

CELTIC PANTHEON



CHANGELING - If you control this card at the beginning of your turn, you may play your card on top of this one. This card is discarded to the Underworld, and the new card gains an extra control token (total of **2**) for control of the battlefield. A card with Changeling cannot be played on top of another card with the Changeling ability.



VOIDLINK - If you control this card at the beginning of your turn, you may play your card on any open void space adjacent to this card. Cards played on void spaces in this manner remain as if they were played on real spaces.



INDOMITABLE - This card cannot be captured by cards which have any strength equal to or less than the number linked to this ability.



DOMINATE - This card automatically captures cards it attacks which have any strength equal to or less than the number linked to this ability. Dominate has no effect on cards with the Indomitable or Shaman abilities.



COMBO ATTACK - After this card's attacks are resolved, you may target **1** allied card within this ability's area of effect. That card will then attack enemy cards within its attack range. The targeted card's instant abilities do not take effect.

EGYPTIAN PANTHEON



SANDSTORM - When this card is played, you may swap the positions of any cards within this ability's area of effect, or move them to open spaces within the area of effect.



MIRAGE - When a card is played on a space adjacent to this card, you may swap the position of this card with any card adjacent to it, including the card which was just played.



VENOM - When this card gets captured, both it and the card which captured it are removed from the battlefield and placed in the Underworld.



RESURRECTION - When this card captures other cards, for each card that was captured, you may take **1** card of your choice from the Underworld and place it into your hand.



FANATIC - After this card's attacks are resolved, you may discard this card to the Underworld. If you do, take another turn immediately after this turn.

NORSE PANTHEON



ATTACK BONUS - This card has **+2** to all strengths for attacking cards whose dominion matches the symbol linked to this ability.



DEFENSE BONUS - This card has **+2** to all strengths for defending against cards whose dominion matches the symbol linked to this ability.



SCAR - When this card is attacked, the card which attacked it gets a permanent **-2** penalty to all strengths, after attacks are resolved.



TRAITOR - When this card gets captured, it is removed from the battlefield and goes into the hand of the player who captured it.



COUNTER-ATTACK - When an attack against this card fails, the card which attacked it is automatically captured by this card. The counter-attack occurs after the initial attacks are resolved. Cards with the Shaman ability cannot be counter-attacked.