



10 **War of the Giants** **1**

→ Players may not use → abilities this turn.



11 **Landslide** **1**

→ Return one of your resolved Offering cards to your hand. If you do, play and resolve an Offering card.



12 **Ichor of Ouranos** **2**

→ Add 1 ☀ to 2 different friendly cards with ⚔ or ~ abilities.



13 **Priestess** **3**

⚔ Whenever the Gods reject one of your Offering cards, add 1 ☀ to this card.



14 **Test of Time** **3**

→ Add 1 ☀ to this card.
~ **Devoted:** The Ascension Die amount is now the die value + 3.



15 **Lost Knowledge** **1**

→ Choose a Power card from your deck that matches a passive God and swap it with this card. Activate its → abilities.

Card Types



Betrayal: Fastest speed. Counters its own God. Sets own God to passive. Useless if nothing to counter.



Offering: Medium speed. Sets its God active. Useful ⚔ abilities but cannot use them on its own.



Power: Slowest speed. Powerful → abilities. Can activate ⚔ abilities. Cannot set Gods active.

Card Abilities



Instant: A card's instant abilities are used by its owner when it is accepted.



Power: A card's power abilities are used when a friendly player empowers it with an accepted Power card.



Passive: A card's passive abilities are in effect while it is raised.



Triggered: A card's triggered abilities are used whenever their conditions are met.

Round Resolution

Start phase:

1. Reduce Ascension Die by one (ignore on first round).
2. Create hand of 7 cards.

Play phase:

1. Play card from hand face-down.
2. Resolve cards in speed order.
3. Repeat 1. and 2. until there are no more cards in hand.

End phase:

1. Check for winner.
2. Clean up, winning player first.