CORE RULES

EDITION 1.25



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RULES

KEY CONCEPTS

Field: The area in which cards are summoned. Cards on the field are considered in play. Cards are summoned to your field unless stated otherwise.

Summon: The act of paying a card's cost and playing a card.

Control: Allows you to do actions or feats. A player controls Minions, Rituals, Spells and Relics that they have summoned unless stated otherwise.

Friendly: Refers to a card that is under your control.

Enemy: Refers to a card that is under your opponents control or your opponent.

Round: Refers to a completed cycle of turns, starting with the first player and ending after all players have had a turn.

Devotion

Devotion is the resource that is spent to summon Minions, Rituals, Spells, and Relics as well as allowing for the activation of feats. When a god's Devotion is reduced to 0 flip their God Card. They have entered *Death State*.

Death State

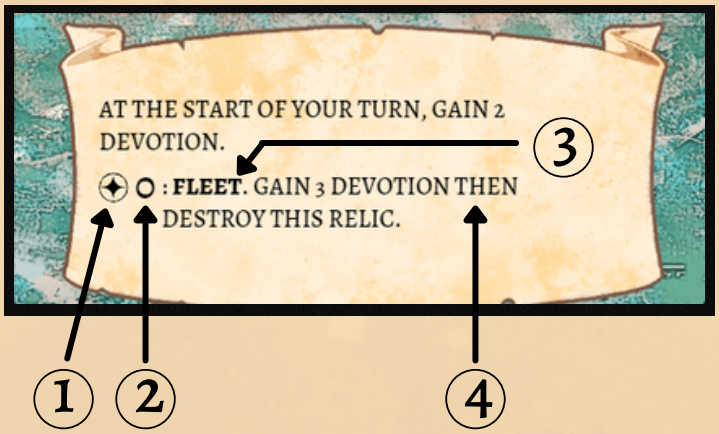
When a god enters *Death State* its Devotion becomes half of its starting Devotion total (For example, if the starting Devotion total was 40, then it would be 20 Devotion when put into *Death State*). If a god enters *Death State* and it is not that god's turn, that god's Devotion total cannot be changed until the start of its next turn. (Can't spend Devotion to summon minions, rituals, relics, spells, Activate Activated Feats, gain Devotion, take damage, etc). If a god enters *Death State* and it is that god's turn, that god's turn immediately moves to the Draw Phase. If a god's Devotion is reduced to 0 and it is already in *Death State* then it is eliminated from the game.

Activated Feats

Activated Feats are listed within the body text of a card. Activated Feats can be used during Action Phase 1 & 2 on that player's turn.

1. **Activated Feat Icon** - Indicates that the feat is an Activated feat.
2. **Cost** - Cost to activate the feat. Typically the cost is Devotion, however the cost can be taking a different action. For example, Sacrifice 1 on *Eagles Alter* must be done to activate the feat.
3. **Traits** - Traits listed within the activated feat apply to that feat. A card isn't considered to have a trait that is listed within a feat.
4. **Activated Feat** - The effect of the feat, only resolved if the cost has been paid.

Activated Feats can only be used once per turn.



God Feats

God Feats are a special type of Activated feat. They are listed in the body text of God Cards. Unlike Activated Feats, only 1 God Feat can be activated and can only be used once per turn.

Innate Feats

Innate feats are listed with the body text of a card. These feats will activate whenever their conditions are met. For example, *Aphrodite's* Innate feat states, "When this minion is summoned, choose an enemy minion and gain control of it while this minion is on the field". Other Innate feats have no conditions like Baldur's Innate feat, "This minion is unaffected by damage". This effect is active as long as Baldur is on the field.



Traits

Traits are common feats that are given to cards or Activated Feats. Traits that are being applied to a card will be listed first centered within the body text of the card. For example, Lightning Bolt! has **Fleet**, meaning it can be summoned at any time.

Fleet: Cards and Activated Feats that have **Fleet** can be summoned or activated at any time, even on other players' turns. Activated Feats can still only be used once per turn.

Guard: Enemies must destroy minions with **Guard** before attacking that god or any other minions that god controls. If a minion with **Guard** is brought onto the field using **Fleet** during an attack, and the minion with **Guard** would prevent the attack, then the attacking minion must attack the minion with **Guard** instead.

