GUIDE TO THE CARDS

APOLLO - CARI

Apollo, the sun god, is one of the most worshipped gods in ancient Greece. He is associated with arts, medicine, but also and especially with prophecies. The most famous of his oracles is the Pythia, a young lady locked in a cave near the Delphi temple who foretells the future of visitors.
In Elysium, Apollo has powers which allow him to manipulate the future, meaning the cards which will enter play during the next Epoch.



CHARISMA
Level 1, 2 copies
Apollo is renowned for his beauty, and his servants are quite often chosen for their looks. Mortals have no chance to resist his will.

Instantaneous - Take 1 Citizen.



DARK FUTURE
Level 1, 2 copies
The prophecies of the Pythia are often cryptic. When many gods are involved in a fortelling, many memorable feats are to be performed soon.

Trigger - Receive 1 VP for each Family in the Oracle.



GATHERING
Level 1, 1 copy
The gods gather at the summit of Mount Olympus. They reward worthy mortals, and attempt to quell the disputes between immortals.

Chronos - This card is worth 1 VP for each different Family in this Legend. In a Level 1 Legend, this card can be worth up to 5 VP, but it will never be worth more than 1 VP in a Family Legend.



HOMER
Level 1, 1 copy
What better way to forge your own legend than to see your feats retold by Homer? The Illiad and the Odyssey, two epic poems which are early sources of Greek, Roman, and western culture, are attributed to this blind poet.

Chronos - If your Elysium contains more cards than any other Elysium, this card is worth 7 VP.
This power only works after any single cards have been removed from the Elysium at the end of the game.



TEMPLE OF APOLLO
Level 1, 1 copy

Chronos - This card is worth 1 VP for each Apollo card in this Legend. In a Family Legend, this card can be worth up to 3 VP, but it will never be worth more than 1 VP in a Level 1 Legend.



INITIATION
Level 2, 2 copies
All Greeks, from the richest to the humblest, as well as women, nobles, or kings, can be initiated into the Mysteries of Eleusis. This secret society guarantees that, even in times of conflict, dialog can still occur.

Activate (Eleusis) - Use the Trigger or Instantaneous power of a card in the Oracle. You can use this power only if you have at least one other Eleusis in your Domain.



OFFERINGS
Level 2, 2 copies
The services of the Pythia aren't free, and the Temple at Delphi is quite wealthy.

Trigger - Receive 1 Gold for each different Family in the Oracle.



PROPHECY OF GLORY
Level 2, 3 copies
Knowing the future allows heroes to head directly to the location of their feats, or to recruit the right companions.

Trigger - Take any 1 card from the Oracle.



GATHERING OF HEROES
Level 3, 2 copies
The most famous heroic quests are the work of groups of heroes, gathered by a charismatic leader, such as Jason and the Argonauts, or the hunt for the Boar of Calydon. Consulting the Pythia when choosing companions is just common sense.

Trigger - Draw 2 cards and add them to the Oracle. Then, take any 1 card from the Oracle.



LEGACY
Level 3, 2 copies
Transmitting knowledge is important. Some heroes have chosen their successors, who sometimes manage to surpass their elders.

Activate - Discard 1 card from your Domain to take any 1 card from the Oracle. You may discard any card, including a Citizen or Legacy itself.



MASTER OF THE ORACLE
Level 3, 1 copy
Servants of Apollo, thanks to their knowledge of the future, sometimes take advantage of it to gain the services of powerful heroes.

Trigger - Discard 1 card from your Domain to take any 2 cards from the Oracle. You may discard any card, including a Citizen or Master of the Oracle itself.



THE MUSES
Level 3, 1 copy
Apollo is the patron of the Arts, but he is not alone. The muses inspire artists, historians, and poets of ancient Greece, and each successful work is pleasant to the ears of the gods, who grant gifts and favors to the talented.

Permanent - When you take or transfer an Apollo card, receive 1 Gold. This power works no matter how you take or transfer that card. You do not receive the Gold when you take The Muses, but you do receive 1 Gold if you transfer it.



SUN GOD
Level 3, 1 copy
Archer, musician and sun god, Apollo is one of the most popular Olympians, even if he's not always benevolent as he's jealous and prideful. Demigods who earn his favor are on the right path in their quest for glory.

Permanent - When you take or transfer an Apollo card, receive 1 VP. This power works no matter how you take or transfer that card. You do not receive the VP when you take Sun God, but you do receive 1 VP if you transfer it.

ARES - JOHN McCAMBRIDGE

God of war, cruel and without mercy, Ares isn't popular among the Greeks. He symbolizes the darkness of war, and goes into battle accompanied by terror and discord, and only knows violence as a way to solve arguments.
In Elysium, he grants his favor in an exclusive way: one player, the most prestigious, will earn the most victory points, with the others getting crumbs.



