

IMMORTAL Ability Quick-Guide

AMERICAN PANTHEON



CHAMPION - This card gains a **+1** bonus to all of its strengths from each adjacent card which has a symbol that matches the symbol linked with this ability.



SKINWALKER - This card may be played on a space occupied by another card that you control, replacing it. The card being replaced goes to your hand. A card with the Skinwalker ability cannot replace another card with the Skinwalker ability.



SHAMAN - This card is immune to all abilities which target it, both enemy and allied. Abilities which target this card instead have their effects applied to the cards which those abilities originated from. These include: Maelstrom, Phalanx, Trickster, Scar, and Slayer. Cards with the Shaman ability are not affected by the sacred spaces they are played on.



TRICKSTER - When this card is played, you may permanently change the Dominions of any cards within this ability's area of effect.

GREEK PANTHEON



RANGED ATTACK - The spaces within this ability's area of effect are added to this card's attack range.



MIMIC - When this card is played, you may choose one card within this ability's area of effect. The targeted card permanently loses any abilities it has, and this card permanently gains them. Mimic cannot target cards with the Shaman ability.



PHALANX - When this card is played, allied cards within this ability's area of effect gain a permanent **+1** bonus to all of their strengths. Enemy cards within this ability's area of effect get a permanent **-1** penalty to all of their strengths.



SLAYER - When this card captures other cards, the captured cards are removed from the board and placed in the Underworld. Slayer negates the Traitor and Phoenix abilities.

JAPANESE PANTHEON



VOIDWALKER - This card may be played on any void space that is adjacent to at least one real space. If this card is played on a void space, place it in the Underworld after attacks are resolved.



+1 vs ATTACK / DEFENSE BONUS - This card gains a **+1** bonus to all of its strengths for attacking and defending against cards whose dominion symbol matches the symbol paired with this ability.



MAELSTROM - When this card is played, before attacks are resolved, you may rotate any cards within this ability's area of effect **180** degrees.



SWIFT - On the turn that this card is played, after attacks, the player who controls it may move it to an open space within this ability's area of effect. After the card is moved, the turn's steps begin all over again, including new attacks.

NORSE PANTHEON



+2 vs ATTACK BONUS - This card gains a **+2** bonus to all of its strengths for attacking cards whose dominion symbol matches the symbol paired with this ability.



+2 vs DEFENSE BONUS - This card gains a **+2** bonus to all of its strengths for defending against cards whose dominion symbol matches the symbol paired with this ability.



SCAR - When this card is attacked, the card which attacked it gets a permanent **-1** penalty to all of its strengths, after attacks are resolved.



TRAITOR - When this card is captured, it is removed from the board and placed on top of the deck of the player who captured it.



COUNTER-ATTACK - When an attack against this card fails, this card will attack the card which attacked it. The counter-attack occurs after the initial attacks are resolved. Cards with the Shaman ability cannot be counter-attacked.