Devout: When a minion or god with **Devout** deals damage, gain Devotion equal to the **Devout** minion's or god's power.

Sacrifice X: Destroy X number of friendly minion(s). Sacrifice X can be a cost to activate an Activated Feat.

Wild: Any god may pay the cost to activate this feat on their turn.



GETTING STARTED

Each deck in Masters of Myth™ should contain 40 cards. A deck may not have more than 4 cards of the same name. A deck may not have more than 1 Mythic card of the same name. Each player starts by selecting a god and their accompanying deck. Each player should remove the God Card from their deck and place it in front of them on the field. Each player then shuffles their deck and draws 5 cards. Each god starts with 40 Devotion. For each player beyond 2, add 10 to your god's starting Devotion total.

Starting the Game

To determine who goes first, each player should roll a 6-sided dice. Whoever rolls the highest goes first then continues clockwise. If you're lacking a dice, the first player to pronounce "HLIDSKJALF" correctly goes first. If that proves to be inconclusive, just pick a player to go first.

Winning the Game

A player will win the game when all other gods have been eliminated from the game.

Card Type Icons



Minion Card



Ritual Card



Spell Card



Relic Card

Turn Order

Start Phase

Trigger any Innate Feats that say, *start of turn* or *each turn*. If multiple feats are resolving at the exact same time resolve damaging effects first, then Devotion gain effects, then any other effects.

Action Phase 1

You may summon minions, rituals, spells and relics from your hand. You may activate God Feats and Activated Feats that are on the field.

Attack Phase

Minions and gods can't attack during each player's first turn. To perform an attack, select a minion or god that hasn't already attacked this phase. Select an enemy minion or god to be the target of the attack. Once the target has been selected, the attacker and the target deal their power value as damage to each other at the same time. If a minion takes damage greater than or equal to its power value, it is destroyed. When a god takes damage, reduce its Devotion equal to damage dealt

Action Phase 2

You may summon minions, rituals, spells and relics from your hand. You may activate God Feats and Activated Feats that are on the field.

Draw Phase

Discard any remaining cards in your hand, then draw 5 cards from your deck. Trigger any Innate Feats that say *end of turn*. Remove damage from all minions. Start the next player's turn. If you don't have enough cards in your deck to draw to a full hand, draw the remaining cards in your deck. Then shuffle your discard, this becomes your deck. Draw cards until you have a full hand.

Field Layout

When playing cards, you should set up your field as shown below. Following this layout makes it easy for you and your opponents to understand what you have on your field.

1. **God Card -** Signifies which God and deck you are paying, should be centered in front of you.
2. **Minion Cards -** Should be laid out in a row in front of your God Card.
3. **Guard Minion Cards -** Should be laid out in a row in front of your minion cards.
4. **Ritual Cards** - Should be placed in a row to the left of your God Card.
5. **Relic Cards** - Should be placed in a row to the right of your God Card.
6. **Deck -** Should be place to the side of your field in a place where it is not obscuring any cards that are supposed to be on your field.
7. **Discard -** Should be placed near your deck on the side of your field. Cards in discard should be faced up, so that players in game can see what cards you've discarded.



CARD TYPES

God Cards

God Cards are considered to always be on the field, until that god has been eliminated. Gods are considered as having 0 Power unless they are granted power by a feat. Once a god has been eliminated all cards that they own are removed from the field. God Cards start on their Heroic Side.

Heroic Side

1. **God Name** - The name of the god in play
2. **God Feats** - The God Feats that this god has access to. (See God Feats)

Death State Side

After a god has been reduced to 0 Devotion for the first time they enter the Death State, flipping their God Card over to the Death State side. This is indicated by the change in artwork, a new God Feat and the Death State icon.

1. **God Name** - The name of the god in play
2. **God Feats** - The God Feats that this god has access to. (See God Feats)
3. **Death State Icon** - Indicates that this god is in the Death State.





Minion Cards

Minion cards are summoned by paying their Devotion cost. Minion cards stay on the field until they are destroyed or another effect removes them from the field.

