

Fold down middle  
and glue/tape

# THE OBELISK

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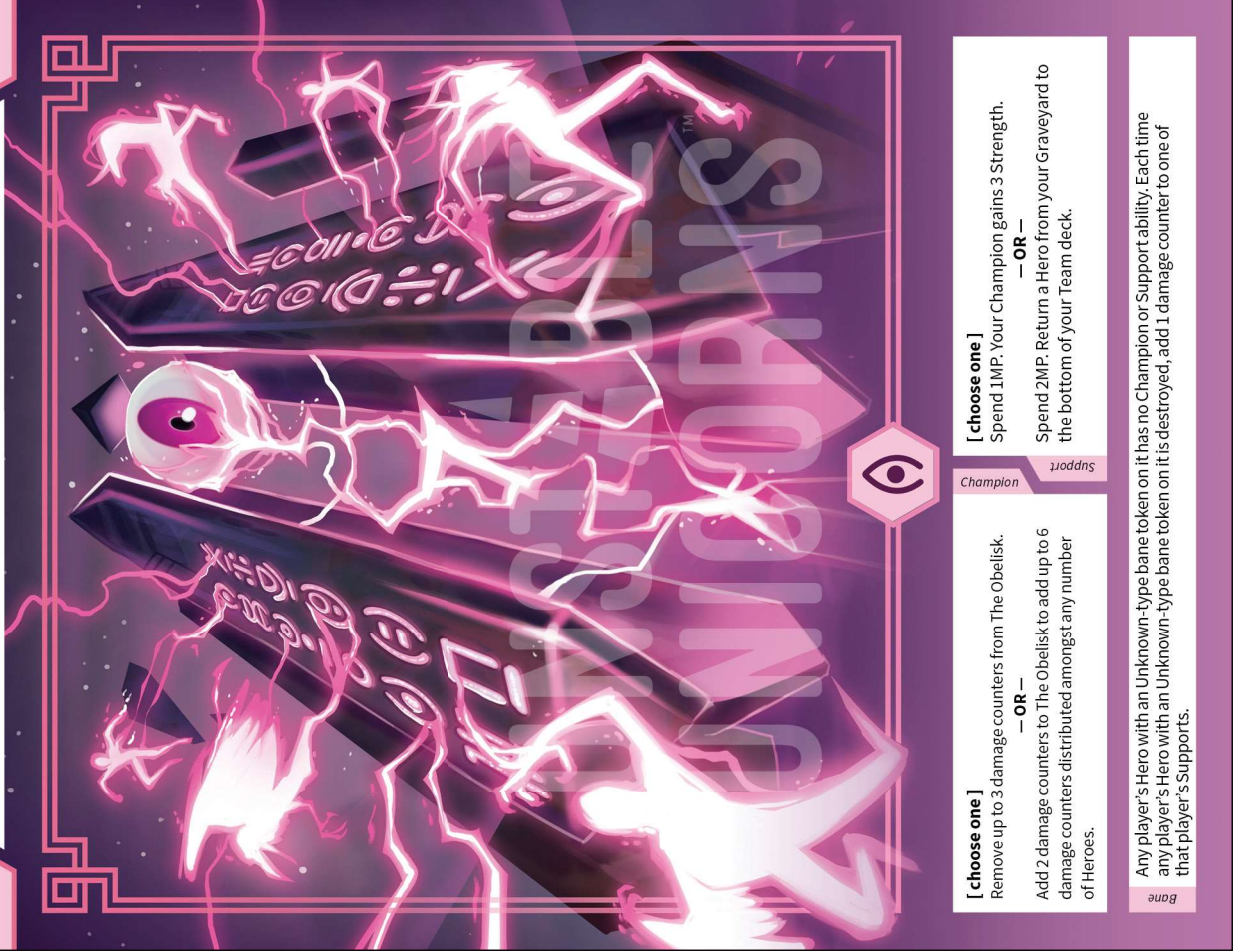
# THE OBELISK

15



*Team* When one of your Heroes is destroyed, roll 1d6. On 6, return it to the bottom of your Team deck.

*Bane* Any player's Hero with an Unknown-type bane token on it has no Champion or Support ability. Each time any player's Hero with an Unknown-type bane token on it is destroyed, add 1 damage counter to one of that player's Supports.



*Champion*  
*Support*

**[choose one]**  
Remove up to 3 damage counters from The Obelisk.  
—OR—  
Add 2 damage counters to The Obelisk to add up to 6 damage counters distributed amongst any number of Heroes.

**[choose one]**  
Spend 1MP. Your Champion gains 3 Strength.  
—OR—  
Spend 2MP. Return a Hero from your Graveyard to the bottom of your Team deck.

*Bane* Any player's Hero with an Unknown-type bane token on it has no Champion or Support ability. Each time any player's Hero with an Unknown-type bane token on it is destroyed, add 1 damage counter to one of that player's Supports.

SIDE A

SIDE B