

Aegis		Sirens' Nest		Iron Hoplon	
Level: 3	Mantra	Level: 5	Mantra	Level: 1	Mantra
Insert Picture Here		Insert Picture Here		Insert Picture Here	
Add 3 to unit's counterattack rolls.		All opposing units that Traverse or Enter any adjacent land must move to the land with the Nest; if the Nest land is occupied by an opposing enemy, the unit must use all its available APs to attack an enemy in the land in an attempt to enter (attacker may choose)		Add 1 to unit's current and max LP.	
Oedipus' Curse		Strength of Herakles		Fate of Prometheus	
Level: 6	Mantra	Level: 3	Mantra	Level: 4	Mantra
Insert Picture Here		Insert Picture Here		Insert Picture Here	
Unit puts out its eyes in despair: its attack and defense dice both drop to 2, or are unchanged if already lower than 2.		Target's attack die increases by 4.		Target unit loses 1 LP per turn until it dies.	
Medea's Spell		Archimedes' Screw		Drought	
Level: 4	Mantra	Level: 3	Mantra	Level: 2	Mantra
Insert Picture Here		Insert Picture Here		Insert Picture Here	
Target unit gains +4 to current and max LP.		Changes any land to a water land. Any effects or Mantras that the land might already have remain in effect, but the land is otherwise handled as if it were a water. Any non-water units residing on the land are instantly killed.		Changes target water land into a normal land. Any other effects or Mantras remain in effect, but the land is otherwise handled as if it were a normal land.	

Narcissism	Pyrrhic Victory	Greek Fire
Level: 2 Mantra	Level: 2 Mantra	Level: 4 Mantra
Insert Picture Here	Insert Picture Here	Insert Picture Here
At the beginning of each turn, target unit defends against itself. No damage is taken, but if the roll did not result in a counterattack, unit spends the turn staring at its reflection and may not use APs that turn.	Each time target unit does damage in an attack or a counterattack, subtract one from its current LP.	Unit takes 4 points of damage per turn until it Enters or Traverses a water card, or Enters a normal land adjacent to a water card.
Hermes' Favor	Poseidon's Trident	Spartan Judgement
Level: 1 Mantra	Level: 2 Mantra	Level: 3 Mantra
Insert Picture Here	Insert Picture Here	Insert Picture Here
Units mustered on target land muster immediately (no muster delay.)	Target unit gains +1 to attack rolls and becomes a water unit.	If the unit ever has less than or equal to half its max LP, it is immediately executed.
Encroaching Desert	Persephone's Sacrifice	Charon's Fee
Level: 1 Mantra	Level: 1 Fast Mantra	Level: 3 Fast Mantra
Insert Picture Here	Insert Picture Here	Insert Picture Here
All water cards in play become normal lands until this Mantra is removed from play. Cards that create water lands or cards may be played, but will have no effect until this Mantra is removed from play.	The player using this Mantra sacrifices one unit under his control and removes it from play. That unit's current LP are added to the current LP of any other unit in play.	Target player must discard three cards at random.

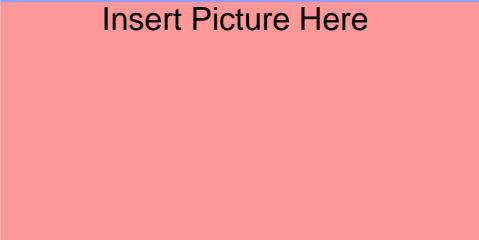
Wrath of Zeus	Hermes' Footsteps	Hera's Jealousy
Level: 5 Fast Mantra	Level: 1 Fast Mantra	Level: 4 Fast Mantra
Insert Picture Here	Insert Picture Here	Insert Picture Here
Target unit defends against d20; ignore any counterattack.	Immediately move target unit 1 square in any cardinal direction.	Unit is removed from play, and the card is returned to the controlling player's hand.
Perseus' Gift	Archimedes' Mirror	Blessing of the Phoenix
Level: 4 Fast Mantra	Level: 1 Fast Mantra	Level: 1 Fast Mantra
Insert Picture Here	Insert Picture Here	Insert Picture Here
Target unit defends against d6, or is turned to stone and destroyed.	Target unit defends against d6; ignore counterattack damage.	Player reciting this Mantra may select any discarded unit and add it to his hand.
Trojan Horse	Benediction of Ares	Orpheus' Song
Level: 1 Fast Mantra	Level: 2 Fast Mantra	Level: 2 Fast Mantra
Insert Picture Here	Insert Picture Here	Insert Picture Here
Played during an attack: attacker ignores any counterattack that might result.	Add d6 to an attacking unit's attack score, or to a defending unit's defense score for the duration of the skirmish.	No units may use APs for remainder of current turn and entire next turn.

Hippocratic Treatment		Eurythna
Level: 3 Fast Mantra	Level: 1 Fast Mantra	Level: 1 Fast Mantra
Insert Picture Here	Insert Picture Here	Insert Picture Here
Unit's current LP are restored to its full LP.	Unit becomes confused and may not use any APs on its player's next turn.	Unit defends against itself (own attack vs. own defense); if this results in counterdamage, unit is adjudged a failure and is destroyed.
Commend to Hades	Fate of Atlantis	Demiurgic Whim
Level: 1 Fast Mantra	Level: 1 Fast Mantra	Level: 1 Fast Mantra
Insert Picture Here	Insert Picture Here	Insert Picture Here
Remove any land from play; a gap remains in the board thereafter. All units on the land are destroyed.	Each player chooses a unit in play, if he has any; all other units are destroyed. Remove all lands from play, restore them to the land deck, reshuffle, and produce a new landscape as if the game were starting anew. All land enchantments are discarded. Citadel LP and surviving unit's	Swap any land with a spare land from the land deck. If no extra lands are available, swap any two lands. All creature locations and enchantments remain in play. Ownership remain unchanged by position.
Intercept Mantra	Dispel Mantra	Redirect Mantra
Level: 1 Fast Mantra	Level: 1 Fast Mantra	Level: 1 Fast Mantra
Insert Picture Here	Insert Picture Here	Insert Picture Here
Blocks an enchantment or instant being cast.	Removes a successfully cast enchantment from play.	Alters the target of any Mantra being cast.

Demeter's Whim	Eye of Argus	Olympian Upheaval
Level: 1Fast Mantra	Level: 1Fast Mantra	Level: 1Fast Mantra
Insert Picture Here	Insert Picture Here	Insert Picture Here
Take control of any land that has no units on it.	Examine target player's hand.	Remove all enchantments from play.
Olympic Challenge	Athenian Wisdom	Athenian Disfavor
Level: 1Fast Mantra	Level: 1Mantra	Level: 1Fast Mantra
Insert Picture Here	Insert Picture Here	Insert Picture Here
Each player selects up to three units. Roll each unit's attack die and take the sum. The player with the lowest attack sum must discard three cards at random.	Player may draw an extra card this turn.	Target player discards 1d4 cards at random.
Aura of Poseiden	Cupid's Curse	Boon of the Gods
Level: 1Mantra	Level: 1Mantra	Level: 1Fast Mantra
Insert Picture Here	Insert Picture Here	Insert Picture Here
Target unit becomes a water unit.	Player takes control of target unit.	Remove one enchantment or unit from play or alternatively, place one unit or enchantment from the discard pile into your hand.

Apollo's Protection

Level: 1 Mantra



Remove all enchantments from target unit. No further enchantments can be played on this unit until Apollo's Protection is removed.