

VIII
13 **Harvest** 1

➔ Add 1 ☀️ to # different friendly cards, where # = your devoted cards.
➔ If you have no devoted cards, add 1 ☀️ to a card.

VIII
14 **Persephone's Return** 2

➔ Add 1 ☀️ to this card.
~ **Devoted:** Friendly cards with a printed max of 3 or less have +1 max.

VIII
15 **Resurrect** 1

➔ Raise a destroyed card. If it is friendly, activate its ➔ abilities.

IX
1 **Lament of Orpheus** 2

➔ The Gods destroy all unresolved Hades cards. If the Gods destroy at least 1 card, set Hades to passive and add 2 ☀️ to a card.

IX
2 **Apollo's Arrow** 1

➔ **Multi:** Destroy a secluded enemy card.
➔ Destroy this card.

IX
3 **Lamia** 4

🌀 **Multi:** Remove 1 ☀️ from an enemy card.
🌀 You may destroy this card. If you do, empower a friendly card you have not empowered this turn.

IX
4 **Eurynomos** 3

🌀 Remove 1 ☀️ from a devoted enemy card. If the card is now secluded, add 1 ☀️ to this card.

IX
5 **River Styx** 3

🌀 Destroy another friendly card. If you do, add 2 ☀️ to this card.

IX
6 **Blight** 1

🌀 **Multi:** Remove 2 ☀️ from an enemy card. Then, if it is secluded, destroy it.
🌀 Destroy this card.