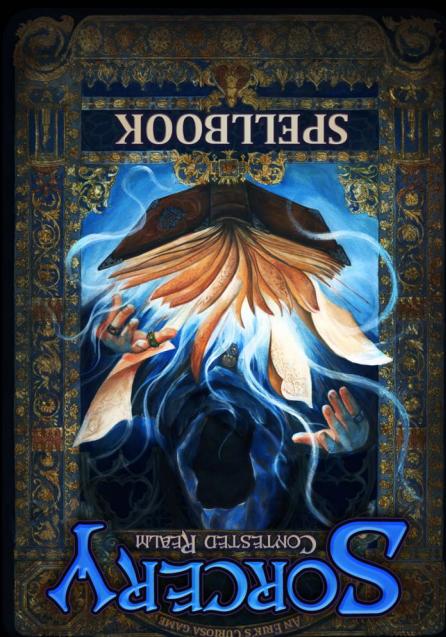
It can only attack on the same site and forward.

Art © Vincent Pompelli

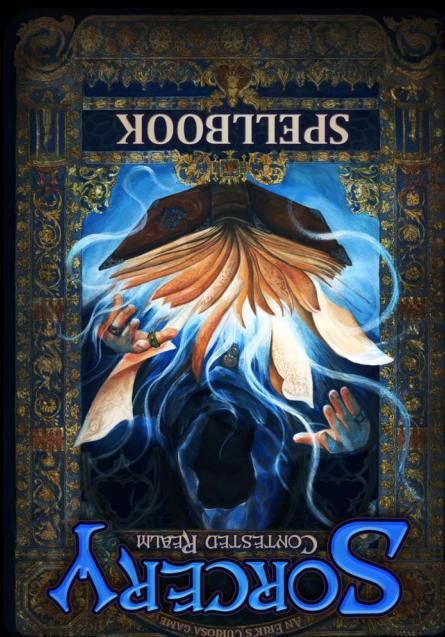
SORCERY



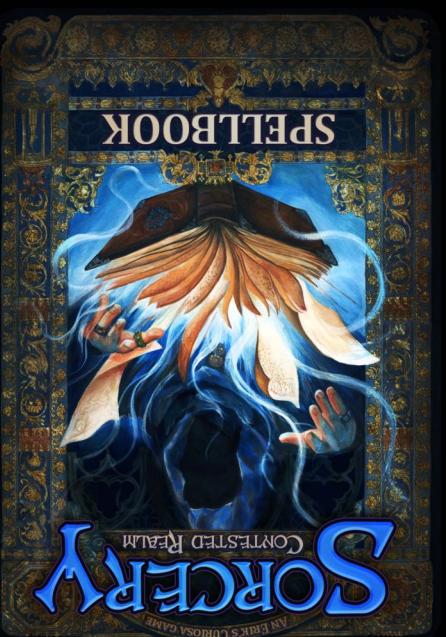
