

Card Resolution

1. Gods **accept** or **reject** card.
2. **If accept ...**
 - a. Activate all of the card's instant (➔) abilities.
 - b. If **Power** card, you may empower a friendly card: activate all of the card's power (⊙) abilities.
3. **If reject ...**
 - a. Gods destroy card.
 - b. If **Offering** card, set card's God to active.

Keywords 1

Add: Take ☀ from supply and place it on a card, max permitting.

Copy "X": Copying card activates any/all "X" abilities of another card as if the copying card had them itself.

Destroy: Set a card sideways. Return all ☀ on it to supply.

Devoted: A card is devoted while it has at least 1 ☀.

Empower: Activate all ⊙ abilities on a friendly card.

Keywords 2

Immune to "X": Card cannot be affected by "X".

Migrate: Move ☀ from a card to another card on the same team, max permitting.

Multi: Ability activates against each enemy team. Ability must affect cards on the same team per activation.

Raise: Set a card upright.

Remove: Take ☀ from a card and return it to supply.

Keywords 3

Secluded: A card is secluded while it is raised with no ☀.

Steal: Move ☀ from a card to the stealing card on a different team, max permitting.

Swap: Swapping cards trade places with each other. If a blank card is swapped into play, return it to supply.