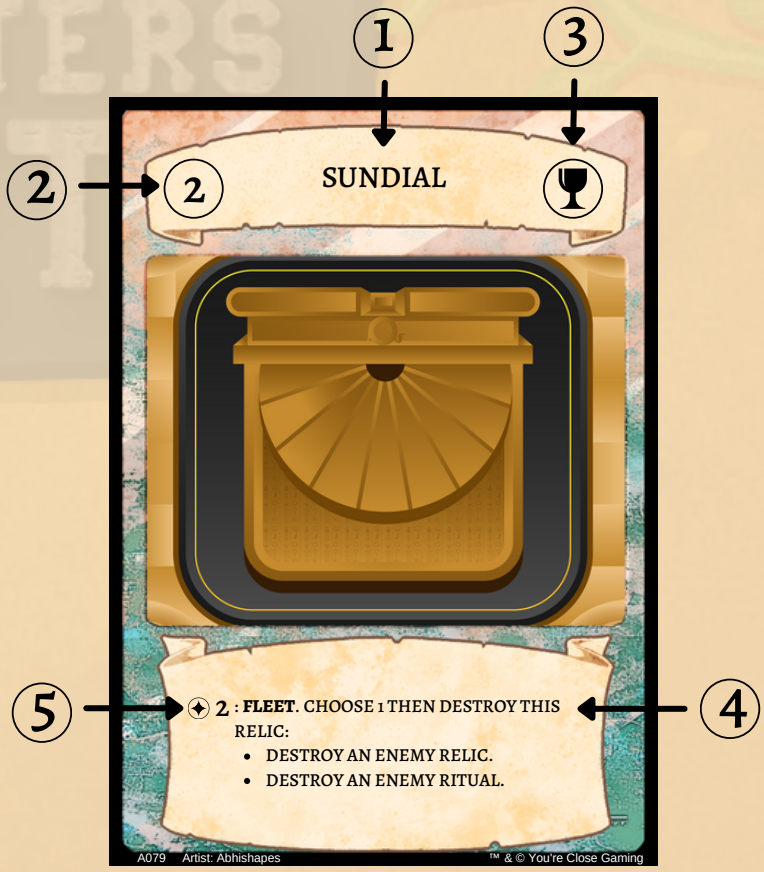
1. **Card Name** - The name of the card.
2. **Devotion Cost** - How much Devotion you must pay in order to summon the card.
3. **Card Type Icon** - Indicates what type of card it is. Purple icons indicate the card is Mythic.
4. **Card Text** - Will indicate any Traits, Activated Feats or Innate Feats and their conditions.
5. **Activated feat** - An feat that can be activated by paying the cost listed before the colon.
6. **Power** - Indicates the power value of the minion.



Ritual and Relic Cards

Ritual, and Relic cards are summoned by paying their Devotion cost. Ritual and Relic cards stay on the field until they are destroyed or another effect removes them from the field.

1. **Card Name -** The name of the card.
2. **Devotion Cost** - How much Devotion you must pay in order to summon the card.
3. **Card Type Icon** - Indicates what type of card it is. Purple icons indicate the card is Mythic.
4. **Card Text** - Will indicate any Traits, Activated Feats or Innate Feats and their conditions.
5. **Activated feat -** An feat that can be activated by paying the cost listed before the colon.



Spell Cards

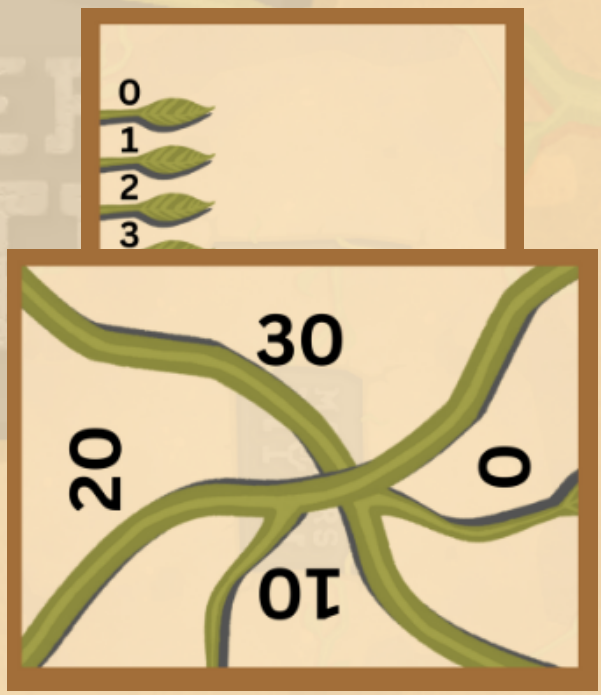
Spell cards are summoned by paying their Devotion cost. Spell cards have their effect immediately resolved when they are summoned. Once their effect is resolved they are placed into discard

