



1 ECHIDNA
TORMENT
BLOCK
CLIMB

7	8	0	2	IX	8
7	8	0	2	IX	7
7	8	0	2	IX	6
6	7	0	2	IX	5
6	7	0	1	IX	4
5	6	0	1	IX	3
5	6	0	0	IX	2
5	6	0	0	IX	1

MOTHER OF MONSTERS
Echidna ignores the first 2 wounds caused by each attack from a monster.

IX ECHIDNA'S POISON

If Echidna's attack causes a wound, place 1 Echidna's Poison token on the target unit.

When a unit with an Echidna's Poison token activates, it suffers an immediate 5 dice attack. At the end of its activation, the unit's owner may discard 1 art of war card to remove 1 Echidna's Poison token.



3 STHENO THE GORGON
TORMENT

5	7	0	2	IX	6
5	7	0	2	IX	5
5	6	0	2	IX	4
5	6	0	2	IX	3
4	6	0	1	IX	2
4	5	0	1	IX	1

IAA PETRIFY

In Stheno's area, all troops are destroyed. Other units drop any claimed omphalos and get 1 Petrify token each. Stheno is not affected. Stheno's owner chooses if there are not enough tokens to go around. A unit with a Petrify token cannot activate normally. If the unit is activated, its only option is to discard 1 art of war card to remove 1 Petrify token. This counts as a complex action. A unit with a Petrify token cannot retaliate, recall, or use any talents or powers.

BLOOD OF THE GORGON

If Stheno is destroyed, her blood splashes onto one of the units in her area. Her owner chooses both the unit and the effect: either recover up to 2 previously lost vitality, or suffer a 9 dice attack.



1 GRAEAE

0	6	0	0	IX	5
0	6	0	0	IX	4
0	5	0	0	IX	3
0	5	0	0	IX	2
0	4	0	0	IX	1

GUARDIAN OF THE GORGON
Friendly monsters in the Graee's surroundings can only be the target of an attack if the owner of the unit making the attack discards an art of war card first.

EYE OF THE GRAEAE

At the start of the game, the Graee have claimed the Eye of the Graee. It is dropped and claimed exactly like an omphalos, though a divinity cannot absorb it. Only the Graee may use the Eye of the Graee, though other units can claim it. If the Graee are the target of an attack while they have the Eye of the Graee, then the effective offence is modified by -3.



3 GRIFFON
INITIATIVE
GUARD
BLOCK

7	7	0	3	IX	8
7	7	0	3	IX	7
7	7	0	2	IX	6
6	7	0	2	IX	5
6	6	0	2	IX	4
6	6	0	1	IX	3
6	6	0	1	IX	2
5	6	0	1	IX	1

IX SWIFT TALON

The Griffon may retaliate without discarding an activation card.



2 LYCAON
TORMENT
CLIMB

6	7	0	2	IX	6
6	7	0	2	IX	5
6	6	0	2	IX	4
6	6	0	2	IX	3
5	6	0	0	IX	2
5	5	0	0	IX	1

IX CANNIBALISM

If Lycaon destroys a unit, he regains up to 2 previously lost vitality.

RAGE

Make a 5 dice attack on all troops and heroes within range. Target units cannot retaliate.



4 NEMEAN LION
TORMENT
BLOCK
CLIMB

7	8	0	2	IX	8
7	8	0	2	IX	7
7	8	0	2	IX	6
7	7	0	2	IX	5
6	7	0	1	IX	4
6	6	0	1	IX	3
6	6	0	1	IX	2
5	6	0	0	IX	1

SKIN OF THE LION

The Nemean Lion ignores the first wound caused by each attack.

IX LION'S ROAR

The target of the Nemean Lion's attack cannot retaliate.



3 ORION
MIGHTY THROW
BLOCK
CLIMB

7	8	1	2	IX	8
7	8	1	2	IX	7
7	7	1	2	IX	6
6	7	1	2	IX	5
6	6	1	1	IX	4
6	6	0	1	IX	3
5	6	0	1	IX	2
5	6	0	0	IX	1

IX HUNTER

Orion re-rolls any blank result in an attack against a monster.

IX TRACKING

After Orion's Mighty Throw has been resolved, his owner may choose to place Orion in the same area as the thrown unit.



4 PHOENIX

6	7	0	2	IX	6
6	7	0	2	IX	5
5	6	0	2	IX	4
5	6	0	2	IX	3
4	5	0	1	IX	2
4	5	0	1	IX	1

OUT OF THE ASHES

If the Phoenix is destroyed, place an Ash token in that area.