GATHERING
Level 1, 1 copy
The gods gather at the summit of Mount Olympus. They reward worthy mortals, and attempt to quell the disputes between immortals.

Chronos - This card is worth 1 VP for each different Family in this Legend.
In a Level 1 Legend, this card can be worth up to 5 VP, but it will never be worth more than 1 VP in a Family Legend.



HOPLITES
Level 1, 2 copies
All Greek citizens are called upon to serve their cities as soldiers, and they contribute to its defense as well as its reputation.

Instantaneous - Receive 1 PP.



RECRUITER
Level 1, 2 copies
Even the most humble can serve in a levy, and, if needed, mercenaries and barbarians can be used as allies.

Permanent - When you take or transfer a Citizen, receive 1 PP.
This power works no matter how you take or transfer that Citizen.



TEMPLE OF ARES
Level 1, 1 copy

Chronos - This card is worth 1 VP for each Ares card in this Legend.
In a Family Legend, this card can be worth up to 3 VP, but it will never be worth more than 1 VP in a Level 1 Legend.



VETERANS
Level 1, 1 copy
Most of the city states of Greece field elite units. The feats of the Theban Sacred Band or the Spartans echo over all Greece, and the gods watch on them with benevolence.

Chronos - This card is worth 1 VP for each PP on your board.



DEIMOS AND PHOBOS
Level 2, 2 copies
Ares enters battle along with the incarnations of fear and terror, two fearsome demons whose mere sight weakens mortals.

Instantaneous - All other players give you 1 PP.
A player with no PP gives you nothing.



INITIATION
Level 2, 2 copies
All Greeks, from the richest to the humblest, as well as women, nobles, or kings, can be initiated into the Mysteries of Eleusis. This secret society guarantees that, even in times of conflict, dialog can still occur.

Activate (Eleusis) - Receive 1 PP.
You can use this power only if you have at least one other Eleusis in your Domain.



WAR CHARIOTS
Level 2, 3 copies
Of all mythical wars, the siege of Troy remains the most famous of conflicts. Heroes ride to battle on chariots, and the clash between Achilles and Hector beneath the city walls represents the ideal of heroic battle.

Legend - Receive 1 PP.
You receive 1 PP even if you transfer War Chariots during this phase.



GLORIOUS VICTORY
Level 3, 2 copies
The laws of war and of Ares are without mercy. Fortune and victory surely smile on the audacious and the valorous, but quite often, they go to the more numerous.

Activate - Receive 1 PP for each Ares card in your Domain.
Example: If you have 3 Ares cards, including Glorious Victory, in your Domain, you receive 3 PP.



GOD OF WAR
Level 3, 1 copy
Victory is of less interest to Ares than the violence of war itself. Despite being little appreciated by the Greeks, such a valorous people in battle cannot help but seek out his favor.

Permanent - When you take or transfer an Ares card, receive 1 VP.
This power works no matter how you take or transfer that card. You do not receive the VP when you take God of War, but you do receive 1 VP if you transfer it.



GO TELL SPARTA
Level 3, 2 copies
During the battle of Thermopylae, 300 Spartans and 1000 Greek allies held at bay the Persian invaders for three days, allowing the Greek cities to organize the defense of Greece. All of them are killed, and a stele reminds future generations of their sacrifice.

Activate - Discard 1 card from your Domain to receive 2 PP.
You may discard any card, including a Citizen or Go Tell Sparta itself.



TRIBUTE TO AMAZONS
Level 3, 1 copy
Legendary warriors and fearsome archers, it is said that Amazons dedicate their lives to Ares and take no husbands. They fight at the side of the Trojans, and conquer many cities who pay them a heavy tribute.

Permanent - When you take or transfer an Ares card, receive 1 Gold.
This power works no matter how you take or transfer that card. You do not receive the Gold when you take Tribute to Amazons, but you do receive 1 Gold if you transfer it.



WATER DRAGON
Level 3, 1 copy
Cadmus, founder of the city of Thebes, faces and vanquishes a water dragon, a creature sacred to Ares. As a punishment, he has to serve the god for eight years. Even a worthy warrior cannot raise Ares' ire without being punished.

Trigger - All other players give you 1 PP.
A player with no PP gives you nothing.

ATHENA - VINCENT DUTRAIT

Together with Apollo, Athena is without a doubt the most popular goddess in Greece. As martial as Ares but wiser, as protective as Poseidon but less volatile, Athena represents wisdom and equality, level-headedness and cooperation.
In Elysium, servants of Athena have powerful abilities, but they are shared with their opponents. Thus, she is the opposite of Poseidon, her favored enemy among the gods.



DEMOCRACY
Level 1, 2 copies
In Athenian democracy, citizens can express their opinions and thus influence the policies of the city. They play a significant role and can help ambitious demi-gods in their quests.

Trigger - Take 1 Citizen. All other players may do the same for 1 Gold.



