

Index	God	AKA	Set - Count	Unique Ability	Area/timing of effect
1	Amun	The Hidden One	Core Box - 1	Can play 2 Battle Cards, once per Conflict event	In one battle per Conflict event
2	Anubis	The Embalmer	Core Box - 2	Whenever Warriors are killed, Anubis may trap one of them in one of the 3 slots on his God Dashboard. For each Warrior trapped there, the Anubis God figure gains +1 strength in battles. Opponents can resummon a trapped Warrior back on the board by paying Anubis one Follower.	In battle
3	Isis	Queen of the Throne	Core Box - 3	Any figure owned by Isis that is adjacent to an enemy figure cannot be killed by any effect.	Full board
4	Osiris	God of the Dead	Core Box - 4	Whenever Osiris loses a battle, he may place (or move) one of his 3 Underworld tokens into an empty space of that region. Enemy figures cannot end their movement on Hexes with Underworld tokens (but can move through them) and opponents cannot build Monuments there (but Osiris can). Hexes with Underworld tokens are neither Desert or Fertile anymore. When Osiris uses Summon Figure, he may summon an extra figure in one of the Underworld spaces.	Region of lost battle
5	Ra	The Sun and the Light	Core Box - 5	Whenever Ra summons a figure, he may attach one of his 3 Sun tokens to them, making them Radiant. Whenever Ra wins a battle where any of his Radiant figures are present, he gains an extra Devotion. If a Radiant figure is killed, the Sun token returns to Ra's God dashboard.	Figure summon
6	Horus	God of the Sky	Pantheon - 1	After Horus' God figure is moved, he may place one of his two Eye tokens in his region. At the start of a battle in that region, the Eye can be returned to his dashboard, allowing Horus to name a battle card to be excluded from the upcoming battle (The Cycle of Ma'at card is exempt)	Movement / In battle
7	Hathor	Goddess of Love	Pantheon - 2	Whenever Hathor sacrifices any Followers (to build a monument, unlock an Ankh power, or anything else), she may choose to sacrifice an extra Follower. If she does that, she may immediately summon any figure from her pool into the board (adjacent to one of her figures or monuments)	Follower sacrifice
8	Set	God of Chaos	Pantheon - 3	Any opponent's Guardian, Warrior, or Monument adjacent to Set's God figure is considered to belong to Set during a conflict. Those Guardians/Warriors are not killed at the end of the battle, if Set wins it.	In battle
9	Thoth	God of Knowledge	Pantheon - 4	Before the battle cards are revealed, Thoth may guess a card being used by ONE of his opponents. The cards are revealed, and if he guessed right, Thoth may resolve that card as if he had also played it. The opponent still gets to use the card normally, but Thoth may also benefit from both its special effect and any strength bonus it offers.	In battle
10	Bastet	The Lioness Goddess	Pantheon - 5	At the start of game and after each Conflict event, Bastet places her 3 Cat tokens adjacent to Monuments in different regions. Each cat has a secret strength hidden on the back side of their token: +1, +2, or * which counts as 0. If Bastet's forces are involved in a battle in a region with a cat, its strength is revealed and added to hers. Although the * cat may be harmless in battle, enemies should be very wary of it. If at any time an enemy figure is placed adjacent to one of Bastet's cats, they are revealed and returned to Bastet. In this situation, the +1 and +2 cats have no effect, however, the * cat instantly kills the enemy figure! If the enemy is a God, however, it can't be killed, so they must sacrifice 2 Followers instead (if they have them)	In battle/Enemy movement
11	Ptah	The Creator	Tomb of Wonders KSE - 1	Whenever a God builds or controls a Monument, they must lose an extra Follower as tribute to Ptah (if they have any available). When he's offered tribute, he takes one of two Exalted Follower tokens from his Dashboard and places it in his pool. Exalted Followers count as 2 Followers when sacrificed (to build Monuments, unlock Ankh powers, etc). When used, the token returns to its slot on the Dashboard, to be gained again in later tributes. Even if an opponent God has no leftover Followers to use as tribute, Ptah still gains an Exalted Follower, if available.	When opponents build or take control of Monuments
