

**Dying**

Blanket term for any kind of death.

**Killed**

Dying in combat.

**Sacrifice**

Effects that specifically sacrifice, as well as being devoured.

**Destroyed**

This is being phased out. Pick a fitting word from above.

**Explodes**

It deals damage to itself as well as the creatures on all its sides. Order is adjacencies first (ltr, opponent last) then self.