

DIVINE INTERVENTION

A DAY-icon card is only played in the Day phase (Not in the Battle phase.)
 A BATTLE-icon card is only played in the Battle phase (Not in the Day phase.)
 A BLACK CARTOUCHE-icon card is only played in an opponent's turn.



War Rage

Cost: 0 ♣
 Effect: you gain +1 Strength for this Battle.



War Fury

Cost: 1 ♣
 Effect: you gain +2 Strength for this Battle.



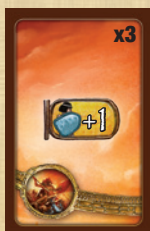
Bloody Battle

Cost: 0 ♣
 Effect: you gain +1 Damage for this Battle.



Bloodbath

Cost: 1 ♣
 Effect: you gain +2 Damage for this Battle.



Bronze Wall

Cost: 0 ♣
 Effect: you gain +1 Protection for this Battle.



Iron Wall

Cost: 1 ♣
 Effect: you gain +2 Protection for this Battle.



Raining Fire

Cost: 1 ♣
 Effect: destroy one enemy unit.



Prayer

Cost: 0 ♣
 Effect: you gain 2 ♣.



Enlistment

Cost: 0 ♣
 Effect: you can add 2 units to your city or to an existing troop.



Mana theft

Cost: 0 ♣
 Effect: each opponent loses 1 ♣, you gain 1 ♣.



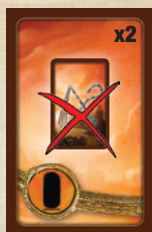
Teleportation

Cost: 1 ♣
 Effect: teleport a troop onto an obelisk. Played as part of a movement action.



Open Gates

Cost: 1 ♣
 Effect: ignore the walls effects. Played as part of a movement action.



Veto

Cost: 0 ♣
 Effect: cancel the effect of a DI card just played. Played during an opponent's turn, but not during a battle.



Escape

Cost: 0 ♣
 Effect: No Battle takes place, you give up the territory, and move your troops to a free adjacent space. Played out of your turn, when an opponent enters a territory that you control.

RED POWER TILES

Reminder: It's forbidden to purchase two Power tiles with identical powers.

LEVEL 1



CHARGE!

You gain +1 Strength **in Battle** when you're attacking.



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STARGATE

When you use a movement **action**, you can teleport for -1 $\frac{1}{2}$.



GOD SPEED

When you use a movement **action**, all of your troops gain a +1 movement capacity.

LEVEL 2



CARNAGE

In Battle, all your troops gain +1 Damage.



OFFENSIVE STRATEGY

Take back your discarded **battle cards**. Replace one of them with the special +3 Strength / 3 Damage.



OPEN GATES

All of your troops ignore the walls effects.



TELEPORT

When you use a movement **action**, you can teleport your troops from an obelisk.

LEVEL 3



ROYAL SCARAB

For the linked troop: +2 Movement Capacity +2 Strength.



BLADES OF NEITH

In all **Battles**, all of your troops have +1 Strength.



DIVINE WOUND

In **Battle**, after cards are revealed, add +1 Strength for each DI card that you discard.



VICTORY POINT

1 Victory Point.

LEVEL 4



GIANT SCORPION

For the linked troop: +1 Movement Capacity +2 Strength +2 Damage.



INITIATIVE

When you are attacking, destroy two units from the target troop before the beginning of the battle.



PHOENIX

For the linked troop: +1 Movement Capacity +2 Strength
The troop ignores the effect of walls.



ACT OF GOD

Take an additional silver **Action Token**. It must be placed and played at the same time as a regular token.

BLUE POWER TILES

Reminder: It's forbidden to purchase two Power tiles with identical powers.

LEVEL 1



RECRUITING SCRIBE

The Recruit **action** gives you 2 more units.



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DEFENSE!

You gain +1 Strength in **Battle** when you're defending.



DEFENSE!

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LEVEL 2



LEGION

Your troops can now contain a maximum of 7 units instead of 5.



ANCESTRAL ELEPHANT

For the linked troop:
+1 Movement Capacity
+1 Strength
+1 Protection.



DEFENSIVE STRATEGY

Take back your discarded **battle cards**. Replace one of them with the special +3 Strength / 3 Protection.



DEEP DESERT SNAKE

For the linked troop :
+1 Movement Capacity
Cancel any other creature effect in **Battle**.

LEVEL 3



SHIELD OF NEITH

In **battle**, all of your troops gain +1 protection.



DEFENSIVE VICTORY

If you win a **battle** as the defender, you also gain a Victory Point.



PRESCIENCE

In **Battle**, your opponent must show you his battle card before you play yours.



VICTORY POINT

1 Victory Point.

LEVEL 4



REINFORCEMENTS

During the **Night Phase**, you can add 4 units to a troop and/or your city.



SPHINX

For the linked troop:
+2 Strength
1 Victory Point.



DIVINE WILL

Take the golden **Action Token**. It must be played at the same time as a regular one, but on the top level of the pyramid, providing either a movement or a recruiting action.



ACT OF GOD

Take an additional silver **Action Token**. It must be placed and played at the same time as a regular token.

WHITE POWER TILES

Reminder: It's forbidden to purchase two Power tiles with identical powers.

LEVEL 1



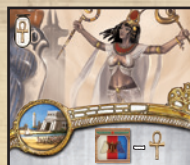
PRIEST

When you use the **Pray** action, you gain +1.



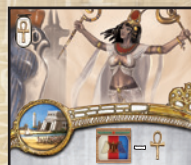
PRIEST

When you use the **Pray** action, you gain +1.



PRIESTESS

When you buy a Power Tile, its cost is -1.



PRIESTESS

When you buy a Power Tile, its cost is -1.

LEVEL 2



SLAVES

When using the **Raising Pyramid** action, each level costs -1.



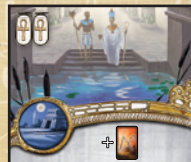
HIGH PRIEST

During the **Night Phase**, you gain 2 additional in the distribution.



CRUSADE

Gain 2 for each unit that you destroy in **Battle**.



DIVINE BOON

During the **Night Phase**, take an additional DI card when they are distributed.

LEVEL 3



HAND OF GOD

During the **Night Phase**, you can raise a pyramid by one level for free.



VISION

During the **Night Phase**, when you pick a DI card, draw 5 and keep 1 of your choice.



HOLY WAR

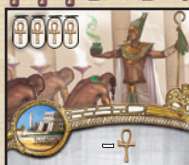
Gain 4 for each battle you win (attack or defense).



VICTORY POINT

1 Victory Point.

LEVEL 4



PRIEST OF RA

When you spend , each cost is reduced by 1.



PRIEST OF AMON

During the **Night Phase**, you gain 5 additional in the distribution.



THE MUMMY

For the linked troop:
+1 Movement Capacity
+2 Strength
+1 DI card
(During **Night Phase**).



ACT OF GOD

Take an additional silver **Action Token**. It must be placed and played at the same time as a regular token.