Twiligh of the Gods

Rulebook

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Prologue

It is the middle of the 5th century AD, and the gods are dying. In parallel to the unrest rotting the foundations of the Roman Empire, pantheons of Deities across the globe see their temples profaned and their followers lament. Belief ebbs from the world....

The once-mighty gods, now desperately scheming to collect remaining scraps of faith, seek a way to endure the coming Dark Age – an inevitable future pressing through time with the weight of a singularity – and every god must meet these final tests or perish forever to legend.

Some gods seize power through naked aggression, commanding merciless armies from a multitude of nations to convert new believers by force. Others prefer diplomacy, the subtle knife from the shadows, laying traps for the unwary and headstrong. Gods of hearth and field erect well-defended sanctuaries, lashing out violently at those who dare breach the sanctity of their defenses. And figures shrouded in mysticism call forth monsters and legends from the rivers of myth and time, supplemented by divine manifestations that tear the fabric of reality asunder.

Empires crumble, and the gods fall with them.

The unthinkable is now the mere cost of survival; the slaughter has begun.

It is... the *Twilight of the Gods*.

Introduction

Welcome to *Twilight of the Gods*. You and your friends each assume the role of a Deity from myth and legend, battling to the death for the right to endure as the strongest god. You will use human armies, mystical beasts, and heroes of renown from both past and future in your quest to retain immortality. The Deities span multiple pantheons, from numerous civilizations, and each favors a particular Faction: Aggression, Negotiation, Mysticism, or Sanctuary. Each Deity also possesses a special, one-use power that radically alters the narrative in their favor, so never count an opponent out until their divinity is spent and they draw their last card.

Now you must press forward into the gathering twilight, to root yourself with magisterial grandeur and take your stand; may it prove not to be your last!

Goal of the Game

Players lose and drop out of the game when they no longer have cards in their Life Stack; you win if all your opponents have lost and you have not.

Components

224 - Cards

   4 - Deity Cards

   200 - Action Cards

   20 - Mini-cards

1 - Countersheet

   10 - Blessing Markers (8 singles & 2 triples)

   21 - Damage Markers (15 singles & 6 triples)

   5 - Freeze Markers

   6 - Recall Markers

2 - Player Mats

This Rulebook

Glossary Book

Component Limits

The various markers are considered unlimited. If you run out of markers during play, use substitute markers as needed.

Mini-cards are unlimited as well. For instance, you can summon more Leper Mini-cards if the supply of Leper Mini-cards has run out. Use substitute markers as needed.

Damage markers are used to track how much Damage Creatures have taken. They come in two values; singles and triples *(triples are considered as equivalent to 3 damage markers)*.

Blessing markers are used to track how many Blessings a Creatures has. They come in two values; singles and triples. A Creature is limited to having only three Blessings at any time. *(Triples are considered 3 Blessing markers.)*

Freeze markers are used for various Effects and prevent cards from Refreshing as normal during the Refresh Phase.

Recall markers are used as reminders for various Effects that a card may have active on it or from it. These are general markers that are for you to decide how to use and are not related to specific Effects.

Player Mats show the areas of play and how to arrange your cards when playing. From left to right, top to bottom: Discard Stack, Life Stack, Fortification Compass, Combat Field *(for Creatures & Intrigues)*, Aspect Stack, Resource Area.

Factions and Deities

First, you must choose a Faction and a Deity within that Faction. Each Deity proffers its own strengths and weaknesses in its approach to dominance, represented by its Faction, which is named and color-coded to help you track each card's allegiance. In the starter box, the four Factions and their Deities are:

Aggression (Red): Aggression employs all-out martial combat, steel tearing against flesh, and the sheer intensity of kill-or-be-killed. Aggression favors Creatures with higher Fight values, Intrigues inflicting direct Damage to Life Stacks, and Schemes that grow more powerful should you suffer Damage earlier in the Turn. Representing Aggression in the starter box is Mars, the Roman god of war.

Negotiation (Blue): Negotiation uses diplomacy, subtlety, and political back-alley treachery. Negotiation's great ploy is laying traps and then Manifesting them at the appropriate time to devastate an opponent. While its Creatures tend to be individually weaker than other factions', the added Effects they bring to the battlefield, combined with multiple ways to Manifest Aspects in a single Turn, can more than offset this. Representing Negotiation in the starter box is Hera, queen of the Greek gods.

Mysticism (Green): Mysticism beckons ancient cults, deadly magics, and mythological monsters. It favors Effects that obliterate cards so that they have no hope of revival. Mysticism thrives when inflicting Damage to Discard Stacks, whether to remove an opponent's card from the game or to Trigger an Effect from its own cards when they are destroyed. Thus, Mysticism can put together deceptively hard-hitting combos with its fast, yet fragile Creatures. Representing Mysticism in the starter box is the Reader of the Portents, a Druidic goddess of sacrifice and knowledge.

Sanctuary (Brown): Sanctuary prides itself on its stalwart defense, restorative power, and slow-but-deadly Creatures. Sanctuary cards are slower to put into play, but offer some of the highest Life values and often Trigger powerful Effects when they Block, inflicting tough combat decisions upon your opponents. Sanctuary also accesses the most powerful Restore Effects in the game, which are necessary to survive an opponent's early onslaught while accumulating sufficient resources to overwhelm them in return. Representing Sanctuary in the starter box is Enlil, Mesopotamian god of weather and storms.

Deity Cards

C. 10 A. READER OF PORTENTS

B.

Active: Trigger this Effect before Blockers are declared; one of your Creatures gains Fleet until end of Turn.

D. ⚡: Destroy 5 cards in Discard Stacks; at least 2 of these must be from *your* Discard Stack.

Flip this card after Resolving its Active Effects.

Deity cards represent the god that you are playing as. They also determine your Conviction color(s) and the requirements for building a custom deck.

Deity Powers: Each Deity's Power is a unique, special ability tailored to that particular Deity. When used, these tend to favor the Faction that Deity represents. Deity Powers typically have two parts:

- A general, less-powerful feature that does not require Conviction *(see Important Vocabulary on Pg. 6)*; and

- A second, stronger, one-use-per-game Deity Power requiring Conviction.

Deity Powers can also be listed as Active or Passive. Passive powers provide their bonus while the Deity remains face up *(and prerequisites are met)*. Active Powers all resolve *(subject to prerequisites)* when you choose to use your Deity Power, in the order listed on the card, and then the Deity card is Spent.

Spent: During setup, place the card representing your Deity face up to indicate its Deity Power is available for use. Once used, flip that Deity card over to indicate its Deity Power was spent according to the conditions listed on its card.

A. Title

B. Conviction (⚡) Color(s)

C. Faction Requirement

D. Special Ability

Action Cards

Action cards are the various Actions, Creatures, and Powers that you play to Combat your opponent. Like the Deity Card, all Action Cards are associated with a specific Faction, which is indicated by the border color and symbol found at the bottom of each illustration. On the back of every Action card is an Aspect of Power *(see Pg. 9)*. There are four Action card types: Creature, Fortification, Intrigue, and Scheme. Mini-cards are a type of Creature card.

Creature

Mini-Card

Fortification

Intrigue

Scheme

Creatures

Most decks employ many Creature cards to strike at their opponents; this is because Creatures remain on the Combat Field between turns until Slain or otherwise removed.

Creature Identity: Creatures also have an Aspect *(i.e., Lesser, Greater, or Exalted; determined by the highest Aspect of Power shown in its Summoning cost)* and Type as listed on its card. These make it subject to certain Effects from other cards, which may affect that Aspect or Type of Creature.