GATHERING
Level 1, 1 copy
The gods gather at the summit of Mount Olympus. They reward worthy mortals, and attempt to quell the disputes between immortals.

Chronos - This card is worth 1 VP for each different Family in this Legend.
In a Level 1 Legend, this card can be worth up to 5 VP, but it will never be worth more than 1 VP in a Family Legend.



MEDIATION
Level 1, 1 copy
During the foundation of Athens, the settlers have to decide who is to be their patron divinity. Athena and Poseidon each offer a gift: a magnificent horse from Poseidon, a simple fountain from Athena. The Athenians choose the fountain, again proving Athena always wins in the end.

Chronos - This card is worth 3 VP for each complete Legend in your Elysium.
A complete Family Legend has 3 cards. A complete Level Legend has 5 cards.



TEMPLE OF ATHENA
Level 1, 1 copy

Chronos - This card is worth 1 VP for each Athena card in this Legend.
In a Family Legend, this card can be worth up to 3 VP, but it will never be worth more than 1 VP in a Level 1 Legend.



TRADE AGREEMENT
Level 1, 2 copies
Benevolent goddess of wisdom, Athena preaches for peace and mutual gain for everyone. Nonetheless, her servants always profit a bit more than others.

Instantaneous - Receive 3 Gold. All other players receive 1 Gold.



INITIATION
Level 2, 2 copies
All Greeks, from the richest to the humblest, as well as women, nobles, or kings, can be initiated into the Mysteries of Eleusis. This secret society guarantees that, even in times of conflict, dialog can still occur.

Activate (Eleusis) - Receive 2 Gold. All other players with at least 1 Eleusis in their Domain receive 1 Gold.
To activate this card, you must have at least one other Eleusis in your Domain.



NAVAL POWER
Level 2, 3 copies
Athena is a goddess who is no stranger to war. But her goal is always victory and dominance at the lowest cost. It's not surprising that her favored city manages to dominate Greece through its ships, commercially as well as militarily.

Activate - Receive 1 Gold and 1 VP. All other players choose to get one or the other.



PANATHENAIC GAMES
Level 2, 2 copies
The Olympic games aren't the only occasion for the Greek cities to enter into peaceful but prestigious competition. The city devoted to Athena holds its own games, which are very popular.

Instantaneous - You may transfer 1 card. All other players may do the same for 1 extra Gold.
You may use this power to transfer Panathenaic Games itself. This transfer is not free.



AEGIS
Level 3, 1 copy
An enchanted shield shared between Athena and Zeus, the Aegis has helped and protected many heroes in their quests, as Athena is a benevolent goddess. Her many faithful take advantage of that.

Permanent - When you take or transfer an Athena card, receive 1 Gold.
This power works no matter how you take or transfer that card. You do not receive the Gold when you take Aegis, but you do receive 1 Gold if you transfer it.



DIVINE LAW
Level 3, 1 copy
Obtaining the goddess' favor allows to gain agreements and favorable rulings. But Athena never wrongs anyone unjustly.

Trigger - Draw a card and take it face-up into your Domain. Then, you may transfer 1 card. All other players choose to do one or the other.
You may use this power to transfer Divine Law itself. This transfer is not free.
If the card drawn is already in your Domain, discard it and draw another one.



EMBASSY
Level 3, 2 copies
Guarantor of peace, vigilant as to the respect of contracts and oaths, Athena expects her servants to participate in the negotiations between cities.

Trigger - Receive 1 Gold and 1 VP for each Athena card in your Domain. All other players choose to receive Gold or VP.
The number of Gold or VP received is determined by the number of Athena cards in the Domain of the player who triggered Embassy.



GODDESS OF WISDOM
Level 3, 1 copy
Despite her keen sense of justice, Athena sometimes grants her favor unequally. Ambitious demigods would be well advised to not confuse her benevolence with a limitless tolerance. Her wrath is rare, but terrible.

Permanent - When you take or transfer an Athena card, receive 1 VP.
This power works no matter how you take or transfer that card. You do not receive the VP when you take Goddess of Wisdom, but you do receive 1 VP if you transfer it.



OATH OF HOSPITALITY
Level 3, 2 copies
Hospitality is one of the most sacred customs in Greece. Sometimes, an unforeseen guest can turn out to be beneficial.

Activate - Discard 1 card from your Domain to draw a card. Take it face-up into your Domain. All other players may do the same for 1 Gold.
You may discard any card, including a Citizen or Oath of Hospitality itself. Other players who choose to use this power must discard 1 card and pay 1 Gold.
If the card drawn is already in your Domain, discard it and draw another one.

HADES - PASCAL QUIDAULT

God of the dead, Hades resides in Hell where he greets all mortals. Both guardian and judge, he also decides who is worthy of entering the Elysium, and sends cowards and the impious back into the parts of Hell where they will be forgotten.
In Elysium, Hades has a very important role, as he decides if a hero is worthy to enter posterity… and earn victory points at the end of the game.