12	Sobek	The Crocodile God	Tomb of Wonders KSE - 2	Sobek may occupy any Water space as if it were a normal space, thus having presence in all regions adjacent to that Water. After his God figure is moved next to a Water space or to a River, Sobek may place one of his 3 Water tokens in his space, permanently turning it into a Water space. Any camels around its edges are removed, though he cannot use these special Water spaces to divide a region into two.	Movement

Index	Guardian	Set - Count	Tier	Figures	Effect	Area/timing of effect
1	Cat-Mummy	Core Box - 1	1	3	If battle is won, each opponent loses 1 Devotion	In battle
2	Satet	Core Box - 2	1	3	Movement can end in a Hex with another figure; if that occurs, push that figure one Hex away into an available space (same or different region)	Movement
3	Mafdet	Guardians Set - 1	1	3	Gain +2 Followers on top of Followers gained by each figure in fertile spaces, including Mafdet herself	In battle, when Flood card is played in Mafdet's region
4	Wadjet	Tomb of Wonders KSE - 1	1	3	Strength = 2 if owner's only figure in battle; if battle is won, gain extra Devotion	In battle
5	Nekhbet	Tomb of Wonders KSE - 2	1	3	Can be moved to any available space on board	Full board
6	Unut	Tomb of Wonders KSE - 3	1	3	Can be summoned adjacent to any figure	Full board
7	Heka	Tomb of Wonders KSE - 4	1	3	Instead of moving, it can be sacrificed to gain 2 Followers	Movement
8	Serket	Tomb of Wonders KSE - 5	1	3	After winning a battle, she can be moved to a different region and participate in that battle as well	After battle
9	Mummy	Core Box - 3	2	3	When killed in battle, it is immediately resummoned at no cost next to owner's God figure	In battle
10	Apep	Core Box - 4	2	2	Can be summoned into any water space on the board and is present in all regions shared by that water space	Water
11	Am-Heh	Guardians Set - 2	2	2	Push any adjacent Warrior one space away	After movement
12	Pazuzu	Guardians Set - 3	2	2	Plus 1 Strength for every adjacent monument	Adjacent to monument / In battle
13	Bes	Tomb of Wonders KSE - 6	2	2	Build pyramids for free (no followers spent)	Region where guardian is present
14	Pharaoh Mummy	Tomb of Wonders KSE - 7	2	3	If PM is killed, return the most recently played battle card to hand	After battle
15	Khepri	Tomb of Wonders KSE - 8	2	2	When taking the Gain Followers action, it can first be moved adjacent to any Monument on the board	Full board / Gain followers action
16	Medjed	Tomb of Wonders KSE - 9	2	3	Battle winner gains Followers instead of Devotion	In battle
17	Giant Scorpion	Core Box - 5	3	2	Destroy 1 or 2 Monuments which the scorpion's claws are pointing at (positioned during movement action)	Adjacent to monument / Start of conflict event
18	Androsphinx	Core Box - 6	3	2	Enemy Warriors and Guardians do not count their Strength in battle	Adjacent to enemy figures
19	Ammit	Guardians Set - 4	3	2	Ocupies water spaces and is present in all regions shared by that water space; may move into a space, adjacent to water, occupied by an opponent's figure, killing it	Movement / Water
20	Shezmu	Guardians Set - 5	3	2	Cancels all enemy Guardian's special abilities and Strength in battle, but they still count for summoning and gaining Followers	Region where guardian is present
21	Bennu	Tomb of Wonders KSE - 10	3	2	Own figures cannot be killed under any circumstance	Adjacent to guardian
22	Babi	Tomb of Wonders KSE - 11	3	2	Counts as an Obelisk	Same as obelisk
23	Griffin	Tomb of Wonders KSE - 12	3	2	Plus 1 Strength for every controlled monument	Full board
24	Taweret	Tomb of Wonders KSE - 13	3	2	Plus 1 Strength for each God figure in her region	Region where guardian is present / In battle
25	Petsuchos	Tomb of Wonders KSE - 14	none	1	Optional (if players agree, can be used in addition to the other Guardians, at no specific level); At the end of each Conflict event, it is given to the player currently with the lowest Devotion, going into their pool to be summoned into play; 3 Strength; occupies 2 Hexes (in the same region)	