Mini-cards: Mini-cards are Lesser Creatures *(I)* for purposes of card Effects, and the Sacrifice cost to Destroy a Mini-card is always *(I)*. When they leave play, they are always Destroyed.

Fortifications

Fortification cards provide a variety of Effects altering your Creatures, Summoning costs, or even your Life Stack. When constructed they are limited to one of the four cardinal directions, as shown on the card. Fortifications built in the same direction as another already built Fortification stack on top of the previously built Fortification card(s).

The use of these cards is limited. You can only use the benefits on the topmost Fortification card in each of the four cardinal directions; West, North, South, East. The topmost Fortification card may gain benefits from the Fortification cards beneath it.

Intrigues

Intrigues are powerful, but their Power comes with a maintenance cost! Having too many Intrigues in play will drain your Resource Area to attend to "old business" *(i.e., maintaining past Intrigues)* and leave less or none for "new business" *(e.g., Summoning more cards onto the Combat Field)*.Exhausted intrigues provide no effects.

Schemes

Schemes allow for split-second Effects and Counters. Because of Schemes, you cannot assume that the battlefield you see is the one that will exist when Combat occurs.

Action Card Key

1. Level	8. Keywords
2. Summoning Cost	9. Special Text
3. Card Type	10. Flavor Text
4. Faction	11. Heresy Text
5. Title	12. Pre-Built Deck Gem
6. Fight (⚔)	13. Location
7. Life (🌢)	14. Upkeep Cost

Setup

Twilight of the Gods is not a solitaire game, so you will need to find an opponent to play against.

1. If you are using player mats, place one in front of each player.

2. Place the game's markers off to one side where they are readily accessible.

3. Place your Deity card, face up, in a visible location near you.

4. Each player chooses their 50-card deck. These can be one of the balanced, pre-built decks or a custom deck of your own devising *(see Deck Building)*.

5. Shuffle your deck to randomize the cards.

6. Your opponent may cut your deck, if they so choose.

7. Place your deck face down on your mat as your Life Stack.

8. Each player draws seven Action cards off the top of their Life Stack to form their starting Hand. Each player may take one Mulligan at this time, if desired; i.e., return their entire Hand back into their deck, reshuffle the cards, allow their opponent to cut them, and then draw seven cards off the top again.

9. The player explaining the rules goes first. If no rules explanation is required, it is courteous to allow the youngest player to go first. Otherwise, choose randomly.

How to Construct the Pre-Built Decks

Every card in this base set has a gem symbol in its lower right-hand corner. Separate the cards by these gem symbols to create the four base decks available in the starter set. Choose one of these decks to play when introducing the game or playing the game for the first time yourself.

The Deities we suggest using with each of these pre-built decks are as follows:

M Mars	**E** Enlil
H Hera	**R** Reader of Portents

THE GOLDEN RULE
Instructions on the cards supersede these rules. Whenever there is a conflict, follow the instructions on the card!

Important Vocabulary

Players should become familiar with the following terms before reading the rest of the rules. Refer to the Glossary to look up other terms as needed.

Active Effect [AE]: Use of a card for its Effect text; i.e., Schemes, use of Effects of cards in play, generating Power, and using Deity Powers. Placing an Aspect of Power card or Summoning an Action card is not considered an Active Effect.

Aspect Card: A face down Action card.

Aspect of Power: The back side of an Action card. Used as the currency to pay for the Active Effects on cards or for Summoning cards from your Hand.

Conviction: A bonus Effect available if your Controlled, non-Aspect cards are the same color as your Deity. This is represented by the chain link symbol (⛓).

Destroy: To place a card into that card's owner's Destroyed Stack *(removed from the game)*.

Discard: To move a card into the Discard Stack. Cards placed into the Discard Stack are always face up.

Manifest: The act of turning an Aspect card, in the Resource Area, face up to use its Heresy Effect, which is explained in the text at the bottom of the card. *(See: Manifesting in the Other Rules section for more information)*.

Owner: An Action card's Owning player is the one who started the game with that card.

Pay: To use Power generated to Summon a card or use a card's Effect.

Refresh: To turn an Action card from its Exhausted state to its Fresh state.

Summon: The game term used when a player plays a card from their Hand.

Full definitions of all keywords (i.e., capitalized words like Destroy, Overrun, etc.) can be found in the Glossary.

Turn Overview

When it is your Turn, conduct all of the following Phases in sequence. *(These Phases are covered in more detail on the following pages.)* Each title notes whether Active Effects are allowed [AE Allowed] or prohibited [No AE].

1. **Refresh Phase [No AE]:**
   A. Refresh all Aspects of Power, Creatures, and Fortifications first, then;
   B. Pay for Upkeep on your Intrigues, Refreshing & Exhausting as required, then;
   C. Remove Freeze markers.

2. **Draw Phase [AE Allowed]:** Draw two cards* from the top of your Life Stack into your Hand.
   If you are the first player in a two-player game, you draw only one card on your first Turn and then two cards per Turn afterward.

3. **Trade Phase [No AE]:** Trade cards with other players to place into your Aspect Stack, if desired.

4. **Seize Phase [No AE]:** Seize cards from players you did not Trade with to place into your Aspect Stack, if desired.

5. **Resource Phase [AE Allowed]:** Place one card *(or more, if modified by card Effects)* face down *(i.e., showing its Roman-numeral side)* from your Aspect Stack into play in your Resource Area.

6. **Summoning Phase [AE Allowed]:** Exhaust your Controlled Aspect of Power cards to play Creatures, Fortifications, Intrigues, and Schemes onto the Combat Field.

7. **Combat Phase [AE Allowed]:**
   - Declare all your Attackers, specifying those versus an opponent's Life Stack and/or those versus an opponent's Discard Stack.
   - Defenders are declared and assigned, one per Attacker, maximum.
   - Replace Defenders able to be replaced.
   - Resolve Damage inflicted to Creatures *(Fight versus Life)*.
   - Resolve Damage to Defender's Discard Stack *(= ½ of current Attacking Creature's Life, rounded up)*.
   - Resolve Damage to Defender's Life Stack *(= current Attacking Creature's Life)*.

   Active Effects allowed during this Phase after each step.

8. **End Phase [AE Allowed]:** Resolve Effects occurring during the End Phase *(Recovering Aspects of Power in the Resource Area, Thawing Prescient cards, and resolving Decay for unused Power)*.

After you have completed all of your Phases for your Turn, it is your opponent's Turn. Alternate conducting Turns until every player but one has lost.

How to Play

Refresh Phase

Skip this Phase on your first Turn, as you will have nothing in play to maintain or Refresh!

During your Refresh Phase, take the following steps in order for each card in play:

Refresh

Fresh

Exhausted

1. Refresh your *non*-Frozen Exhausted Aspects of Power, Creature, and Fortification cards.

2. Pay the Upkeep on all your Intrigues *(this is not optional)*. Refresh the Intrigues you paid in full. Exhaust the Intrigues you paid partially or not at all. Frozen Intrigues do not Refresh, even if their upkeep is paid in full. These payments must be made before the Aspects of Power are available for use for anything else.

3. Remove all Freeze markers from all your Frozen cards.
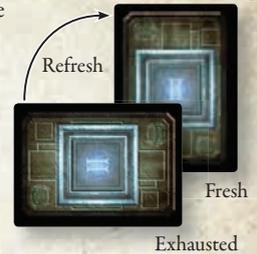
Any Active Effects other than Aspects of Power generating Power are prohibited during the Refresh Phase.