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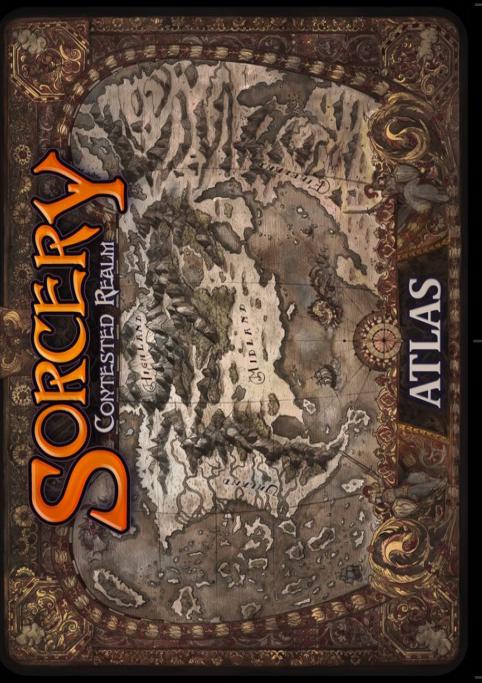
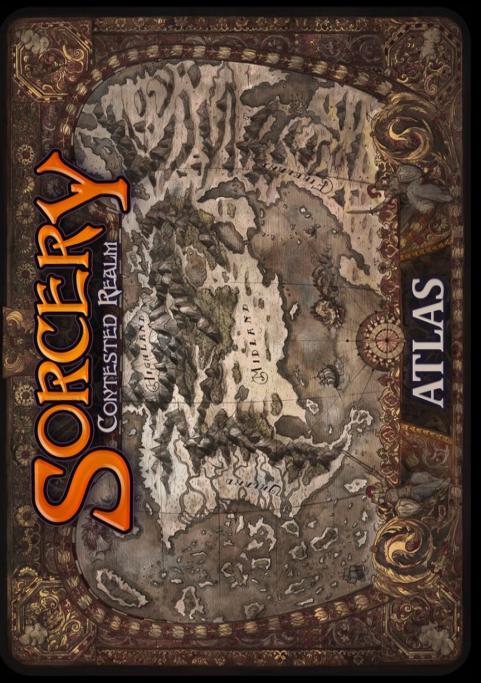
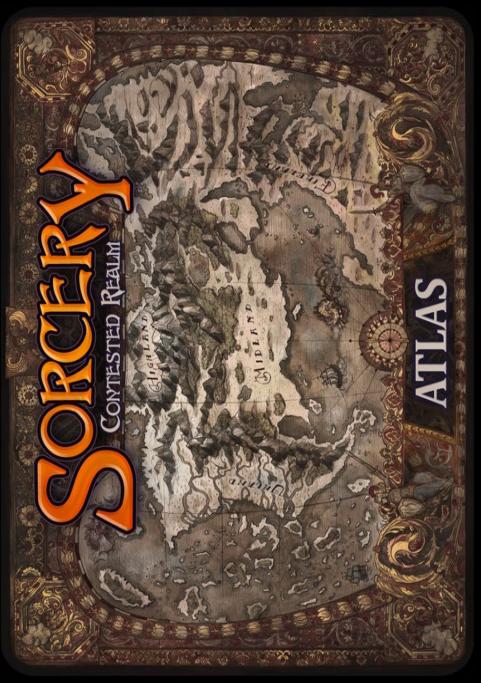
