

**Defeat:** A character that is defeated is sent to the forgotten zone. A character can be defeated by various abilities or Turning Points. A character is defeated if it has damage on it equal to its Life.

If a character's attack or ability immediately results in a defeat, then it is considered to have defeated a character.

**Discard:** Send a card from your hand to the forgotten zone.

**Draw:** Add the top card of your deck to your hand.

**Equip:** When a card is equipped to a character, place it beneath such that the bottom of the card extends the character's text to include all abilities and additional stats below the white line.

**Resurrect:** Return a character from the forgotten zone to one of your open slots.

**Sacrifice:** Send a character you control to the forgotten zone. It is not considered to be defeated.

# ATLANTIS

## Treasure, Cutlass, and Blunderbuss:

There are 5 copies of Treasure.

There are 2 copies of Cutlass.

There are 2 copies of Blunderbuss.

These cards start outside of the decks, aside the board in a pile.

When an ability has you “add treasure”, or “place treasure”, these treasure cards come from the pile aside the board.

When an ability has you add or equip Cutlass/Blunderbuss, they are added or equipped from the pile aside the board.

Whenever a Treasure, Cutlass, or Blunderbuss would be sent to the forgotten zone or removed from the game, return them to the pile aside the board instead.

# GAIA

**Retreat:** When a character is sent on a retreat, remove it from the game. At the beginning of the next round, starting from the player who takes the first turn, return those characters to open slots. Claim abilities cannot be activate this way.

Druid characters return as the evolved version as indicated in the name. (Don't return the druid card, return the evolved version of the card.)

**Spirit:** Spirit characters are also Turning Points, and can be sent from the hand or your side of the board to activate the effect under "Turning Point", at any time you could normally play one.

## **Season:**

Round 1: Summer  
Round 2: Autumn  
Round 3: Winter  
Round 4: Spring  
Round 5: All Seasons

# MATTERVOID



**Void:** Place a Void token on the voided character. While it has a Void token, it is a Mattervoid character and loses all other Faction Types.

Any time a Faction Type would be referenced in that card's text, replace it with "Mattervoid".

**Rapture:** Return cards from your forgotten zone to the bottom of your deck equal to the value.

E.g.

Rapture 5 - Return 5 cards from your forgotten zone to the bottom of your deck.




# MECHANICUS

**Integration:** Renowned Mechanicus characters have an ability that equips characters with Integration to Mechanicus characters.

Abilities and additional stats below the white line are only ever provided to characters equipped by the Integration character.

# OBSIDIAN

**Obsidian**  : Track your Obsidian numerically using damage counters or dice. When an ability would have you add Obsidian, update your total. Obsidian is owned by a player, and persists between rounds.

When an ability would have you pay Obsidian, remove it from your total.

**Underground:** When a character is sent Underground, place an Underground token on it. While Underground, it doesn't contest and it isn't affected by and cannot be chosen for abilities and turning points. The slot is not open.

A character that is Underground can emerge using its move action in the action phase. When a character emerges, remove the Underground token.

# YUCATEC



**Poison:** Place a Poison token on the poisoned character. At the end of each turn (yours and your opponent's) place once damage on each character that is poisoned.

**Honour the Gods:** To activate an Honour the Gods ability, you must remove the value in damage from characters on the board and then sacrifice a character.

E.g.

Honour the Gods 25 - Remove 25 damage from characters on the board, and then sacrifice a character.