Zeus – God – Champion

Flavor Text – God of the sky, ruler of Mount Olympus

Attack - 8

Health – 8

Mana – 30

Sickness – 2

Effect – (3) Deal +1 damage to target creature or player per turn.

Effect – (5) Deal +3 damage to target creature or player per turn.

(Range)

Hades – Chthonic Deity – Champion

Flavor text – God of the Underworld.

Health – 8

Attack – 8

Mana – 30

Sickness – 2

Effect – Add +1/+1 to all Chthonic Deities on the field.

Effect – When Hades is sent to the graveyard, add three +1/+1 Lost Soul tokens to the field.

(Plague)

Cronus – Titan – Champion

Flavor Text – Deposed King of the Titans, also the father of Zeus, Hades, and Poseidon.

Attack – 4

Health – 8

Mana – 30

Sickness – 2

Effect – When this creature is put into play, add one +2/+2 Titan Token to the field.

Effect – When this creature is sent to the graveyard, add one +4/+2 Titan Token to the Field.

(Phase)

Heracles – Hero – Champion

Flavor Text – Ascended hero, Son of Zeus, and divine protector of mankind.

Attack – 6

Health – 8

Mana – 25

Sickness – 0

Effect – When Heracles comes into play, deal +3 damage randomly to target unit or player.

Effect – Add +1/+1 to all Hero units on the field.

(Rush)

Lernaean Hydra – Creature - Champion

Flavor Text - A many-headed, serpent-like creature that guarded an Underworld entrance beneath Lake Lerna.

Health – 3

Attack – 6

Mana – 25

Sickness – 2

Effect – When this card is attacked, but not destroyed, it gains +1 attack.

Effect – Give all Creature units +1/+1

(Taunt)

The Underworld – Location

Flavor Text – The realm of the Dead.

Attack – 0

Health - 8

Mana – 20

Sickness – 2

Effect – Add +2/+2 to all Chthonic Deities on the field.

Effect - Add +5 attack to this card if Hades is on the field.

Charon – Chthonic Deity

Flavor Text – The Ferryman of the Underworld.

Attack – 1

Health – 4

Mana – 10

Sickness – 2

Effect – When this card destroys another creature card and that card goes to the graveyard, this card gains +1/+1.

Effect – When this card is sent to the graveyard, destroy target creature.

Empusa – Chthonic Deity

Flavor Text – A monstrous underworld spirit with flaming hair, the leg of a goat and a leg of bronze.

Attack – 1

Health - 2

Mana - 5

Sickness - 2

(Taunt)

Moirai – Chthonic Deity

Flavor Text – The white-robed incarnations of Fate

Attack - 1

Health - 3

Mana - 10

Sickness – 2

Effect – (3) Look at the top three cards of your deck, return them in any order.

Effect – (5) Look at the top three cards of your opponent’s deck, return them in any order.

Effect – (10) Your opponent discards the top three cards of his deck.

Hecate – Chthonic Deity

Flavor Text – Goddess of magic, witchcraft, the night, moon, ghosts and necromancy.

Attack – 3

Health – 2

Mana – 10

Sickness –

Effect – When this creature destroys another creature and sends it to the graveyard, add a +1/+1 Lost Soul token to the field.

Effect – When Hecate is sent to the graveyard, return random creature from the graveyard to your hand except Hecate.

(Phase)

Judges of the Dead – Chthonic Deity

Flavor Text – Three judges sat in judgment on those who entered the Underworld.

Attack - 3

Health - 3

Mana – 10

Sickness – 2

Lamia – Chthonic Deity

Flavor Text – A vampiric Underworld spirit.

Attack – 1

Health – 3

Mana – 5

Sickness – 2

Effect – When this creature deals damage to another creature, it gains +0/+1.

(Range)

Macaria – Chthonic Deity

Flavor Text – The daughter of Hades and goddess of blessed death.

