



Mafdet Cat

If you have Mafdet Cat in a Battle, double the Followers you gain from playing the Flood Battle card.



Heka Cat

Instead of performing Heka Cat's regular move, you may sacrifice it to gain 3 Followers.



Ancient Satet

If Ancient Satet is your only figure in a Battle, it has +1 Strength and your Devotion reward for winning is increased by 1.



Striding Satet

During a regular move, Striding Satet can move any number of spaces. (Can be moved to any available space on board)



Pharao Mummy

If Pharao Mummy is killed in a Battle, reclaim all used Battle cards at the end of that Battle.



Medjed Mummy

If Medjed Mummy is part of a Battle Resolution, the winner gains Followers instead of Devotion from winning.



Reed-Apep

Reed-Apep has 2 Strength, if it's located on Fertile (green) spaces.

Unlike Apep, can't be summoned or moved to water space.



Praying Mummy

When taking the Gain Followers action, you may first summon or move Praying Mummy adjacent to any Monument on the board.



Evolved Apep

May occupy Water spaces and is present in all regions shared by that water space.

When ending its movement into a water space, it may kill 1 adjacent enemy figure.



Isis-Scorpion

Isis-Scorpion cannot be killed.



Sunsphinx

Sunsphinx has +2 Strength for each God figure in its region.



Moonsphinx

Moonsphinx has +1 Strength for each of your Temples on the board.



Babi-Scorpion

During Conflict events, Babi-Scorpion also counts as an Obelisk under your control.



Deadly Scorpion

Strength = 3



Shezmusphinx

Enemy Guardians can't move or be summoned into Shezmu's region.

Enemy Guardians in Shezmu's region have no strength and no abilities.



Petsuchossphinx

Strength 2

At the end of each Conflict event, it is given to the player currently with the lowest Devotion (goes into their pool if control changes).

The Eye of Horus

At the start of each Conflict event, you may choose up to 2 Battle regions to place 1 of your tokens.



When a Battle begins in a region where one of your tokens is present, return it here and names one battle card, other than Cycle of Ma'at. No player (including you) can play that card in this Battle.

Selfless Devotion of Hathor

After resolving any effect that makes you sacrifice Followers, you may choose to sacrifice 1 additional Follower.

If you do, you may immediately summon any Warrior or Guardian (even if you just gained one) adjacent to any of your figures or monuments.

Creator-Builder Ptah

1. After any opponent builds a Monument, they must give you 1 Follower, if possible.
2. After you build a Monument, gain all Exalted Follower tokens from here to your regular Follower pool.



Exalted Followers count as 2 Followers for all purposes. When sacrificed, they return here.

The Betrayer of Set

During conflict events, opponent's Guardians and Warriors adjacent to your God figure count as yours instead of theirs.

They are not killed at the end of the battle, if you win it.

Wisdom of Ma'at (Thoth)

Before the Battle cards are revealed, you may place 1 Follower from the supply on the Scale below to guess a card being used by ONE opponent.

If you guess incorrectly, all Followers on the Scale are given to that opponent.



At the end of each Conflict event, before any other effect, discards all Followers on the Scale. You gain 1 Devotion for each Follower discarded.

Grant of Sobek

Your God may occupy Water spaces (Water spaces count as part of each region they are adjacent to).

If you Dominate or win a Battle with your God, you may place a Water token in the region in any empty space adjacent to a river, Water space, Camel, or external border, permanently changing it to a Water space (remove any Camels on its edges). You cannot split a region with this ability.