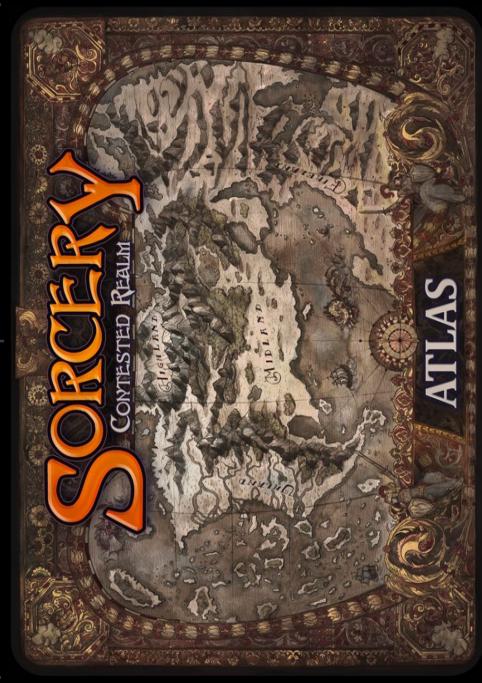
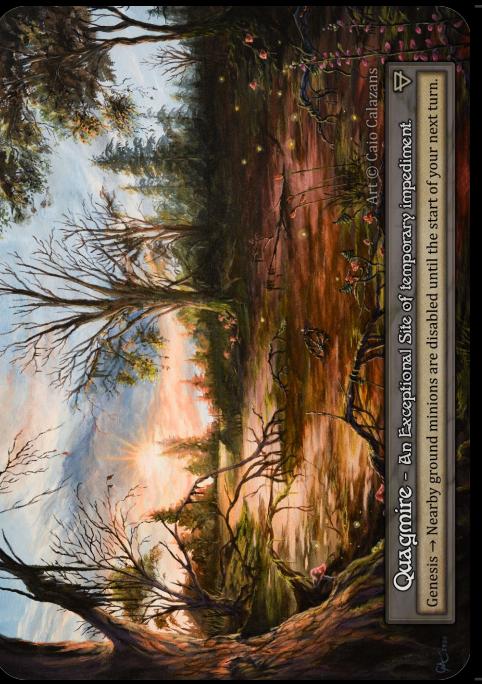
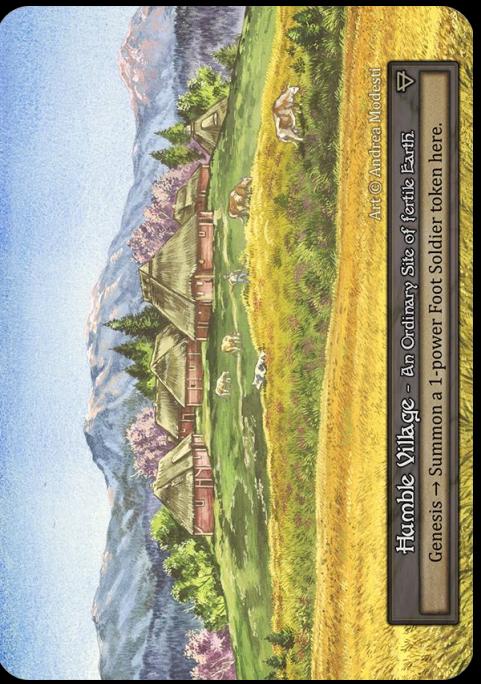
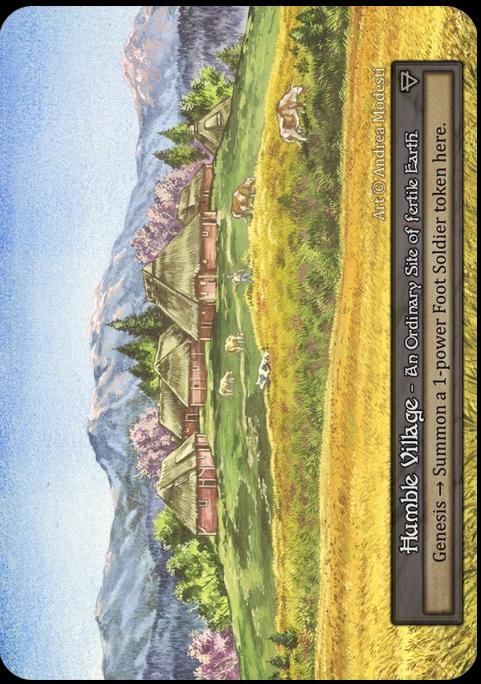
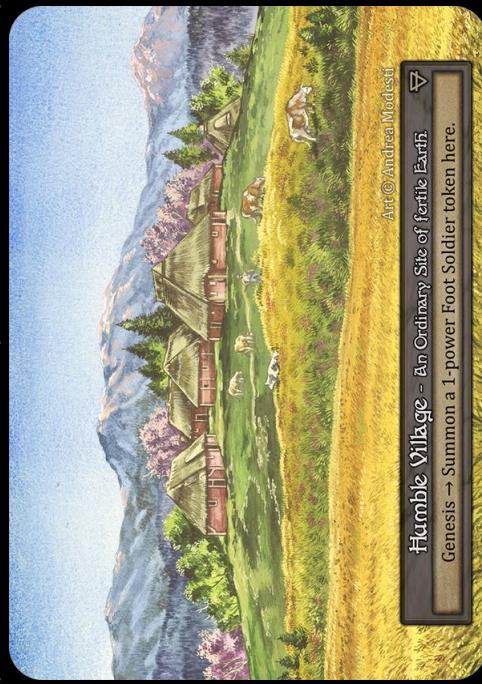