During any of the Phoenix's owner's turns, they may discard 2 art of war cards to resurrect the Phoenix. Remove the Ash token and replace it with the Phoenix miniature. Move the deckboon's stat clip to show maximum vitality.

Resurrecting does not count towards that turn's limit of activations. However, the Phoenix cannot activate if it resurrected earlier in the same turn.

IX FLAMES OF THE PHOENIX

Make an X dice area attack on the Phoenix's area. This attack also targets the Phoenix. Target units cannot retaliate. Units cannot Guard against this attack.



3 PYTHON
GUARD
BLOCK
CLIMB

7	8	1	1	IX	8
7	8	1	1	IX	7
7	7	1	1	IX	6
6	7	1	1	IX	5
6	6	1	1	IX	4
6	6	0	1	IX	3
5	6	0	1	IX	2
5	6	0	0	IX	1

SACRED GUARDIAN

Enemy units in Python's surroundings cannot claim omphalos.

IX PYTHON'S STRIKE

When a non-flying enemy unit enters Python's area, it immediately suffers a 5 dice attack.

MOTHER OF MONSTERS
Echidna ignores the first 2 wounds caused by each attack from a monster.

ECHIDNA'S POISON
If Echidna's attack causes a wound, place 1 Echidna's Poison token on the target unit.
When a unit with an Echidna's Poison token activates, it suffers an immediate 5 dice attack. At the end of its activation, the unit's owner may discard 1 Echidna's Poison token.

SWIFT TALON
The Griffin may retaliate without discarding an activation card.



3 ECHIDNA THE GORGON
TORMENT

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

PETRIFY
If Sibero's unit, all troops are destroyed. Other units which are destroyed are placed on the board. Petrifly token each. Sibero is not affected. Sibero's owner chooses to go around. A unit with a Petrifly token cannot activate normally. If the unit is activated, its only option is to discard 1 art of war card to remove 1 Petrifly token. This counts as a complete action. A unit with a Petrifly token cannot retaliate, recall, or use any talents or powers.

BLOOD OF THE GORGON
If Sibero is destroyed, her blood splashes onto one of the units in her area. Her owner chooses both the unit and the effect: either recover up to 2 previously lost vitality, or suffer a 9 dice attack.

CANNIBALISM
If Lycan destroys a unit, he regains up to 2 previously lost vitality.

RAGE
Make a 5 dice attack on all troops and heroes within range. Target units cannot retaliate.



2 LYCAN
TORMENT CLIMB

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100



1 GRAEF



6 NEMEAN LION
TORMENT BLOCK CLIMB

OUT OF THE ASHES
If the Phoenix is destroyed, place an Ash token in that area.
During any of the Phoenix's owner's turns, they may discard 2 art of war cards to resurrect the Phoenix. Remove the Ash token and replace it with the Phoenix miniature. Move the Phoenix's start cap to show maximum vitality.
Resurrecting does not count towards that turn's limit of activations. However, the Phoenix cannot activate if it resurrected earlier in the same turn.

FLAMES OF THE PHOENIX
Make an X dice area attack on the Phoenix's area. This attack targets the Phoenix. Units cannot retaliate. Units cannot retaliate against this.

GRASSHOPPER OF THE GRASS
Grasshopper's unit, all troops are destroyed. Other units which are destroyed are placed on the board. Grasshopper token each. Grasshopper is not affected. Grasshopper's owner chooses to go around. A unit with a Grasshopper token cannot activate normally. If the unit is activated, its only option is to discard 1 art of war card to remove 1 Grasshopper token. This counts as a complete action. A unit with a Grasshopper token cannot retaliate, recall, or use any talents or powers.

FEY OF THE GRASS
At the start of the game, the Grasshopper's unit, all troops are destroyed. Other units which are destroyed are placed on the board. Grasshopper token each. Grasshopper is not affected. Grasshopper's owner chooses to go around. A unit with a Grasshopper token cannot activate normally. If the unit is activated, its only option is to discard 1 art of war card to remove 1 Grasshopper token. This counts as a complete action. A unit with a Grasshopper token cannot retaliate, recall, or use any talents or powers.

SING OF THE LION
The Nemean Lion gains the Lion's Roar effect for each attack.

LION'S ROAR
The target of the Nemean Lion's attack cannot retaliate.



3 PYTHON
GUARD BLOCK CLIMB

SACRED GUARD
Enemy units in the Phoenix's area cannot activate.