



QUICK PLAY RULES

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. 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. 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.

Card Types

There are four different card types: minions, rituals, spells and relics. minions, rituals, and relics stay on the field until they are removed or destroyed by an effect. spells resolve their effect and then immediately go to discard. Card types can be identified by the icon in the top right corner of the card. See list below for card icon identifiers.



Minion Card



Spell Card



Ritual Card



Relic Card



Activated and God Feat Icon

Feats

There are 3 different types of Feats; Activated Feats, God Feats, and Innate 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. 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 per turn. Both Activated Feats and God Feats can only be used once per turn.

Innate Feats are listed with the body text of a card. These feats will activate whenever their conditions are met. Some Innate Feats have no conditions and will stay active as long as the card 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.

Fleet: Cards and Activated Feats that have Fleet can be summoned or activated at any time.

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.

Getting Started

Each player starts by selecting a god and their accompanying deck. 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.

Winning the Game

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

Card Layout

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 Trait, 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 a Minion 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.