



**1** **Thwarted Prophecy** **2**

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



**2** **Fortress** **4**

🌀 Migrate 1 ☀ from a friendly card to this card.  
 ~ Immune to enemies' steal and remove abilities.



**3** **Pallas** **3**

🌀 Add 1 ☀ to this card.  
 ~ Immune to enemies' remove abilities.



**4** **Cyclops** **3**

🌀 Add 1 ☀ to this card.  
 ~ Immune to enemies' steal abilities.



**5** **Servant of Atlas** **2**

🌀 Add 1 ☀ to a card.  
 🌀 You may destroy this card. If you do, empower a friendly card you have not empowered this turn.



**6** **Bound Titan** **2**

🌀 Add 1 ☀ to this card.  
 ~ **Devoted:** Abilities that would add, remove, or steal more than 1 ☀ affect 1 ☀ instead.



**7** **Oracle** **2**

🌀 Add 1 ☀ to this card. If you do, swap a non-blank card in your hand with a card in your deck.



**8** **Typhon** **4**

🌀 **Secluded:** Add 1 ☀ to this card.  
 🌀 **Devoted:** Whenever the Gods destroy an enemy Power card, add 1 ☀ to this card. Limit once per turn.



**9** **Earthquake** **1**

→ Add 1 ☀ to a card.  
 → Enemies may not empower cards this turn.