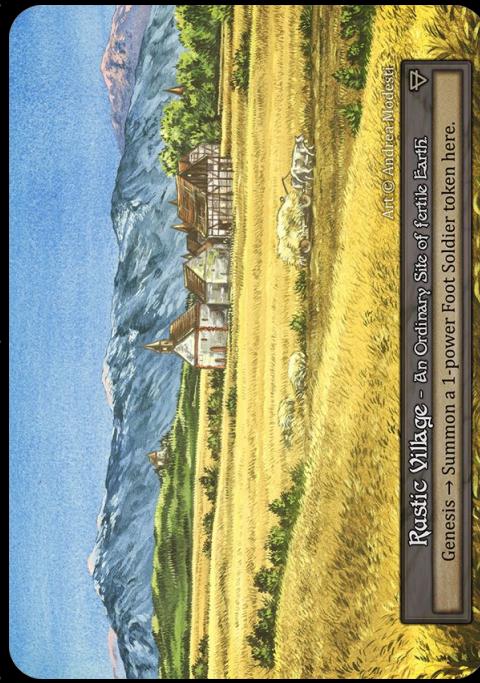
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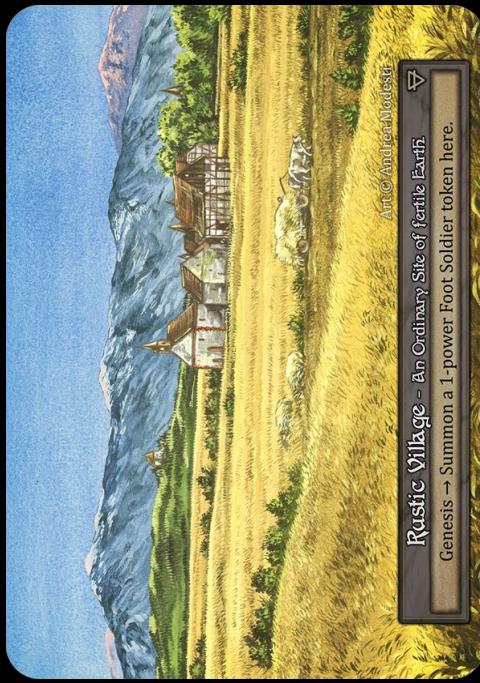
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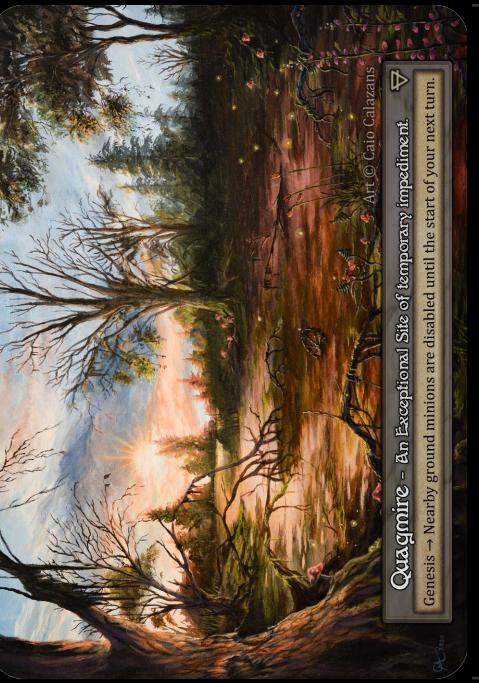
Art © Andrey Nolodsk
Rustic Village - An Ordinary Site of Fertile Earth
Genesis → Summon a 1-power Foot Soldier token here.



Art © Andrey Nolodsk
Rustic Village - An Ordinary Site of Fertile Earth
Genesis → Summon a 1-power Foot Soldier token here.



Art © Andrey Nolodsk
Rustic Village - An Ordinary Site of Fertile Earth
Genesis → Summon a 1-power Foot Soldier token here.



Art © Calo Calazans
Quagmire - An Exceptional Site of temporary impediment
Genesis → Nearby ground minions are disabled until the start of your next turn.

