

The new evil before you has been imbued with the powerful magicks of the artifacts you possess. Each has given him a unique ability. Check the chart below to see what his abilities are. He will use them to his best advantage against the party.

ENCOUNTER: UNHOLY AMALGAM

Add these abilities for each Relic the party possessed.

Ammonite of Rhet’Khan: This will activate first.

The creature with the most Prestige Points in any player’s scoring pile reanimates and must be killed again before you can engage the Unholy Conglomerate. If there is more than one of that value, determine at random. The player will not lose prestige as a result. Replace the value in Prestige Tokens.

Gloves of Striking: The creature strikes one additional target when it attacks.

Spirit Gauntlets: Double Strike and Counter Strike may not be played.

Sword of Paragons: Cards with character portraits are treated as though no portrait appears on them.

Clasp of Hope: Creature gains 10 points at the beginning of every Round.

Vampiric Bracers: Creature gains 5 LP for each time a player is damaged by him.

Shield of Vaal: Creature will sacrifice this to cancel a lethal, non-protected attack.

Helm of Reprisal: If damaged by more than 30 points in an attack, the player to inflict that damage loses 5 LP for each such attack.

Totem of Overkill: If damaged by 65 points or more by a single Player in a Round, kill that Player.

Ring of Command: The ring is recharged to three charges. Once his life drops to 100 or less, he will attempt to EDGE OUT any remaining attacks. He must flip heads on a coin to do so. Each time he successfully does so, remove a charge counter.

Scarab of Ruin: Blows up in the original holders hands, doing 10 damage.

Ward: Will be sacrificed to cancel any attack that would be lethal.

Cursed Blade: When the creature attacks, flip a coin. Flip heads, 2X damage to his attack. Flip Tails, attack is normal but it loses 10 LP.

Doom Charm: Creature gains 20 LP for each event activated this game.

Talisman of Renown: Creature gains 10 LP for each Prestige the relic is worth.

Meteor Ring of Gibeon: Player #1 each Round must immediately discard 2 cards at random.

Ring of Seeing: Players must play with their hands revealed.

Holy Relic and **Signet Ring:** not taken

Any relic not listed adds 50 LP to its life total.