CHARON'S OBOL
Level 1, 2 copies
The Greek funeral rite consisted in placing a coin, the obol, in the mouth of the deceased so that they could pay their passage across the river Styx.

Instantaneous - Receive 1 Gold. Then you may transfer 1 card.
This transfer is not free.



GATHERING
Level 1, 1 copy
The gods gather at the summit of Mount Olympus. They reward worthy mortals, and attempt to quell the disputes between immortals.

Chronos - This card is worth 1 VP for each different Family in this Legend.
In a Level 1 Legend, this card can be worth up to 5 VP, but it will never be worth more than 1 VP in a Family Legend.



POSTHUMOUS HERO
Level 1, 2 copies
Even anonymous and simple citizens have a chance of reaching the Elysium if they show courage and worth.

Trigger - Transfer 1 Citizen for free.



TARTARUS
Level 1, 1 copy
Sooner or later, Hades welcomes all mortals who enter Hell. But nothing pleases him more than seeing heroes crossing the river Tartarus and reaching the Elysium.

Chronos - This card is worth 1 VP for each set of 2 cards in your Elysium.
Example: If you have 9 cards in your Elysium, you receive 4 VP. This power triggers after any single cards have been removed from your Elysium at the end of the game.



TEMPLE OF HADES
Level 1, 1 copy

Chronos - This card is worth 1 VP for each Hades card in this Legend.
In a Family Legend, this card can be worth up to 3 VP, but it will never be worth more than 1 VP in a Level 1 Legend.



CAP OF INVISIBILITY
Level 2, 3 copies
Hades' helm has the power to turn its wearer invisible. This is a significant help on the battlefield (and elsewhere) to strengthen the wearer's reputation.

Legend - You may transfer 1 extra card.
You may use this power to transfer Cap of Invisibility itself. This transfer is not free.



CHARON
Level 2, 2 copies
The sinister boatman takes the obols of the dead at the time of their passage across the Styx. And his favor is gained by those who send him many clients.

Legend - If you transfer at least 2 cards, receive 2 VP.
You must transfer at least 2 cards during Phase III to receive the VP. Charon may be one of the cards transferred.



INITIATION
Level 2, 2 copies
All Greeks, from the richest to the humblest, as well as women, nobles, or kings, can be initiated into the Mysteries of Eleusis. This secret society guarantees that, even in times of conflict, dialog can still occur.

Activate (Eleusis) - Transfer 1 card.
You can use this power only if you have at least one other Eleusis in your Domain. You may use this power to transfer Initiation itself. This transfer is not free.



CERBERUS
Level 3, 2 copies
The guardian of Hell is so fearsome that walking by his triple gaze requires a painful sacrifice for all intruders into Hades' kingdom. But every hero who has managed to pass has become a legend.

Activate- Discard 1 card from your Domain to transfer another card.
You may discard any card, including a Citizen or Cerberus itself. You may use this power to transfer Cerberus itself. This transfer is not free.



GOD OF THE DEAD
Level 3, 1 copy
Undisputed master of Hell, Hades is the Olympian most feared by the Greeks, and the least liked. His favor is nonetheless sought out, and his servants feared and respected.

Permanent - When you take or transfer a Hades card, receive 1 VP.
This power works no matter how you take or transfer that card. You do not receive the VP when you take God of the Dead, but you do receive 1 VP if you transfer it.



HORN OF PLENTY
Level 3, 1 copy
Hades is a greedy and sinister god, and the riches of the dead belong to him, as well as the offerings made during funerals. From his enchanted horn flow limitless riches.

Permanent - When you take or transfer a Hades card, receive 1 Gold.
This power works no matter how you take or transfer that card. You do not receive the Gold when you take Horn of Plenty, but you do receive 1 Gold if you transfer it.



JUDGES OF THE UNDERWORLD
Level 3, 2 copies
Minos, Rhadamanthus, and Aeacus, the terrible judges of mortals, gauge the worth of heroes and determine who can reach the Elysium. Gaining their favor is therefore no small advantage.

Trigger - Each Hades card in your Domain allows you to transfer 1 card.
You may use this power to transfer Judges of the Underworld itself. These transfers are not free.

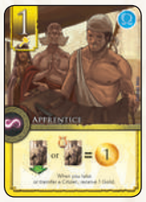


PERSEPHONE
Level 3, 1 copy
The daughter of Demeter, goddess of agriculture, Persephone catches the eye and the longing of Hades, who kidnaps her and brings her to his domain. Faced with the anger of Demeter and Zeus, he nonetheless agrees to return her to her mother, but only for half the year. Persephone thus travels from Hell to the surface, as her mother's sorrow determines the flow of seasons.