Attack – 3

Health – 2

Mana – 10

Sickness – 0

Effect – When this creature destroys another creature, owner/player gains (2) health.

(Rush)

Persephone – Chthonic Deity

Flavor Text – The queen of the underworld, wife of Hades and goddess of spring growth.

Attack – 4

Health – 3

Mana – 15

Sickness – 2

Effect – Owner gains (1) health at the end of each turn this card is on the field.

(Phase)

Thanatos – Chthonic Deity

Flavor Text – Spirit of death and minister of the Underworld.

Attack – 2

Health – 2

Mana – 5

Sickness – 2

(Plague)

Tartarus – Chthonic Deity

Flavor Text – The primeval god of the dark, stormy pit of the Underworld, the Tartarean pit that houses the Titans.

Attack – 3

Health – 2

Mana – 10

Sickness – 2

Effect – When this creature comes into play, add two +2/+2 Titan Tokens to the Field.

Mount Olympus – Location

Flavor Text –Paradise for the Gods.

Attack – 0

Health - 8

Mana – 20

Sickness – 2

Effect – Add +2/+2 to all gods on the field.

Effect - Add +5 attack to this card if Zeus is on the field.

Apollo – God

Flavor Text – God of music, arts, knowledge, healing, plague, and prophecy.

Attack – 2

Health – 4

Mana – 5

Sickness – 2

Effect - (3) Choose one per turn: Target player or unit gains +2 health, target player or unit looses +2 health.

(Plague)

Ares – God

Flavor Text – God of war, bloodshed and violence.

Attack – 3

Health – 4

Mana – 10

Sickness – 2

Effect – If this card sends another card to the graveyard as a result of battle, this card can attack a second time in the same turn.

Artemis – God

Flavor Text – Virgin goddess of the hunt, wilderness and animals.

Attack – 2

Health – 3

Mana – 5

Sickness – 2

Effect – When this card comes into play, add one +2/+2 Bear token onto the field.

(Dodge)

Athena – God

Flavor Text – Goddess of intelligence, skill, peace, warfare, battle strategy, and wisdom.

Attack – 3

Health – 2

Mana –

Sickness –

Effect – Give +1/+1 to all God cards on the field.  
Effect – (3) Once per turn, if a player targets this card for an attack, redirect that damage to another target unit or player.

Hermes – God

Flavor Text – God of boundaries, travel, communication, trade, language, and writing.

Attack – 2

Health - 2

Mana – 5

Sickness – 2

(Range)

Hera – God

Flavor Text – Queen of the gods and the wife of Zeus.

Attack – 3

Health – 2

Mana – 5

Sickness – 2

Effect - (3) Once per turn: Heal target God by +3 points.

(Phase)

Poseidon – God

Flavor Text – God of the sea, rivers, floods, droughts, and earthquakes.

Attack – 4

Health – 4

Mana – 15

Sickness – 0

Effect – (3) Once per turn: Freeze *(random)* enemy unit for 2 turns.

(Rush)

Eros – God

Flavor Text – The god of love and attraction

Attack – 3

Health – 2

Mana – 10

Sickness – 2

Effect – When Eros enters the field, take control of target creature for one turn.

Uranus – God

Flavor Text – The god of the heavens, father of the Titans

Attack – 6

Health – 4

Mana – 20

Sickness – 2

Effect – Add +3/+0 to all Titans on the field.

Effect – If this card is sent to the graveyard, bring one +4/+2 Titan token to the field.

Gaia – God

Flavor Text – Personification of the Earth, mother of the Titans

Attack – 4

Health – 4

Mana – 15

Sickness – 2

Effect – Add +0/+3 to all Titans on the field.

Effect – If this card is sent to the graveyard, bring two +2/+2 Titan tokens to the field.

Tartarean Pit – Location

Flavor Text – Prison of the Titans

Attack – X

Health – X

Mana – 20

Sickness – 2

Effect – Attack and health are equal to the number of Titans cards on the field.