Card States

Action cards have two states; they are either Fresh or Exhausted.

- Fresh cards are immediately usable for play, be it for combat or their Active Effects.

- Exhausted cards are in play but are unusable for combat or their Active Effects.

Action cards can also be Frozen. An Action card is considered Frozen if it has one or more Freeze markers on it.

A Note About Intrigue Cards

Once summoned, your Intrigues remain in play and will require their Upkeep cost to be paid each Refresh Phase. If you control more than one Intrigue, pay their Upkeep in any order you choose. You must pay as much of an Intrigue Card's Upkeep as possible even if this results in a partial payment.

Trade Example

Bill's Cards   **Jane's Cards**

Bill's Aspect Stack   **Jane's Aspect Stack**
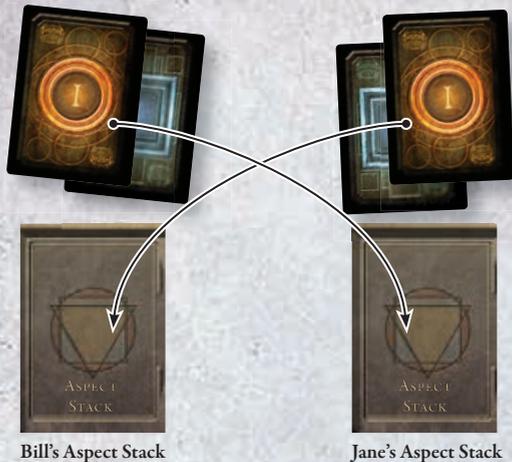
Jane wants to Trade a Lesser Aspect of Power *(I)* card to Bill, for one of his Lesser Aspects of Power *(I)* cards.

Bill makes a counteroffer to Trade one Lesser *(I)* and one Greater *(II)*, for one Lesser *(I)* and one Greater *(II)* Aspect cards.

Jane looks at her Hand, decides that is a Trade she can live with, and selects two cards from her Hand of the appropriate types and passes them, face down, to Bill, who does the same.

Both players immediately put their newly acquired Aspect cards in their respective Aspect Stacks.

Draw Phase

During your Draw Phase, draw two Action cards from the top of your Life Stack and place them into your Hand.

Exception: The starting player only draws one card during their first Turn. They will draw two cards for their following Turns.

Hand Size: There is no maximum Hand size.

Active Effects are permitted during your Draw Phase, both before and after your draw.

Trade Phase

During the Trade Phase, you acquire Aspects of Power from your opponent to add to your Aspect Stack.

1. You may attempt a Free Trade or skip straight to a Forced Trade (Step 2):

   A. You and your opponent propose and negotiate to Trade Aspect of Power cards from the cards in each of your respective Hands. These Trades need not be on a strict one-for-one basis in quantity or type.

   B. If an agreement is made and accepted, the Trade is considered successful and cards are passed face down into each player's respective Aspect Stack. If no agreement is made, then the Free Trade is considered unsuccessful; move on to step 2.

2. You may make a Forced Trade if the following is true:

   • Free Trade (Step 1) was skipped or unsuccessful and;

   • The top card of your Life Stack matches the top card of your opponent's Life Stack.

   Then, take the top card of each Life Stack and put it face down into the opposing player's Aspect Stack. The Trade is considered successful.

You may only Trade once per Trade Phase.

No Peeking!: In *Twilight of the Gods*, you set traps for your opponent by Trading cards into their Aspect Stack and then springing the traps *(Manifesting the cards)* at the right moment. Therefore, players must not peek at the other side of their acquired Aspect of Power cards!

"No" Means No: If a player says "no trades," that shuts down all Free Trade offers for that phase. You must either Force Trade or Seize from them that Turn if you want a resource. If a player does not wish to negotiate, provide assistance, accept assistance, etc., you cannot keep pestering them about it to stall for time or for other nefarious purposes.

Active Effects are prohibited during the Trade Phase.

Seize Phase

During the Seize Phase, you may Seize Aspect of Power cards if you did not successfully Trade during the previous Trade Phase. There is no limit to the number of times you can Seize from your opponent. In order to Seize, follow these steps *(for tournament play, include Seize rules under multiplayer variant)*:

1. Choose an Aspect of Power you wish to Seize. Set aside a number of cards from your Hand equal to the Aspect of Power card being sought plus two. If you do not have enough cards to set to the side then you cannot Seize that Aspect. *Example: A Greater Aspect of Power (II) would require you to set aside four cards.*

2. Search for the Aspect of Power to be seized *(see Searching for an Aspect of Power below)*.

3. If the Aspect of Power is found, place it into your Aspect Stack face down; then Destroy one of the set-aside cards *(your choice),* and Discard the rest. If the Aspect of Power is not found, return all set-aside cards to your Hand.

Active Effects are prohibited during the Seize Phase.

Searching for an Aspect of Power

When Seizing, the Aspect of Power to be Seized must be taken from the first available option on this list:

A. **Your opponent's Hand.** Randomly take a sought Aspect from your opponent's Hand then proceed to Step 3. If this Aspect is not available in your opponent's Hand, continue to B.

B. **Your opponent's Life Stack.** Starting with the top card in your opponent's Life Stack and working your way down, search for the sought-after Aspect, one card at a time. The first card that matches the sought-after Aspect stops the search and is the card you will take. Return the cards that were searched through back to the top of your opponent's Life Stack, in their original order then proceed to Step 3. If this Aspect is not available in the opponent's Life Stack, continue to C.

C. **Your Life Stack.** Place two of the cards you set aside back into your Hand *(your choice),* then search your own Life Stack for the Aspect following the same procedure as above. Proceed to Step 3.

You may never look at the face of any of the cards that are being searched through or taken. The faces of cards taken from Life Stacks cannot be examined by either player.

Aspects of Power

Aspects of Power are the main resource in *Twilight of the Gods*, representing the reserves of a Deity's Power. However, to use an Aspect card's Power, you must acquire it from another immortal! This is an opportunity for some cooperation before the competition begins in earnest. Thus, to raise your armies and wield your spells, you must acquire Aspect cards by Trade or by Seizing them. Be aware that your acquired Aspect cards can, at some point, be turned against you!

On the back of each Action card is its Aspect of Power card side denoting its value *(Lesser = I (●), Greater = II (■), and Exalted = III (▼))*; this value indicates how much Power that card provides during play *(either as an Aspect card, or for its relative strength on the other side of that card)*.

Three Types of Power: Each Fresh Aspect card provides Power of a certain specific type *(I, II, or III)*, and these types cannot be substituted by using Aspect cards of a different type.

"X" Marks A Lot: When using Aspects for their "X" cost Effect *(where X = all the Power you pump into it)*, a Lesser Aspect of Power *(I)* provides 1, a Greater Aspect of Power *(II)* provides 2, and an Exalted Aspect of Power *(III)* provides 3.

Retained Power: You can Exhaust Fresh Aspects in your Resource Area at any time. Keeping Fresh Aspect cards in your Resource Area allows you to pay for Schemes or card Effects that have an Aspect cost even when it is not your turn.

Priority: When you Exhaust an Aspect of Power to pay for any cost, that Aspect card cannot be retroactively Manifested to prevent you from using it. At all times, Priority starts with the player whose Turn it is.