1. **Card Name -** The name of the card.
2. **Devotion Cost** - How much Devotion you must pay in order to summon the card.
3. **Card Type Icon** - Indicates what type of card it is. Purple icons indicate the card is Mythic.
4. **Trait** - Indicates that this card has the feat associated with the trait.
5. **Card Text -** Will indicate any trait feats or innate feats and their conditions.



Devotion Tracker Cards

Included in each box of Masters of Myth™ is a set of Devotion Tracker cards. You can use these cards to measure the amount of Devotion you have while playing a game. To use these lay them out as shown below. The top card shows you the tens place of your Devotion while the bottom card represents the ones place. In the example below, your Devotion total would be 33.



APPENDIX

Resolving Multiple Effects

When resolving multiple effects, the resolution order starts with the most recent spell or feat to the least recent spell or feat. (Ex. If spells were summoned in order 1,2,3 they would be resolved in the order 3,2,1). If a spell's or feat's target is no longer valid, that spell or feat is still summoned and the cost is paid but its effect does not resolve. If multiple effects are resolving at the exact same time resolve damaging effects first, then Devotion gain effects, then any other effects. For example, if you were to gain Devotion at the start of turn due to entering the *Death State* but there is also a damage trigger from Scorching Heat. The Scorching heat damage triggers, but since your Devotion total can't change until you gain Devotion, the damage has no effect and then Devotion is gained.

Fleet Reaction Priority

When any action is taken, players have a chance to respond with cards and feats that have **Fleet**. **Fleet** priority always starts with the player who's turn it is. If multiple players wish to react to an action with **Fleet** priority is give to the player that would be next in the turn order. For example, in a three player game, if its player 2's turn **Fleet** priority would go in the following order; player 2, player 3, then player 1.

Damaged Minions

Damage dealt to minions stays on minions until the end of the Draw Phase. For example, If Tlaloc takes 3 damage from an attack from Valkyrie, until the end of the Draw Phase Tlaloc only needs to take 1 more damage for it to be destroyed.

Card Perspective (Enemy/Friendly/Wild)

Some cards allow you to activate feats as if they were your own. Some of these effects are due to the **Wild** keyword. When resolving any feat that includes reference to **Enemy** or **Friendly**, resolve the effect from the perspective of the player that controls the card. For example, if the The Wendigo were to activate *Sundial* using *Whistle in the Woods*, the *Sundial's* feat could not target any of Ra's rituals or relics.

Cannot be Affected by Spells or Feats

Cards that state, "Cannot be affected by enemy spells or feats" should be treated as if they cannot be directly targeted by a enemy spell or feat. For example, a minion with this feat could not be targeted and destroyed by *Glaring Beam* but could be destroyed by *Eye of Ra* because it is not specifically targeting that minion. For gods with this feat, they could not be targeted and damaged by *Lightning Bolt!* but could be damaged by *Scorching Heat*.