Trigger - Transfer 1 card for free.
You may use this power to transfer Persephone itself. The transfer is free and costs no Gold.

HEPHAESTUS - DIDIER POLI

Blacksmith of the gods, son of Zeus and Hera, he is ugly, walks with a limp, and holds a grudge. He is the god of craftsmen, and gives, sells, or trades objects enchanted with great powers to gods and mortals.
In Elysium, Gold represents the gift of the gods bestowed upon heroes when they undertake quests. The servants of Hephaestus can grant the player who attracts them even greater gifts, and so provide invaluable help in writing their legends.



APPRENTICE
Level 1, 2 copies
Hephaestus is an industrious god who takes apprentices and companions in order to teach them his science and his secrets.

Permanent - When you take or transfer a Citizen, receive 1 Gold.
This power works no matter how you take or transfer that Citizen.



DIVINE AID
Level 1, 2 copies
When a craftsman surpasses himself, he sometimes receives hidden help from Hephaestus and creates an item invested with great powers, which allows a hero to fulfill their destiny.

Instantaneous - Receive 2 Gold.



FORGES OF HEPHAESTUS
Level 1, 1 copy

Chronos - This card is worth 1 VP for each Hephaestus card in this Legend.
In a Family Legend, this card can be worth up to 3 VP, but it will never be worth more than 1 VP in a Level 1 Legend.



GATHERING
Level 1, 1 copy
The gods gather at the summit of Mount Olympus. They reward worthy mortals, and attempt to quell the disputes between immortals.

Chronos - This card is worth 1 VP for each different Family in this Legend.
In a Level 1 Legend, this card can be worth up to 5 VP, but it will never be worth more than 1 VP in a Family Legend.



GIFT OF HEPHAESTUS
Level 1, 1 copy
The arms and armors forged by the limping god are more solid and durable than anything crafted by a mortal.

Chronos - This card is worth 1 VP for each set of 2 Gold on your board.
Example: If you have 7 Gold on your board, this card is worth 3 VP.



INITIATION
Level 2, 2 copies
All Greeks, from the richest to the humblest, as well as women, nobles, or kings, can be initiated into the Mysteries of Eleusis. This secret society guarantees that, even in times of conflict, dialog can still occur.

Activate (Eleusis) - Receive 1 Gold.
You can use this power only if you have at least one other Eleusis in your Domain.



SACRIFICE
Level 2, 2 copies
Even the gods appreciate Hephaestus' work. Mortals (or ambitious demigods) who wish for their favors must be ready to sacrifice his gifts.

Instantaneous - Freely trade Gold for VP, or vice versa.
You may trade any number of Gold for the same number of VP, or trade any number of VP for the same number of Gold.



WORKSHOP
Level 2, 3 copies
In Hephaestus' workshop, located in an active volcano, only the strongest and most enduring servants can work day after day.

Legend - Receive 1 Gold.
You receive 1 Gold even if you transfer Workshop during this phase.



AUTOMATON
Level 3, 1 copy
The genius of the god Hephaestus has no limit! Faced with the difficulty of finding servants able to resist the workload and the hostile environment of his forges, Hephaestus designs automatons which can, in turn, make more automatons.

Permanent - When you take or transfer a Hephaestus card, receive 1 Gold.
This power works no matter how you take or transfer that card. You do not receive the Gold when you take Automaton, but you do receive 1 Gold if you transfer it.



GOD OF FIRE
Level 3, 1 copy
Hephaestus impresses the other gods with his many chariots, which are able to move without horses, or are drawn by automatons made of gold and silver.

Permanent - When you take or transfer a Hephaestus card, receive 1 VP.
This power works no matter how you take or transfer that card. You do not receive the VP when you take God of Fire, but you do receive 1 VP if you transfer it.



GOLDEN THRONE OF HERA
Level 3, 1 copy
To win his place among the gods, Hephaestus offers Hera a throne of gold as a gift. Despite her contempt for the deformed god, she sits and realiz es that she has been trapped and can't stand up. All of the gods, including Zeus, attempt to break her free but fail. Hephaestus finally releases Hera and is granted the status of Olympian god.

Trigger - Receive enough Gold to match the amount owned by the richest player.
The richest player is, of course, the player who has the most Gold at the time you trigger this power.



SLAVES
Level 3, 2 copies
Be they prisoners, captured barbarians or even poor strangers bought by ambitious Greek merchants, slaves are a way to obtain riches and power if one isn't weighed down by scruples.

Activate - Discard 1 card from your Domain to receive 2 Gold.
You may discard any card, including a Citizen or Slaves itself.



TASKMASTER
Level 3, 2 copies
The many servants of the God of the Forge work ceaselessly. They create unending treasure and riches, under the watch of the Taskmaster.

Activate - Receive 1 Gold for each Hephaestus card in your Domain.
Example: If you have 3 Hephaestus cards, including Taskmaster, in your Domain, you receive 3 Gold.