Power Priority Example: Bill Exhausts two Greater Aspects (II) to pay for a Scheme. In response, Jane Manifests one of those Aspects.

The Aspect does Manifest, and its Effects occur before Bill's Scheme is resolved (including possibly Exhausting the Aspect) applying Last In, First Out. However, Bill still receives the Power from that Aspect to pay for his Scheme.

Seize Example

Jane seeks a Lesser Aspect *(I)* from Bill during the Trade Phase, but Bill refuses to Trade. Jane's Seize Phase is next and she decides to Seize a Lesser Aspect *(I)* from Bill!

She sets aside three cards from her Hand, selects a random Lesser Aspect *(I)* from among those she sees in Bill's Hand and places it, face down, in her Aspect Stack. She then Destroys one of the three set-aside cards and discards the rest.

Note: If the Aspect she was seeking was not found in Bill's Hand or in his Life Stack, then Jane would return two of the set-aside cards to her Hand *(Destroying the remaining card)* for having to Seize the Aspect from her own Life Stack.

Forced Trade Example

During Jane's turn, she decides she needs a Greater Aspect. She asks Bill if he wants to trade on a one to one basis, but Bill says "no trades," shutting down all Free Trade offers for that turn. Jane, however, notices that the top card of her Life Stack is a Greater Aspect, and the top card of Bill's Life Stack is a Greater Aspect, so she uses the Forced Trade mechanic to put Bill's Greater Aspect into her Aspect Stack, and then places her Greater Aspect into Bill's Aspect Stack.

Neither player will know what the Heresy effect is, but Jane now has the Greater Aspect she needed. Note that Jane could not then Seize from Bill, as a Forced Trade is still considered to be trading with the other player.

Resource Phase

During the Resource Phase you must move an Aspect of Power card of your choice from your Aspect Stack into your Resource Area Fresh. If you do not have any cards in your Aspect Stack, move on to the Summoning Phase.

To keep things clear, organize Aspects of Power in your Resource Area by type.

Active Effects are permitted during the Resource Phase.

Summoning Phase

It is during your Summoning Phase that Action cards are played from your Hand, Summoned, using Power gained from your Aspect of Power cards in your Resource Area.

In order to Summon a card you must pay its Summoning cost located in the upper right-hand corner. This is done by Exhausting the appropriate type and quantity of Aspect of Power cards in your Resource Area. Payment can also be made from Aspect of Power cards that generated Power earlier in the turn that had not yet been used. Once payment is made, the Action card is put into play and resolved according to its card type *(see right)*. You can Summon any number of times during your Summoning Phase.
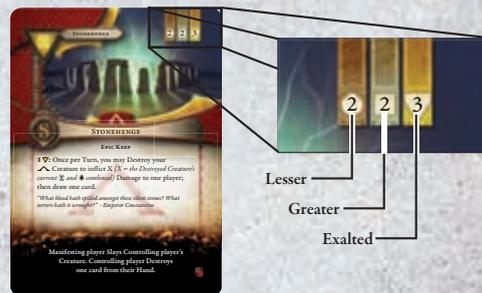
Reduced Costs: When a card Effect allows you to Summon cards at a discount you must Exhaust at least one *(total)* Aspect card of a type it requires *(i.e., there is no "free" Summoning)*.

Active Effects are permitted during the Summoning Phase.

Ongoing Effects

Cards providing ongoing Effects only do so while that card is in the Combat Field.

Summoning Example

Placing the Stonehenge card from your Hand onto the Combat Field requires Exhausting exactly two Lesser Aspects *(I, shown in a circle on a bronze-colored ribbon)*, two Greater Aspects *(II, shown in a square on a silver-colored ribbon)*, and three Exalted Aspects *(III, shown in a triangle on a gold-colored ribbon)*.

Creatures

Newly Summoned Creature cards arrive Fresh onto the Combat Field, but cannot immediately Attack that Turn. They can be Exhausted after their Summoning to use a special card Effect.

Creature Aspect Example: Any Creature card that requires Exhausting two (II) and two (III) Aspect cards to Summon it is an Exalted Creature, even though it costs four total, and two Exalted Power to Summon it into play.

Creature Limit: The quantity and Aspects of your Creature cards in the Combat Area cannot exceed the quantity and type of Aspect cards in your Resource Area. Mini-cards count toward their controlling player's Creature Limit. Note that some Creatures' printed ability is not counted against the Creature Limit!

Should your Creature Limit be exceeded *(by whatever means)*, you must immediately Discard excess Creature cards of your choice from the Combat Field until this limit is again met; discarding Creatures in this way will Trigger their Deathbound Effects.

Creature Limit Example: You have four (I) and three (II) Aspects of Power cards in your Resource Area. Thus, you can have a maximum of four Lesser (I) and three Greater (II) Creature cards in the Combat Field at the same time. If you were to Summon a fifth Lesser (I) Creature, you would have to Discard one of your Lesser (I) Creatures in play (and even possibly the one you just Summoned, if you so choose).

Intrigues

Newly Summoned Intrigue cards arrive Fresh onto the Combat Field.

Fortifications

You must place Summoned Fortifications on their indicated Compass Direction location. It is your choice if that Fortification card lists more than one.

Fortification Layers: You can place your Fortification card on top of another Fortification card. The topmost Fortification is active and functions normally, while the covered Fortification is inactive *(i.e., it provides no benefits)*.

When this happens, the original *(now inactive)* Fortification card remains in play for purposes of:

- Card Effects that refer to it
- Conviction requirements
- Card Effects *(including Sacrificing, see Other Rules)* can target an inactive Fortification.

Schemes

Resolve Schemes immediately when Summoned onto the Combat Field; afterward, a Summoned Scheme goes into its Controlling player's Discard Stack. Schemes are also different from the other Action cards because they can be Summoned any time an Active Effect is allowed outside of the Summoning Phase.

Combat Phase

In *Twilight of the Gods*, Combat represents Deities clashing in our mortal realm. After summoning your forces each Turn, your armies, heroes, arcane spells, and constructs meet your opponent's forces and mete out your divine retribution upon them. Smite makes right!

You may make an attack during your Combat Phase. If you do, you are considered the attacking player, and the opponent you are attacking is the defending player. Only Fresh Creatures already in the Combat Field may be used. If you choose to attack during your Combat Phase, fully resolve each step below before proceeding to the next:

1. **Declare All Attackers**
   Assign which of your Fresh Creatures are attacking and what each is attacking. They can attack your opponent's Discard Stack or Life Stack. You cannot attack with Creatures who were Summoned during the last Summoning Phase. Exhaust all assigned attacking Creatures.

2. **Declare All Defenders**
   Your opponent decides which of their Fresh Creatures will block your attacking Creatures. Each attacking Creature can be assigned a **single** blocking Creature. Any attacking Creature with an assigned blocker is considered blocked. Assigned blocking Creatures are **not** Exhausted.

3. **Replace Defenders**
   If any Creatures who were assigned to block were Destroyed or Slain, they can be replaced by unassigned Creatures in the same manner as Step 2 above. Mini-cards cannot be replaced if Destroyed or Slain *(the attacker they were assigned to will not be blocked)*.

4. **Resolve Creature Damage**
   Each attacker and their respective blocker receive damage, simultaneously, equal to the fight value of the opposing Creature. Place an equivalent number of Damage markers on each Creature respectively to show this.

