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**EARTH**



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**LIFE**



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**MIND**



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**PLANT**



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**SHADOW**



**SHADOW**





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**WATER**



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**DRAGON**



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**DRAGON**





**SOUL**



**SOUL**







**SOUL**



**SOUL**









**MIST MANTLE**



**MIST MANTLE**



**NECKLACE OF FANGS**



**NECKLACE OF FANGS**



**HEAVENLY HARP**



**HEAVENLY HARP**

**GRAVE ROD**



**GRAVE ROD**





**STONE'S GIFT**



**STONE'S GIFT**





**SIN'S REWARD**



**SIN'S REWARD**





# FIREWALKING BOOTS



# FIREWALKING BOOTS

**LIFE VIAL**



**LIFE VIAL**



**MIND SHIELD**



**MIND SHIELD**

**VERDANT SHIELD**



**VERDANT SHIELD**

**UMBRAL BLADE**



**UMBRAL BLADE**



## GLOVE OF THE DEEP



## GLOVE OF THE DEEP







## PIPE OF CINDERS



## PIPE OF CINDERS





## AZURE GOGGLES



## AZURE GOGGLES



**MAGMA HAMMER**



**MAGMA HAMMER**



## STORM BOTTLE



## STORM BOTTLE





**NATURE'S FURY**



**NATURE'S FURY**





## DARK EMBRACE



## DARK EMBRACE





**LIFE WARDEN**

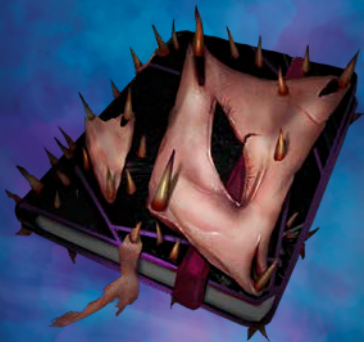


**LIFE WARDEN**





## **TOME OF THE PIT**



## **TOME OF THE PIT**





**MIND QUILL**



**MIND QUILL**





## **BOUNTIFUL BRACER**



## **BOUNTIFUL BRACER**





**RING OF SIN**



**RING OF SIN**





## COLD HEART



## COLD HEART



While one aspect might be apparent, the second might take time to develop or make itself known. The following table shows the typical number of gifts a relic should have at a given level, but they do not have to follow this guide. For complete relic rules and more advice—as well as descriptions of the gifts referred to in this deck—see pages 94–105 of the *Gamemastery Guide* (abbreviated as *GMG* on some cards to save space).

## RELIC GIFTS

Number of Gifts	Minimum Level	Gift Type	Gold Piece Equivalent
1	1st	Minor	20 gp
2	5th	Minor	160 gp
3	9th	Major	700 gp
4	13th	Major	3,000 gp
5	17th	Grand	15,000 gp

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