HERMES - EMMANUEL ROUDIER

Messenger, spy, thief, and merchant, Hermes is charming, cunning, and mostly well disposed towards mortals and heroes. He protects the daring and knows many mystical secrets.
In Elysium, he allows players to use or reuse the power of cards, including those in the Elysium.



CHEAT
Level 1, 1 copy
Hermes is a young and clever god. He can make an anonymous citizen impersonate a hero… as long as he doesn't get caught.

Chronos - If you have no Citizens in your Elysium, this card is worth 5 VP.



GATHERING
Level 1, 1 copy
The gods gather at the summit of Mount Olympus. They reward worthy mortals, and attempt to quell the disputes between immortals.

Chronos - This card is worth 1 VP for each different Family in this Legend.
In a Level 1 Legend, this card can be worth up to 5 VP, but it will never be worth more than 1 VP in a Family Legend.



TEMPLE OF HERMES
Level 1, 1 copy

Chronos - This card is worth 1 VP for each Hermes card in this Legend.
In a Family Legend, this card can be worth up to 3 VP, but it will never be worth more than 1 VP in a Level 1 Legend.



THE MESSENGER
Level 1, 2 copies
A popular god, Hermes protects the ambitious, and he appreciates the lowly and the anonymous who attempt to reach glory.

Activate - If you have at least 1 Citizen in your Domain, use the Instantaneous power of a card in your Domain.



THE TRICKSTER
Level 1, 2 copies
Playful and wily, Hermes looks with benevolence on those who know how to take advantage of the gullibility or lack of attention of onlookers.

Trigger - Exchange a column on your board with one of your dismissed columns.



CADUCEUS
Level 2, 3 copies
Thanks to his curiosity, Hermes has a great knowledge of the human body, and doctors pay him homage.

Trigger - Use the Instantaneous power of a card in your Domain.



INITIATION
Level 2, 2 copies
All Greeks, from the richest to the humblest, as well as women, nobles, or kings, can be initiated into the Mysteries of Eleusis. This secret society guarantees that, even in times of conflict, dialog can still occur.

Activate (Eleusis) - Use the power of an Eleusis in another player's Domain.
You can use this power only if you have at least one other Eleusis in your Domain.



KEEPER OF DREAMS
Level 2, 2 copies
The dreams of mortals hold no secrets for Hermes. Through dreams, he sends messages, advice, and warnings. Sometimes, he allows mortals to fulfill their dreams.

Trigger - Use the Trigger power of a card in your Domain.
You may use the Trigger power of any card, including one without its trigger ring. If the chosen card still has its trigger ring, the card keeps it.



GOD OF THIEVES
Level 3, 1 copy
Hermes with his winged sandals likes to play pranks on gods and mortals, and he surrounds himself with companions for his worst tricks. To join this group is both a privilege and a risk.

Permanent - When you take or transfer a Hermes card, receive 1 VP.
This power works no matter how you take or transfer that card. You do not receive the VP when you take God of Thieves, but you do receive 1 VP if you transfer it.



HEIST
Level 3, 2 copies
The best plans rely on diversion.

Activate - Discard 1 card from your Domain to use the Trigger or Instantaneous power of another card in your Domain.
You may discard any card, including a Citizen or Heist itself. You may use the Trigger power of any card, including one without its trigger ring. If the chosen card still has its trigger ring, the card keeps it. You cannot use the power of the card you discard.



LEGENDARY LOOT
Level 3, 1 copy
The servants of Hermes are often shady characters. But riches and loot are unquestionable advantages when building a legend.

Permanent - When you take or transfer a Hermes card, receive 1 Gold.
This power works no matter how you take or transfer that card. You do not receive the Gold when you take Legendary Loot, but you do receive 1 Gold if you transfer it.



ORPHEUS
Level 3, 1 copy
With the help of the gods and his talents as a musician, Orpheus goes into Hades' realm to bring his beloved Eurydice back to life. Shortly before their arrival on the surface, ignoring Hermes' advice, he looks behind him and subjects her again to the power of Hades.

Trigger - Swap a card in your Domain with a Citizen in your Elysium. Mind the rules of Legends!
This action is free and costs no Gold, but you cannot place a card into a Legend that would break the rules of Legends.



PSYCHOPOMP
Level 3, 2 copies
Hermes is a Psychopomp, a guide to the souls of the dead to the great beyond, and sometimes takes advantage of that to obtain favors and information from dead heroes.

Trigger - Use the Trigger or Instantaneous power of a card in your Elysium.

POSEIDON - ÉRIC BOURGIER

God of the sea and father of monsters, Poseidon is the most unpredictable and doubtless the most dangerous god of Olympus for mortals.
In Elysium, Poseidon cards are aggressive towards the other players.