5. **Resolve All Discard Stack Damage**
   For each attacker that was not blocked and assigned to attack the Discard Stack, deal damage to the Discard Stack. Damage is equal to half of the attacking Creature's current Life value *(rounded up)*. For each damage dealt, Destroy a card from the Discard stack *(attacking player's choice)*. Each attacking Creature is resolved separately, in the attacking player's choice of order.

6. **Resolve All Life Stack Damage**
   For each attacker that was not blocked and assigned to attack the Life

Stack, deal damage to the Life Stack. Damage is equal to the attacking Creature's current Life value. For each damage dealt, Discard a card from the top of the Life Stack. Each attacking Creature is resolved separately, in the attacking player's choice of order.

Creatures declared as an attacker or blocker cannot be Exhausted to use their card Effects until after Combat Damage to Creatures is resolved *(i.e., until after Step 4 is completed)*.

After Step 6 is resolved the Combat Phase is over and play proceeds to the End Phase.

Damage

Each Damage marker on a Creature reduces its Life value by one. If at any time a Creature's Life value is ever reduced to zero or less, it is Slain *(placed into the Controller's Discard stack)*. Damage carries over from Turn to Turn, and remains on the Creature until it is Slain.

Active Effects are permitted during the Combat Phase.

Combat Example 1

[Step 1]

It is Jane's Turn and she is Attacking Bill during her Combat Phase. She declares her Fresh Youthful Troll *(with its 3 Fight value and 3 Life value or "3 ⚔/3 ◐")* in the Combat Field as her only Attacker this Turn. She chooses to target Bill's Life Stack, while Exhausting her Attacking card.

[Step 2]

Bill has two Fresh Creatures in the Combat Field — a Borderland Scout *(1 ⚔/1 ◐)* and a Corrupt Tribune *(1 ⚔/2 ◐)* — but he may use only one of them to Block. He selects his Borderland Scout *(1 ⚔/1 ◐)* to protect his Life Stack, reasoning that either of his potential Blocking Creatures will only inflict one Damage to the Youthful Troll and will then be Slain in the process of doing so. Therefore, Bill opts to preserve his Corrupt Tribune *(1 ⚔/2 ◐)* for now.

[Step 3]

This step is skipped because no Defenders were Destroyed, requiring no Defenders to be replaced.

[Step 4]

The Attacking Youthful Troll *(3 ⚔/3 ◐)* slays the Blocking Borderland Scout *(the Troll's 3 Fight versus the Scout's 1 Life)* and remains in play after suffering one Damage marker *(inflicted by the Scout's 1 Fight)*. The Youthful Troll, previously unscathed, now has 2 Life left *(i.e., it is now 3 ⚔/2 ◐)*.

[Step 5]

Skipped because the Discard Stack was not targeted.

[Step 6]

No Damage is inflicted upon Bill's Life Stack, as the Youthful Troll was Blocked, and, although victorious, did not possess Overrun.

Combat Example 2

[Step 1]

Bill Attacks Jane with his Fresh Mischievous Nymph *(0⚔/4◐)* which has the ability: "Exhaust: Target Attacking or Blocking *(I)* or *(II)* Creature another player controls; it deals and receives no Combat Damage this Turn." However, since it is Attacking, this Creature is Exhausted; even if it were Refreshed, it could not use its Exhaust ability until after Step 4 is completed *(which is not now; it is only Step 1!)*.

[Step 2]

Jane cannot Block with her Youthful Troll as it is still Exhausted from Attacking during her previous Turn. Fortunately for Jane, she has a Fresh Creature on the Combat Field, a Terracotta Warrior *(1 ⚔/1 ◐ and Armor 1)* with this ability: "Exhaust 1 Lesser Aspect *(I)* to place an Exhausted Brown Terracotta Warrior *(1 ⚔/1 ◐ and Armor 1)* Mini-card *(i.e., a copy of Terracotta Warrior, including this ability)*." However, Jane decides to Block with this Creature and therefore cannot use its Exhaust Power until after Step 4 is completed *(which is not now; it is only Step 2!)*.

Steps 3 through 6 would resolve in the same process as Combat Example 1.

A Later Round

During a later Round, Bill Attacks Jane again. Bill still has his Corrupt Tribune *(1 ⚔/2 ◐)*, while Jane retains her *(Exhausted)* Youthful Troll *(now 3 ⚔/2 ◐ with 1 Damage marker)*; however, her Terracotta Warrior was recently Slain by Bill's Scheme, so Jane's situation is bleak.

Since Jane's Exhausted Youthful Troll cannot Block, Bill directs his Corrupt Tribune to Attack Jane's Life Stack. With no Blockers, the Corrupt Tribune's 2 Life value wounds Jane's Life Stack, so she must flip two cards from there, face up, into her Discard Stack.

Damaging Opponent's Stacks Example

[Step 1]

Jane again Attacks Bill; this time with her three Fresh Creatures: A Praetorian Guard *(4 ⚔ /4 ⬤ and Armor 2)* and two Stoic Legionnaires *(2 ⚔ /1 ⬤ and Initiative)*. She announces that the Praetorian Guard and one Stoic Legionnaires are Attacking Bill's Life Stack, while the other Stoic Legionnaires are targeting Bill's Discard Stack. *(Jane has noticed that Bill has a powerful Restore Scheme card in his Discard Stack and she wants to pluck it out of the game)*.

[Step 2]

Bill has only one Fresh Creature on the Combat Field to Block with, a Stormchaser Oracle *(4 ⚔ /4 ⬤ and Armor 1)*. Agonizing that he can Block only one Attacking Creature, he commits his Stormchaser Oracle to Block Jane's Praetorian Guard, fearing that, if not Blocked, its 4 Life value would inflict 4 Damage to his Life Stack, which might put him too far behind.

[Step 3]

This step is skipped because no Defenders were destroyed, requiring no Defenders to be replaced.

[Step 4]

The Attacking Praetorian Guard inflicts 3 Damage to the Stormchaser Oracle *(1 Damage was negated by the Stormchaser's Armor 1)*. The Praetorian Guard suffers 2 Damage in return *(2 Damage negated by the Guard's Armor 2)*.

[Step 5]

With Creature Combat Damage *(i.e., Step D)* now Resolved, Jane's first Attacking Stoic Legionnaires *(current Life value of 1, halved, rounded up, which is still 1)* gets through, so Jane inflicts 1 Damage to Bill's Discard Stack and happily Destroys his powerful Restore Scheme card.

[Step 6]

Next, the other Stoic Legionnaires *(current Life value of 1)* hits Bill's Life Stack for 1 Damage. Bill flips the top card from his Life Stack over into his Discard Stack. Jane sees that it is another powerful Restore Scheme; unperturbed, she vows to try to make this same Attack combination again on her next Turn.

End Phase

The End Phase is a housekeeping phase. All players will recover Aspect of Power cards that were Manifested; you will then thaw your Prescient cards; and finally, all players will suffer Decay.

During every End Phase, all players recover the Aspects in their Resource Area that were Manifested earlier in the Turn. Each player does the following to ensure Manifested Aspects in their Resource Area are randomized *(this prevents known Aspects from being Manifested over and over again)*:

1. Flip the Lesser Aspects back over to show their Aspect value, maintaining their state (Fresh or Exhausted).

2. Take note of the number of Exhausted Lesser Aspects.

3. Shuffle the Lesser Aspects together (both Exhausted and Fresh).

4. Place Lesser Aspects back onto the player mat with a number of Lesser Aspects Exhausted equal to the number noted in Step 2.