COMPONENTS

QUETZALCOATL VS ZEUS

- **2 God Cards**
- **40 Card Quetzalcoatl Deck**
  - 1x Tlaloc
  - 4x Otomies
  - 4x Harpy Eagle
  - 2x Sacrificial Ram
  - 4x Sacrificial Lamb
  - 1x Kindling Sun
  - 4x Let Them Eat
  - 2x Avatar of Knowledge
  - 1x Opening Day at The Temple
  - 2x Gather the Bones
  - 1x Keep the Sun Burning
  - 2x Whipping Wind
  - 2x Snuff Out
  - 2x Falling Skies
  - 2x Change in the Winds
  - 2x Take My Strength
  - 1x The Wind Breastplate
  - 1x Wind Jewel
  - 2x Eagles Alter
- **40 Card Zeus Deck**
  - 1x Heracles
  - 1x Dionysus
  - 1x Perseus
  - 1x Aphrodite
  - 1x Enyo
  - 1x Artemis
  - 4x Divine Swan
  - 3x Dark Skies
  - 3x Revitalizing Rain
  - 4x Lightning Bolt!
  - 4x Torrent of Lightning
  - 2x Gale Winds
  - 4x Childish Trinkets!
  - 4x Olympic Strength
  - 3x Clear Skies
  - 1x The Aegis
  - 1x Pandora's Box
  - 1x The Thunderbolt
- **2 Reminder Cards**
- **2 Rules Cards**
- **4 Devotion Tracker Cards**

RA VS ODIN

- **2 God Cards**
- **40 Card Ra Deck**
  - 1x The Sun Itself
  - 1x Khepri
  - 4x Temple Guard
  - 2x Selfless Scarab
  - 4x Sacred Scarab
  - 1x Sekhmet
  - 1x Bastet
  - 1x BEES?!?
  - 2x Scorching Heat
  - 1x Banks Overflow
  - 2x Glaring Beam
  - 2x Eye of Ra
  - 3x Pouch Sand!
  - 3x New Dawn
  - 2x Solar Blessing
  - 1x Staff of Ra
  - 1x Bright Ankh
  - 1x Dark Ankh
  - 4x Sundial
  - 2x The Pharaoh's Hordes
  - 1x Sun Temple
- **40 Card Odin Deck**
  - 1x Heimdallr
  - 1x Baldur
  - 4x Valkyrie
  - 1x Huginn
  - 1x Muninn
  - 4x Hero of Valhalla
  - 1x Grand Feast
  - 1x Ragnarok
  - 4x Quiet, Witch!
  - 4x Rune of Power
  - 4x War Cry
  - 2x A Fine Addition
  - 3x Valhalla!
  - 2x For the All-Father!
  - 1x Gungnir
  - 1x Hlidskjalf
  - 1x The Bifrost Bridge
  - 2x War Banner
  - 2x Magic Mead
- **2 Reminder Cards**
- **2 Rules Cards**
- **4 Devotion Tracker Cards**

COMPONENTS
HADES VS SUSANOO

- **2 God Cards**
- **40 Card Hades Deck**
  - 1x Cerberus
  - 1x Charon
  - 1x Persephone
  - 1x Thanatos
  - 1x Erinyes
  - 4x Pneuma
  - 4x Tartarus
  - 2x No One Cheats Death
  - 1x Plouton
  - 1x All Will Serve Me In The End
  - 1x The Unseen One
  - 1x Elysian Fields
  - 1x Asphodel Meadows
  - 4x Thanatos Looms
  - 3x Whose Name is Dread
  - 2x Restore Balance
  - 4x Binding Deal
  - 4x Burial Rites
  - 1x Helm of Darkness
  - 1x The River Styx
  - 1x Bident of Hades
  - 3x Pomegranate Seeds
- **40 Card Susanoo Deck**
  - 1x Amasterasu
  - 1x Tsukuyomi
  - 2x Eastern Kami
  - 2x Western Kami
  - 2x Northern Kami
  - 2x Southern Kami
  - 1x Kamikaze
  - 1x Driven out Heaven
  - 1x Kanto
  - 2x Unrelenting Storm
  - 4x Tempest Blast
  - 2x You're Already Dead
  - 4x Wind Swift
  - 4x Unfit to Guard Heaven
  - 3x Banished from the Family
  - 2x Overwhelming Wave
  - 1x Death of the 8 Headed Dragon
  - 1x Shimenawa
  - 1x Flayed Horse
  - 1x Grass Cutting Sword
  - 2x Hole in the Fence
  - 1x 10-Fold Blade
- **2 Reminder Cards**
- **2 Rules Cards**
- **4 Devotion Tracker Cards**

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