Effect – At the end of your turn, if a unit was sent to the graveyard add two +2/+2 Titan token to the field.

Hyperion – Titan

Flavor Text – Titan of Light.

Attack - 4

Health – 2

Mana – 15

Sickness – 0

(Rush)

Mnemosyne – Titan

Flavor Text – Tianess of memory and remembrance, and mother of the Nine Muses.

Attack – 2

Health – 3

Mana – 5

Sickness – 2

(Phase)

Styx – Titan

Flavor Text – Titaness of the Underworld river Styx and personification of hatred.

Attack – 3

Health – 3

Mana – 5

Sickness – 2

Effect – Gives +1/+0 to all Titans on the field.

Rhea – Titan

Flavor Text - Titaness of fertility, motherhood and the mountain wilds.

Attack – 2

Health – 1

Mana – 5

Sickness – 2

Effect – When this card is sent to the graveyard, bring a +2/+2 Bear token onto the field.

Menoetius – Titan

Flavor Text – Titan of violent anger, rash action, and human mortality.

Attack – 4

Health – 4

Mana – 10

Sickness – 0

(Rush)

Achilles – Hero

Flavor Text – Hero of the Trojan War.

Attack – 3

Health – 3

Mana – 5

Sickness – 2

(Dodge)

Perseus – Hero

Flavor Text – Son of Zeus and the slayer of the Gorgon Medusa.

Attack – 5

Health – 4

Mana – 15

Sickness – 2

Effect – Freeze unit for 1 turn that was dealt or dealt damage to this unit.

(Taunt)

Iolaus – Hero

Flavor Text – Nephew of Heracles who aided his uncle in one of his Labors.

Attack – 2

Health – 2

Mana – 5

Sickness – 2

Effect – Gains +1/+1 if Heracles is on the field.

Theseus - Hero

Flavor Text – Son of Poseidon, King of Athens and slayer of the Minotaur.

Attack – 3

Health – 2

Mana – 5

Sickness – 2

(Range)

Odysseus – Hero

Flavor Text – King of Ithaca whose adventures are the subject of Homer’s Odyssey.

Attack – 2

Health – 1

Mana – 5

Sickness – 2

Daedalus – Hero

Flavor Text – Creator of the Labyrinth and a great inventor, until King Minos trapped him in his own creation.

Attack – 3

Health – 4

Mana – 10

Sickness – 2

Effect – When Daedalus is sent to the graveyard, summon a +4/+4 Minotaur token to the field.

Hector – Hero

Flavor Text – Hero of the Trojan War and champion of the Trojan people.

Attack – 4

Health – 4

Mana – 15

Sickness – 0

Effect – Give +1/+1 to all other Hero cards on the field.

(Rush)

Ajax the Great – Hero

Flavor Text – Hero of the Trojan War and king of Salamis.

Attack – 2

Health – 3

Mana – 5

Sickness – 2

Medusa – Creature

Flavor Text – A mortal woman transformed into a hideous gorgon by Athena.

Attack - 4

Health – 3

Mana – 15

Sickness – 2

Effect – Freeze unit for 3 turns that was dealt or dealt damage to this unit.

Effect – When Medusa is sent to the graveyard, summon three +1/+1 snake tokens to the field.

(Phase)

Nemean Lion – Creature

Flavor Text – A gigantic lion whose skin was impervious to weapons; Heracles strangled it.

Attack – 3

Health – 6

Mana – 15

Sickness – 2

(Taunt)

Erymanthian Boar – Creature

Flavor Text – A gigantic boar, which Heracles was sent to retrieve as one of his labors.

Attack – 5

Health – 4

Mana – 10

Sickness – 0

(Rush)

Pegasus – Creature

Flavor Text – A divine winged stallion that is pure white, son of Medusa and Poseidon, and father of winged horses.

Attack – 2

Health – 2

Mana – 5

Sickness – 2

Effect – Gains +2/+2 if a Hero is on the field.

