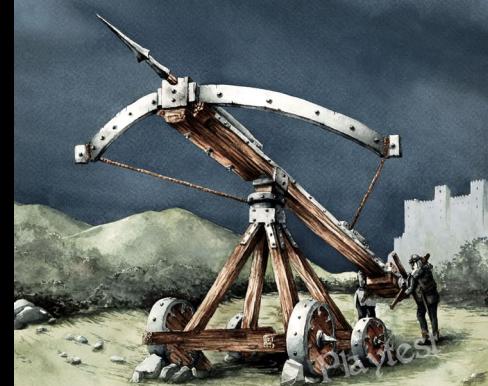


3 Screaming Skull

An Exceptional runed Relic of strength.

Genesis — The bearer of this skull can move, attack or use tap abilities the same turn it is summoned until end of turn. The bearer of this skull gets +1 power.

Art © Melissa A. Benson

3 Siege Ballista

An Exceptional Relic of death from afar.

Tap this Ballista and another friendly minion on the same site to deal 3 damage to a target up to two steps away in a cardinal direction.

Art © Elwira Pawlikowska

4 Spear of Destiny

A Unique Relic guided by divine provenance.

The bearer of this spear has: Tap → Throw the spear in any cardinal direction. It continues until it reaches a minion or the edge of the realm. If it reached a minion, kill that minion. If there are several minions on the same site, the thrower chooses which minion dies. The spear itself stays in play.

Art © Andrea Modesti

4 Rolling Boulder

Stay out of the way of this Exceptional Relic.

Any player may tap an Avatar or minion they control on the same site as this Boulder to push it in a cardinal direction while it's stopped.

Whenever pushed, and at the start of each turn while rolling, it moves one step in the chosen direction and deals 5 splash damage there, or stops if it can't move further.

Art © Jussi Pylkäs

