

## ON YOUR TURN

- 1) Play a Card from your Hand.
- 2) Apply Pre-Attack Abilities.

- 3) Resolve Attacks.
- 4) Apply Post-Attack Abilities.

- 5) Apply Reaction Abilities.
- 6) Draw a Card from your Deck.

## AMERICAN PANTHEON



**CHAMPION** - For each adjacent card matching this card's Champion type, this card gains a conditional **+1** bonus to all strengths.



**SKINWALKER** - This card may be played on top of an allied card, replacing it. The card being replaced goes to the top of your deck. A card with Skinwalker cannot be played on top of another card which has the Skinwalker ability.



**SHAMAN** - This card is immune to all abilities which target it. Some abilities which target this card have their effects reflected back at the cards which those abilities originated from, including: Maelstrom, Phalanx, Scar, Sandstorm, Trickster, and Slayer. Cards with Shaman are unaffected by sacred spaces they are on.



**TRICKSTER** - When this card is played, you may permanently change the dominions of up to **4** target cards within this ability's area of effect.

## GREEK PANTHEON



**RANGED ATTACK** - The spaces within this ability's area of effect are added to this card's attack range. Cards with Shaman cannot be attacked with a Ranged Attack.



**MIMIC** - When this card is played, you may target **1** card within this ability's area of effect. The targeted card permanently loses any abilities it has, and this card permanently gains them. Mimic cannot target cards with the Shaman ability.



**PHALANX** - When this card is played, allied cards within this ability's area of effect gain a permanent **+1** bonus to all strengths. Enemy cards and open spaces within the area of effect get a permanent **-1** penalty to all strengths.



**SLAYER** - When this card captures other cards, the captured cards are removed from the battlefield and placed in the Underworld. Slayer negates the Traitor ability.

## JAPANESE PANTHEON



**VOIDWALKER** - This card may be played on any void space that is adjacent to at least one real space. If this card is on a void space, place it in the Underworld after attacks are resolved.



**ATTACK / DEFENSE BONUS** - This card has **+1** to all strengths for attacking and defending against cards whose dominion matches the symbol linked to this ability.



**MAELSTROM** - When this card is played, you may rotate any cards within this ability's area of effect **180** degrees.



**SWIFT** - On the turn that this card is played, after attacks are resolved, you may move it to an open space within this ability's area of effect. After the card is moved, the turn's steps begin all over again, including new attacks.