DIVINE WRATH
Level 1, 1 copy
Poseidon is easily angered and carries a grudge. He ceaselessly pursues his enemies with his wrath and rejoices in their deaths.

Chronos - This card is worth 1 VP for each set of 4 cards in the discard pile.
Example: If there are 13 cards in the discard pile, this card is worth 3 VP.
Remember: Do not put any single cards removed from the players' Domains and Elysiums at the end of the game in the discard pile.



EARTHQUAKE
Level 1, 2 copies
Sometimes, his anger is focused on a city, because of a forgotten sacrifice or an affront to his pride. He then submerges it, without mercy for the innocent citizens.

Trigger - All other players discard all the Citizens in their Domain.
A player with no Citizens loses nothing.



GATHERING
Level 1, 1 copy
The gods gather at the summit of Mount Olympus. They reward worthy mortals, and attempt to quell the disputes between immortals.

Chronos - This card is worth 1 VP for each different Family in this Legend.
In a Level 1 Legend, this card can be worth up to 5 VP, but it will never be worth more than 1 VP in a Family Legend.



TEMPLE OF POSEIDON
Level 1, 1 copy

Chronos - This card is worth 1 VP for each Poseidon card in this Legend.
In a Family Legend, this card can be worth up to 3 VP, but it will never be worth more than 1 VP in a Level 1 Legend.



TIDAL WAVE
Level 1, 2 copies
The children of Poseidon and his servants can direct his anger onto his enemies, and the wrath of the god of Oceans is terrible.

Instantaneous - All other players discard 1 Gold.
A player with no Gold loses nothing.



CYCLOPS
Level 2, 3 copies
Many are the monsters birthed by Poseidon. Among them, the Cyclops are his favorites. Ugly and stupid, they're famous for their savagery and the cruelty they show towards mortals.

Instantaneous - All other players choose to discard either 1 card from their Domain or 2 Gold.
A player without 2 Gold must discard a card. A player with no cards in their Domain must discard 2 Gold, or 1 Gold if that is all they have. A player with no Gold or cards loses nothing.



INITIATION
Level 2, 2 copies
All Greeks, from the richest to the humblest, as well as women, nobles, or kings, can be initiated into the Mysteries of Eleusis. This secret society guarantees that, even in times of conflict, dialog can still occur.

Activate (Eleusis) - All other players discard 1 VP.
You can use this power only if you have at least one other Eleusis in your Domain. A player with no VP loses nothing.



PLUNDERERS
Level 2, 2 copies
Greek sailors are not just merchants. Many wars begin with a daring seafaring raid, duly blessed by Poseidon.

Instantaneous - All other players give you 1 Gold.
A player with no Gold gives you nothing.



ANTAEUS
Level 3, 2 copies
Son of Poseidon, this giant builds a temple of skulls to honor his father. To do this, he challenges travellers to a wrestling match and kills them with his bare hands.

Trigger - Choose a Level. All other players discard 1 card of that Level from their Domain.
Citizens have no Level and can't be discarded. A player with multiple cards of the chosen Level may choose which card to discard. A player with no cards of the chosen Level loses nothing.



SCYLLA AND CHARYBDIS
Level 3, 2 copies
Most Greeks live near the sea. But they fear it, as shipwrecks are frequent. Many are attributed to sea monsters birthed by Poseidon, whose fertility and lack of discernment as to the choice of his partners are legendary.

Instantaneous - All other players discard 1 Gold and 1 VP.
A player with no Gold must still discard 1 VP. A player with no VP must still discard 1 Gold. A player with no Gold or VP loses nothing.



GOD OF THE SEA
Level 3, 1 copy
Earning the favor of Poseidon also means gaining many enemies. But the rewards are great, as the god is as generous with his friends as he is cruel to others.

Permanent - When you take or transfer a Poseidon card, receive 1 VP.
This power works no matter how you take or transfer that card. You do not receive the VP when you take God of the Sea, but you do receive 1 VP if you transfer it.



MEDUSA
Level 3, 1 copy
Medusa, a beautiful young woman, is attacked by Poseidon in a temple of Athena. Punished by the goddess, she becomes a monster, the most fearsome of the Gorgons, and her gaze turns her victims to stone.

Trigger - Choose 2 cards in each other player's Domain. Each other player discards 1 of the chosen cards.
A player with only 1 card discards it. A player with no card loses nothing.

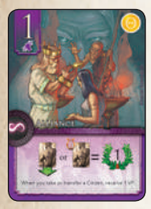


THE GOLDEN FLEECE
Level 3, 1 copy
One of Poseidon's numerous offspring is a ram with golden fleece. Once killed, its hide becomes one of the most famous enchanted items of mythological Greece: the Golden Fleece, symbol of riches and absolute power.

Permanent - When you take or transfer a Poseidon card, receive 1 Gold.
This power works no matter how you take or transfer that card. You do not receive the Gold when you take The Golden Fleece, but you do receive 1 Gold if you transfer it.