(Dodge)

Ararchne – Creature

Flavor Text – Half-spider half-female, she is the mother of all spiders.

Attack – 3

Health – 3

Mana – 5

Sickness – 2

Effect – When Ararchne is sent to the graveyard, summon two +2/+2 Spider tokens to the field with Plague.

(Plague)

Griffin – Creature

Flavor Text – A creature that combines the body of a lion and the head and wings of an eagle.

Attack – 3

Health – 2

Mana – 5

Sickness – 2

(Dodge)

Caucasian Eagle – Creature

Flavor Text – A giant eagle set by Zeus to feed on the ever-regenerating liver of Prometheus.

Attack – 2

Health – 3

Mana – 5

Sickness – 2

(Dodge)

Chiron – Creature

Flavor Text – The eldest and wisest of the centaurs, the ancient trainer of heroes.

Attack - 4

Health – 3

Mana – 10

Sickness – 0

Effect – When Chiron comes into play add +1/+0 to all Creatures on the field

(Rush)

Cerberus – Creature

Flavor Text – The Three-headed hound that guards the gates of the Underworld.

Health – 4

Attack – 3

Mana – 15

Sickness – 2

Effect – Cerberus gains +2/+2 if Hades is on the field.

(Taunt)

Apollo’s Bow – Spell

Choose one effect:

Target player or unit gains +3 health.

Target player or unit looses +3 health.

Mana - 5

Tale of the three Brothers –Spell

If you possess Hades, Poseidon, and Zeus on the field or in the graveyard when this card is activated, choose any number of units your opponent controls, but no more than 3, and destroy them.

Mana - 20

The Wrath of Zeus – Spell

Deal +5 damage to target player or unit.

Mana - 15

The Might of Hercules – Spell

Give target unit +3/+0 until the end of turn.

If that target unit is a Hero give it Range as well.

Mana - 10

Golden Fleece – Spell – Equipment

Equipped unit gains +0/+3.

Mana - 5

Achilles’ Armor – Spell – Equipment

Equipped unit gains +1/+2

If that unit is a Hero it gains Taunt.

Mana - 10

Hades’ Bident – Spell – Equipment

Equipped unit gains +3/+0

If that unit is a Chthonic Deity it gains Plague.

Mana - 15

Helm of Darkness – Spell – Equipment

Target unit gains +1/+1 and Phase.

Mana - 5

Poseidon’s Trident – Spell – Equipment

Target unit gains +2/+2

If that unit is a God it gains Dodge.

Mana - 10

Cronus’ Scythe – Spell – Equipment

Target unit gains +2/+1

If that unit is a Titan it gains Taunt.

Mana - 10

Tokens:

+1/+1 Lost soul token

+2/+2 Titan token

+4/+2 Titan token

+2/+2 Bear token

+4/+4 Minotaur token

+2/+2 Spider token

+1/+1 Snake token

Common spells:

Tree of life – Spell

Player gains +5 health

Mana - 10

Spring of rejuvenation – Spell

Target unit gains +3 health

Mana – 5

One last chance – Spell

Return target creature from the graveyard to the field for one turn, its effects is negated.

Mana – 5

Resurrection – Spell

Return target unit from the graveyard to the field. Player gains +3 health

Mana – 10

False Idol – Spell

Destroy a unit your opponent controls with the lowest attack.

Mana - 5

Eternal Rest – Spell

Destroy a unit your opponent controls with the highest attack.

Mana – 20

The Lost spell book – Spell

Bring a spell from the graveyard back to your hand.

Mana - 15

Not fit for War – Spell

Send target unit back to owner’s hand.

Mana – 15

Gift from the gods – Spell

Increase your Mana pool by 20.

Mana - 10

Sacrificial Decree – Spell

Opponent discards a card of his choice.

Mana - 10

Common Creatures:

Shaman

Skeleton

Zombie

Snake

Spider

Eagle

Wolf

Bear

Holy Man