5. Repeat Steps 1 through 4 with the Greater Aspects, followed by the Exalted Aspects.

After the Aspects are recovered, you remove all of the Freeze markers from your Prescience cards.

Finally, each player suffers from Decay. Each player Destroys cards from their Life Stack for unused Power: Three cards for each unused Exalted Aspect; two cards for each unused Greater Aspect; and one card for each Lesser Aspect.

Active Effects are permitted during the End Phase.

Other Rules

Manifesting & Heresy

Manifesting is the Effect that flips an Aspect card face up to use that card's Heresy Effect. These Heresy Effects are the traps that you set in your opponent's Resource Area and Manifesting is how they are sprung.

When an Effect demands that you Manifest, you **must** Manifest an Aspect card that matches the type that the Effect shows. Cards that can be Manifested are the Aspect cards in your Resource Area or the Aspect cards in your opponent's Resource Area. An Aspect can be in either state, Exhausted or Fresh, and maintain their state when Manifested. An Aspect card can only be Manifested once per Turn.

Manifested cards can still be Exhausted for Power *(rotate them, as usual)*. You can use Schemes and other card Effects to affect a Heresy Effect *(i.e., preventing or redirecting damage, etc.)*, but you cannot Sacrifice to prevent a Heresy Effect from happening.

Many Manifested Intrigue cards allow the Manifesting player to put them into play; they have two choices with three possible scenarios:

- If the Manifesting player does not put that Intrigue card into play, it has no Effect and stays in the Resource Area where it is located.

- If the Manifesting player does put that Intrigue card into play, and it is from their own Resource Area:

  A. Move that Intrigue card to the Manifesting player's Combat Field; it is now in play under their Control.

  B. The Manifesting player must Recharge.

  C. The Manifested Intrigue is now active, and will provide any ongoing effects.

  D. Consider its Upkeep costs paid for this Turn.

- If the Manifesting player does put that Intrigue card into play, and it is from another player's Resource Area:

  A. Move that Intrigue card to the Manifesting player's Combat Field; it is now in play under their Control.

  B. The other player must Recharge.

  C. The Manifested Intrigue is now active, and will provide any ongoing effects.

  D. The Upkeep cost for that Intrigue begins on the Manifesting player's next Turn.

Recharging

Recharging occurs when:

- A Manifested Intrigue card is moved from a Resource Area to the Combat Field or;

- A player loses an Aspect card from their Resource Area due to a Heresy Effect.

When this occurs, that player is now down one Aspect card, and so has the opportunity to replace it with a matching Aspect card before the Manifested card's Effect is applied. Immediately execute these steps to Recharge:

1. Move one matching Aspect of Power card from their Aspect Stack into their Resource Area, Exhausted; then

2. If available, the player must also move the topmost matching Aspect of Power card from their Life Stack into their Aspect Stack *(restoring their Power situation to what they had before)*.

If no matching Aspect card is in that player's Aspect Stack, they must instead place the topmost matching Aspect of Power directly from their Life Stack onto their Resource Area, Exhausted.

If there are no matching Aspects in their Aspect Stack or Life Stack, Recharging is not possible and that player gets nothing.

Creature Limits do not apply while Recharging your Manifested Aspect. Creature Limits apply after the Recharging is complete.

Sacrificing

In addition to Summoning, another way to use Aspects of Power is Sacrificing. You may Sacrifice at any time to Destroy a card. Sacrificing Destroys a Scheme, Creature, Intrigue, or Fortification:

- Being Summoned onto the Combat Field,

- Already in the Combat Field, or

- In a Discard Stack.

Procedure: To Sacrifice, you must have a sufficient quantity and type of Aspect cards in your Resource Area *(Fresh or Exhausted)* to pay the entire, exact Summoning cost of the card you wish to Destroy by Sacrifice.

Immediately return your Sacrificed Aspects to their owner's Destroyed Stack. Then the card targeted by your Sacrifice is Destroyed and goes to its Owning player's Destroyed Stack.

Certainty: The targeted card of a Sacrifice is always Destroyed *(even if Effects that might save it would normally have priority)* and cards targeted by Sacrifice cannot respond by using any Active Effects.

Cards that have used an Active Effect have that Active Effect countered.

Manifestly, No: You cannot Sacrifice to Counter your just-Manifested Aspects. Their Heresy Effects must be completely resolved before you can use a Manifested Aspect in a Sacrifice.

First Option, not Last Resort: When a card enters play and you wish to Counter it, you must decide to perform a Sacrifice against it before using other card Effects; otherwise, you lose that opportunity to Destroy it via Sacrifice.

Aspects of Sacrifice: Your Aspects Destroyed via Sacrifice do Trigger bonus card Effects that require a card's Destruction *(e.g., Obliteration)*.

No One Mourns: Cards Destroyed via Sacrifice *(both players')* do not Trigger Requiem Effects.

Clever?: You can Sacrifice to Destroy one of your own cards in play or in your Discard Stack. That sounds crazy, but occasions might arise where that could be clever.

Timing

If one card has multiple Effects listed on it, Trigger them in the specific order that they are listed on that card. Players may respond between each listed Effect.

Written Order Example: A card reads: "Destroy: 1; Obliterate: 5." Thus, when that card is Resolved, you would Trigger the Destroy 1 Effect first and, after completing that, the Obliterate 5 occurs; the Destroy Effect Triggers the Obliterate Effect because it was Resolved first.

If a card had "Obliterate: 5, Destroy: 1," that card would not Trigger its own Obliterate Effect because the Destroy Effect occurs after the Obliterate Effect.
Note: Previous card Effects could Trigger its Obliteration.

When multiple cards' Effects occur, Resolve them in a LIFO *(Last In, First Out)* sequence. LIFO means the last card played is Resolved first, then backward up the sequence ending with resolving the first card played. This allows other players a chance to react *(with the exception of Manifesting Exhausted Aspects; those Aspects still provide Power that Turn)*.

Thus, if a card Effect allows you to Slay your own Creature for some benefit, an opponent could Counter your Creature by using a card Effect of their own to Slay your Creature first *(to prevent you from doing so and gaining that benefit)*.

When resolving a card Effect, a Creature can only be Slain or Destroyed once.

Sacrifice to Counter Example

Jane has a two *(I)* two *(II)* Creature on the field that is really annoying Bill and he needs to get rid of it. Unfortunately for Bill, he has no such options available in his Hand, so he chooses to Sacrifice.

Bill Destroys two Lesser *(I)* and two Greater *(II)* Aspects from his Resource Area *(some of which were Exhausted, but that does not matter when Sacrificing)*, sending those Sacrificed Aspect cards to Jane's Destroyed Stack *(she is their owner, as he had obtained them from her through Trade and Seizing)*. This seriously reduces Bill's ability to generate Power, but Bill thinks this is worth Destroying Jane's Creature.

Note: If Jane's Creature Slain by Sacrifice had a Requiem Trigger, it would not activate.

Sacrifice as First Option Example: Bill is Summoning a two *(I)* one *(II)* Scheme inflicting 4 Damage to Jane's Life Stack.

Jane has a Scheme in her Hand that could stop it, but she is concerned that Bill might have a similar Scheme in his Hand and Counter her Scheme Countering his Scheme *(reread that if it is not immediately clear; it is important to understand Jane's thinking)*.

So Jane must decide whether to use her Scheme *(which might be Countered)*, or to certainly Destroy Bill's Scheme by Sacrificing; whichever one she chooses *(Scheme or Sacrifice)*, she cannot choose the other during that particular Active Effect.