ZEUS - SYLVAIN GUINEBAUD / BRUNO TATTI

Zeus is the leader of the gods, the father of a large number of them, and his favor is indispensable to reach immortality. Sometimes mean, always flighty, he plays favorites and supports them as often as he can. He shows himself merciless towards those who upset him.
In Elysium, Zeus allows players to get victory points in addition to those gained through Legends.



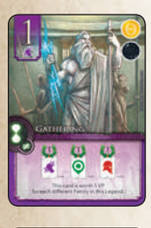
ALLIANCE
Level 1, 2 copies
Zeus is the king of the gods, and all those who rule with wisdom pay him homage.

Permanent - When you take or transfer a Citizen, receive 1 VP.
This power works no matter how you take or transfer that Citizen.



GARDEN OF HESPERIDES
Level 1, 2 copies
To prove his worth to his father, Heracles performs many feats. He steals the apples from the Garden of Hesperides, which grant immortality.

Instantaneous - Receive 2 VP.



GATHERING
Level 1, 1 copy
The gods gather at the summit of Mount Olympus. They reward worthy mortals, and attempt to quell the disputes between immortals.

Chronos - This card is worth 1 VP for each different Family in this Legend.
In a Level 1 Legend, this card can be worth up to 5 VP, but it will never be worth more than 1 VP in a Family Legend.



JUSTICE OF ZEUS
Level 1, 1 copy
Zeus may be fair, but as judge of the gods and mortals, he sometimes plays favorites.

Chronos - This card is worth 1 VP for each set of 3 VP on your board.
Example: If you have 5 VP on your board, this card is worth 1 VP.



TEMPLE OF ZEUS
Level 1, 1 copy

Chronos - This card is worth 1 VP for each Zeus card in this Legend.
In a Family Legend, this card can be worth up to 3 VP, but it will never be worth more than 1 VP in a Level 1 Legend.



ANGELS OF ZEUS
Level 2, 3 copies
Kratos, Bia, Nike, and Zelus are minor gods, servants of Zeus. They represent strength, power, victory, and zealousness. Zeus has given them the wings of the wind to help in their tasks.

Legend - Receive 1 VP.
You receive 1 VP even if you transfer Angels of Zeus during this phase.



INITIATION
Level 2, 2 copies
All Greeks, from the richest to the humblest, as well as women, nobles, or kings, can be initiated into the Mysteries of Eleusis. This secret society guarantees that, even in times of conflict, dialog can still occur.

Activate (Eleusis) - Receive 1 VP.
You can use this power only if you have at least one other Eleusis in your Domain.



TRIUMPH
Level 2, 2 copies
Zeus isn't the god of war, but the victors know to pay him homage as he is the Father of the Gods and his wrath is terrible.

Trigger - Receive 1 VP for each set of 2 cards in your Domain.
Example: If you have 7 cards in your Domain, you receive 3 VP.



FATHER OF GODS
Level 3, 1 copy
A demigod brought to the attention of the Father of Gods is on his way to immortality… or to a very painful end, as the wrath of Zeus is legendary, and no immortal wishes to suffer it.

Permanent - When you take or transfer a Zeus card, receive 1 VP.
This power works no matter how you take or transfer that card. You do not receive the VP when you take Father of Gods, but you do receive 1 VP if you transfer it.



HERACLES
Level 3, 1 copy
Hero and companion to heroes, Heracles, Zeus' favorite son, is the role model followed by all demigods. His help is precious to gain the favor of Zeus.

Trigger - Receive 1 VP for each set of 3 VP on your board.
Example: If you have 5 VP on your board, you receive 1 VP.



KING'S COUNCIL
Level 3, 2 copies
Despite his volcanic temper, Zeus is wise and expects wisdom from Greek kings and tyrants. He wants them to be level-headed in all things, in order to avoid overly long or bloody conflicts.

Activate - Receive 1 VP for each set of 2 Zeus cards in your Domain.
Example: If you have 3 Zeus cards, including King's Council, in your Domain, you receive 1 VP.



TRIAL OF HEROES
Level 3, 2 copies
Heracles is Zeus' favorite son. Killing the Nemean Lion and making a cape out of its pelt was one of his hardest tasks.

Activate - Discard 1 card from your Domain to receive 2 VP.
You may discard any card, including a Citizen or Trial of Heroes itself.



WHISPERS OF HERA
Level 3, 1 copy
Despite his repeated adultery, Zeus fears and respects his wife, and always listens to her advice. To anger Zeus' wife is therefore imprudent, but her favor is precious.

Permanent - When you take or transfer a Zeus card, receive 1 Gold.
This power works no matter how you take or transfer that card. You do not receive the Gold when you take Whispers of Hera, but you do receive 1 Gold if you transfer it.