Sacrifice is not a Last Resort Example: Jane Summons a Scheme inflicting 4 Damage to Bill's Life Stack.

Bill Counters it with a Scheme of his own, which costs one *(I)* two *(II)*.

Jane really needs her Scheme to succeed, so she decides to Sacrifice and Counter his Counter. Jane Destroys one Lesser *(I)* and two Greater *(II)* Aspects from her Resource Area *(all of which were Exhausted in this case)* and Destroys Bill's Scheme.

Jane's Scheme should occur unhindered now, unless Bill has another Scheme in his Hand to try and Counter once again.

Note: Bill cannot Sacrifice to Destroy Jane's Scheme at this point, as he already tried to Counter it via card Effects.

Timing Examples

Timing Example 1: Bill Destroys a Creature so that he can Manifest a Lesser Aspect; in response, Jane uses a Scheme causing 2 Damage to Bill's Creature, thus reducing its Life to 0 and Slaying it. Using the Timing Rule, Bill's Creature is Slain by Jane (not Destroyed by Bill), so Bill does not get to Manifest a Lesser Aspect.

Timing Example 2: Jane uses a Scheme to inflict 2 Damage to Bill's Creature, reducing its Life to 0 and thus Slaying it. In response, however, Bill interrupts Jane to Destroy that Creature first to Manifest a Lesser Aspect. Using the Timing Rule, Bill's Creature is Destroyed and Bill Manifests a Lesser Aspect; Jane did not Slay that Creature. Her Scheme comes to naught, but it was played and therefore goes to Jane's Discard Stack.

Timing Example 3: Jane Triggers a card Effect from her Fresh Creature, Exhausting it to inflict 2 Damage to a Creature that Bill controls, bringing its Life to 0 and Slaying it. Thinking quickly, Bill responds with a card Effect from the targeted Creature that inflicts 2 Damage to Jane's Creature, reducing its Life to 0 and Slaying it. Using the Timing Rule, Jane's Creature is slain first and Bill's Creature suffers no Damage; this is because Jane's Creature did not live long enough to use its ability in the first place.

Countering: Whatever opportunity allows you to Counter *(and there are myriad ways this can happen)*, the Counter activity always occurs before Resolving the activity being Countered.

Pace Yourself: You must pace your play so that your opponents have a chance to react should they wish to Counter.

Counter Example: You Summon a Damage Scheme targeting your opponent's Life Stack. If your opponent has a Counter Scheme in Hand, they must decide to use it on your Scheme before seeing the results that your Scheme would apply (e.g., what cards would be flipped over from taking the Damage or any other Effects that might occur).

Loss of Blessing

If a creature loses a Blessing and, as a result, its Life value drops to zero or less, it is Slain immediately.

Epic Cards

An Epic card is any card with the Epic keyword among its list of keywords. The card will also feature a golden border around the imagery.

Deck Building

Once you become familiar with the mechanics of *Twilight of the Gods*, you can start building your own decks instead of using the pre-constructed decks.

The conditions for a legal deck are:

- It must be exactly 50 cards *(excluding the Deity card)*.
- It cannot have more than three copies of any card.
- It cannot have more than one copy of any Epic card.
- It must meet the Deity card's specific Faction Requirement *(a number of cards from a specific Faction or Factions in that deck)*.
- It must also have exactly one Deity card

The Deity you choose for your deck influences its construction, as each Deity card has a Faction Requirement specified on it.

When creating your own deck, you might be wondering how to keep track of your cards vs. your opponent's. We recommend sleeving your cards in clear plastic sleeves, and dotting or otherwise marking the front of the sleeve *(not the back)* with a colored marker that you can identify as unique to yourself. This will allow you to easily recover your cards once the game is over.

Faction Requirement Example

Mars, the God of War, has a Faction Requirement of Aggression *(10)*. This means that Mars' deck must have at least ten cards from the Aggression Faction to be a legal deck. You may exceed ten Aggression cards in a Mars deck, but any amount fewer would render that deck illegal *(and you would forfeit the game if found in violation of the Faction Requirement)*.

Gameplay Variants

Multiplayer

Twilight of the Gods is balanced for one-versus-one play, but you can certainly venture into multiplayer games if you so desire. These can be every-player-for-themselves or team games featuring an equal number of players on each team.

When playing multiplayer, player turns proceed in a clockwise manner around the table.

Draw Phase Changes:

In multiplayer play, the starting player draws two Action cards on their first Turn.

Trade Phase Changes:

You may only successfully Trade once with each opponent *(in any order you desire)* per Trade Phase. Each Trade can only be between the current player and one other opponent *(i.e., no three-way trades are allowed)*.

In multiplayer play, table talk is allowed, but two people currently engaged in Trade negotiations must be allowed to proceed without undue interference.

Seize Phase Changes:

The Seizing player may Seize from any and all players they did not successfully Trade with this Turn.

The Seizing player has additional discounts to the number of cards they need to discard in order to Seize. Reduce the number of cards needed to Discard as follows:

- -1 card for every 2 cards in the opponent's Aspect Stack.
- -X cards if the opponent Seized from you during their last turn. X equals the number of cards they Seized from you. This discount cannot be taken in consecutive turns *(i.e., if your opponent got this discount during their previous turn, you cannot)*.

No matter how great the discount, the Seizing player must always Destroy one card.

Combat Phase Changes:

Any player's Creature can Block any other player's Attacking Creature. You may refuse to provide or accept such assistance if you wish.

Other Rules Changes:

Priority in resolving timing conflicts begins with the player whose Turn it is and continues clockwise; i.e., around the table to the left.

Card Drafting Variant

For those who enjoy "drafting" their cards to build an optimal deck before commencing play, follow these setup Steps:

A. Create a Draft Pool Deity deck of three Deity cards per player *(i.e., four players would have a Draft Pool Deity deck of 12 Deity cards)*. Shuffle this deck and deal one card at a time to each player until all are dealt. *(Thus, each player will have three Deity cards.)*

B. Players examine their three Deity cards, select one to keep, and pass the remaining two Deity cards to their left *(clockwise)*. One of those Deity cards just received is kept by the player, and the other card is similarly passed to the left. That last Deity card is simply kept by the receiving player. At this point, each player will have three Deity cards in their hand.

C. Then create a Draft Pool Action *(normal)* deck of 60 cards per player *(i.e., four players would have a Draft Pool Action deck of 240*

Multiplayer Seize Example 1

Bill is desperate for more Power and decides to Seize a Lesser Aspect of Power *(I)* card from Jane. He places three cards from his Hand to the side.

Because Jane has three cards in her Aspect Stack, Bill receives a discount of one card *(3 divided by 2, rounded down)*. Bill gets to put one of the cards he put aside back into his Hand, then *(with the two cards that remain set to the side)* he must Destroy one card and Discard one card.

Multiplayer Seize Example 2

Bill wants to Seize a Greater Aspect *(II)* from Jane. He places four cards from his Hand to the side.

Since Jane Seized two cards from him during her last turn, Bill gets a discount of two cards *(a one card discount for each card Jane Seized from him during her last turn)*. Of the four cards that he put to the side, he returns two of them to his Hand, Destroys one, and Discards one.

Note: If Jane had used this discount during her last Turn *(because Bill had Seized from her the turn prior)*, then Bill would not recieve the two card discount. He would, however, still be eligible for the discount if he Seized from a different player who Seized from him during their previous Turn.

cards). Shuffle them together and deal out to each player one pile of 20 Draft Action cards; do this three times so that each player has a total of 60 Action cards.

D. Each player looks at their first pile, selects one card from it to keep, and passes the stub *(i.e., the remaining cards from that pile)* to their right *(counterclockwise)*. Repeat this process nineteen more times until no cards remain in the stub to pass.

E. Repeat Step D with the next pile, but this time passing cards to your left *(clockwise)*.

F. Then repeat once more with the last pile, again passing to the right *(counterclockwise)*.

G. Finally, each player chooses one of their Deity cards to represent them, then constructs their 50-card deck; it may include more than three of any single Action card, and more than one of a particular Epic card. Your deck must meet your chosen Deity's Conviction requirements, if possible. If not, you lose access to your Deity power and never receive Conviction bonuses.

Sample Turn

Bill and Jane have wisely decided to play a game of *Twilight of the Gods*.

Each of them has their 50-card deck ready; each shuffles and takes their seven-card Hand *(taking a Mulligan, if necessary)* and is ready to begin. Since both players know the rules and Bill is youngest, Jane decides to let him go first.

Bill's Turn

[Refresh Phase]

Nothing happens, as Bill has nothing in play yet! There is no Upkeep to be paid nor cards to Refresh.

[Draw Phase]

Bill draws only one card *(since it is the first Turn of a two-player game)*.

[Trade Phase]

Bill offers Jane two Lesser Aspects of Power *(I)* for two Lesser Aspects *(I)* in return.

Jane Counters with an offer of one Lesser Aspect *(I)* and one Greater Aspect *(II)* for one Lesser *(I)* and one Greater *(II)* because she has a mid-level Creature that she really wants to get into play early.

Bill agrees, and the two exchange cards face down, placing their new acquisitions in their respective Aspect Stacks.

[Seize Phase]

This Phase is skipped, as Bill cannot Seize from Jane since he already Traded with her this Turn.

[Resource Phase]

He decides to put his Lesser Aspect of Power *(I)* into play *(i.e., onto his Resource Area)* as he has a Creature in his Hand that costs *(I)*, which will put a little quick pressure on Jane.

[Summoning Phase]

Bill Exhausts the Lesser Aspect for Power *(I)* in his Resource Area to pay the Summoning cost of that Creature, which is Summoned, Fresh, in Bill's Combat Field.

[Combat Phase]

Bill cannot do anything. Although his Creature is Fresh, it was just Summoned and thus cannot Attack that Turn.

[End Phase]

Bill has no housekeeping to attend to and his Turn ends.

Jane's Turn

[Refresh Phase]

This Phase is skipped as Jane has nothing in play to attend to.

[Draw Phase]

Jane draws two cards *(as will Bill on subsequent turns)*.

[Trade Phase]

With two Aspect cards in her Aspect Stack, a *(I)* and a *(II)*, Jane still seeks more Aspects to start working towards a big Creature that she would love to Summon, so she coyly offers to Trade a Lesser Aspect *(I)* and an Exalted Aspect *(III)* to Bill for a Lesser *(I)* and Exalted *(III)*. Bill responds, "no Trades," and with that declaration, Jane's Trade Phase ends abruptly.

[Seize Phase]

Deciding that she really wants another Lesser Aspect *(I)*, Jane uses her Seize Phase to achieve that goal.

She sets aside three cards from her Hand in order to Seize a random Lesser Aspect from Bill's Hand. She then places it into her Aspect Stack. From the cards she set aside, she then Destroys one card and Discards the rest. The other two cards are set aside. Jane places them face-up in her Discard Stack.

Jane currently has three cards in her Aspect Stack: Two *(Is)* and one *(II)*. She could Seize from Bill again, but as that would bring her Hand down to almost no cards, she decides to move on.

[Resource Phase]

Jane puts a Lesser Aspect *(I)* into play from her Aspect Stack onto her Resource Area.

[Summoning Phase]

Interestingly, she does not then Exhaust it to play anything during her Summoning Phase. As Bill suspects, she is holding onto a Scheme in her Hand that allows her to Manifest a Lesser Aspect *(I)*, and she knows that the Lesser Aspect *(I)* she Traded to Bill is a Scheme that Slays a Lesser Creature *(like the one he currently has in play on the Combat Field)*.

When Bill tries to Attack with his Creature next Turn, he is going to find Jane's trap waiting for him.

[Combat Phase]

Jane has nothing in her Combat Field and so no Attacks to make during her Combat Phase.

[End Phase]

Finally, Jane's End Phase occurs with nothing requiring her attention, and so it is Bill's Turn once more.

Timing Table

If multiple Effects take place at the start or end of a Phase, the player whose Turn it is has priority. Action Windows represent when Active Effects can take place within each Phase. The player whose turn it is starts the Action Window. An Action Window ends when all players decide to pass on using an Active Effect. All Active Effects are then resolved in Last In, First Out order.

1. Refresh Phase
- Refresh Exhausted resources.
- Pay Upkeep costs.
- Refresh Exhausted Creatures without Freeze markers.
- Remove all Freeze markers from cards you control.

2. Draw Phase
- Effects at start of Draw Phase.

Action Window

- Draw two cards.

Action Window

- Effects at end of Draw Phase.

Action Window

3. Trade Phase
- Trade cards with your opponent(s).

4. Seize Phase
- Seize cards from opponent(s) you did not Trade with.

5. Resource Phase

Action Window

- Put a resource from your Aspect Stack into play.

Action Window

6. Summoning Phase

Action Window

7. Combat Phase

Action Window

- Declare attackers.

Action Window

- Declare blockers.

Action Window

- Replace blockers.

Action Window

- Resolve Creature Damage.

Action Window

- Resolve Discard Stack Damage.

Action Window

- Resolve Life Stack Damage.

Action Window

8. End Phase
- Effects at start of End Phase.

Action Window

- Effects at end of End Phase.

Action Window

Credits

Turn Sequence

1. Refresh Phase
2. Draw Phase
3. Trade Phase
4. Seize Phase
5. Resource Phase
6. Summoning Phase
7. Combat Phase
8. End Phase

Combat:

a. Declare Attackers
   (to Life Stack and/or Discard Stack)

b. Declare Defenders
   (on a one-to-one basis for each Attacker)

c. Replace Defenders
   (if able until unable to replace Defenders)

d. Resolve Creature Damage
   *(inflicted to and suffered by Creatures
   — Fight vs. Life)*

e. Resolve Discard Stack Damage
   (half current Creature Life rounded up)

f. Resolve Life Stack Damage
   (current Creature Life)

Symbols:

Conviction - This symbol means that the ability it is associated with requires Conviction.

Fight - This symbol refers to the Fight value of Creatures. (i.e., +1 Fight would be shown as +1⊗)

Life - This symbol refers to the Life value of Creatures. (i.e., +1 Life would be shown as +1◖)

Faction Symbols - Each symbol represents one of the four factions (colors) in the base game. (i.e. a Brown Creature would be shown as a ᵜ Creature)

	Negotiation (Blue)
	Aggression (Red)
	Mysticism (Green)
	Sanctuary (Brown)

Aspect Symbols - Each symbol represents one of the three Aspects (levels) in the game. (i.e. a Lesser Aspect Creature would be shown as a ● Creature)

	I. Lesser Aspect (Bronze)
	II. Greater Aspect (Silver)
	III. Exalted Aspect (Gold)