



M **CLAY POT TREASURE**

TO PLAY: Discard the top two cards of your deck.
Take two **M** cards from your discard pile into your hand.

Clay pots were a common ancient way of storing and transporting valuables.

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A **COVENANT**

CURSE

Cancel all of the attached Deity's abilities.

Circumcision is a religious ritual that was commonly used to control lust, to maintain the population's hygiene and healthcare, and to make a covenant with different deities by sacrificing a piece of men's most sensitive parts.

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HADES | God of the Underworld

3

HP 9 **ATK 2**

1 When HADES attacks, keep flipping a coin until you get tails. The attack deals 1 more damage for each heads you get.

Hades fought against the Titans alongside his brothers, Zeus and Poseidon, and became the ruler of the underworld. He abducted Persephone, Demeter's daughter, to be his wife, until Zeus commanded him to return her mother for two-thirds of the year.

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LOKI | Lord of Trickery

3

HP 8 **ATK 2**

1 Attach up to two Deities from your hand or from your Deities in play to LOKI, discarding any **M** card attached to them. While they remain this way, they count as **M** cards that give LOKI their abilities.

Loki is a shapeshifter, and appeared in various animal forms. As a mare, he mated with a stallion named Svaðilfari and fathered Odin's eight-legged horse, Sleipnir. He is also the father of Hel, goddess of an underworld realm, the monstrous wolf Fenrir and the world serpent Jörmungandr.

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A **MEDUSA HEAD**

CURSE

TO PLAY: Attach to one of your Deities.

Whenever the attached Deity is attacked, flip a coin. If heads, deal the attack's damage to the attacking Deity instead.

Whoever gazed into Medusa's eyes would turn to stone. She was beheaded by the Greek hero Perseus, who then gave Medusa's head to the goddess Athena to wield on her armor.

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E **HAREM**

Deities that are neither female nor **F** cannot attack.

Harem was ancient women's quarters - a separate area from the palace, where the wives of the king lived. Men were not allowed in this sacred area.

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LAMMA | Goddess of Protection

HP 8 **ATK 1**

1 When one of your Deities is attacked, you may deal 1 damage to LAMMA to reduce the damage the Deity will receive by 1.

Lamma was described as a goddess in Sumerian times, but she was changed into the Mesopotamian hybrid Lammasu, which is shown as a winged beast with a male human head. As a protective goddess, she was protecting houses and temples.

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NIKE | Goddess of Victory

HP 6 **ATK 2**

1 Your opponent cannot collect trophies.
1 If ZEUS or ATHENA are in play too, their attacks deal 1 more damage.

Nike was the personification of victory in athletics, war, art and music. She was in close association with Zeus and Athena, and included in their cults as a facet of their personalities.

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A **PHARAOH'S WAR HELMET**

ITEM

The attached Deity is dealt 1 less damage from attacks.

The type of helmet worn by Pharaohs on military events.

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SOL | The Sun Goddess



HP 7

ATK 1

For as long as MANI is in play too, after a Deity attacks either SOL or MANI, deal 1 damage to that Deity.

Sol was the personification of the Sun. She is chased by a wolf in the sky, who will eventually catch her one day, and when that happens, it is said that her daughter will follow the path Sol once rode as the new Sun of the world.

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RIGHT WALL



HP 1

City walls were a common defensive system used to protect citizens and buildings from attacks and illegal activities.

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APOLLO | God of the Sun



HP 9

ATK 1

Heal 1 damage from all of your Deities.

Apollo was the son of Zeus and Leto and represented male body perfection and superiority. He was often depicted holding a lyre, which was given to him by his younger brother Hermes, or a bow and arrow.

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BATTERING RAM

A

CURSE



TO PLAY: Attach face down.

When your opponent plays a new Wall, you may reveal and discard BATTERING RAM to discard that Wall.

Such weapons were used for knocking down city walls and allowing soldiers to break into the attacked city.

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PHARAOH'S WAR HELMET

A

ITEM



The attached Deity is dealt 1 less damage from attacks.

The type of helmet worn by Pharaohs on military events.

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WINE LIBATION

M



Heal 3 damage from one Deity.

A common ancient ritual included pouring wine as a drink offering to a deity.

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NINURTA | God of Agriculture

HP 6 ATK 3

When you attack with NINURTA, discard a card from your hand.

Ninurta was originally a god of spring, thunder and storms, and later became a deity of war. Ninurta slayed the monster Asag and his stone-made armies, and from them formed mountains and organized the rivers that flow perfectly to ensure fertile agriculture. In other myths, Ninurta slayed the monstrous bird Anzu and other demons, and is regarded as a divine hero.

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IDOLATRY

TO PLAY: Discard one of your Deities in play. Your opponent doesn't collect a trophy for it. Deal 3 damage to a Deity.

People occasionally worshipped different deities from different pantheons if they needed more support on a specific issue they had. This was considered normal in most cases.

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LEFT WALL

HP 1

City walls were a common defensive system used to protect citizens and buildings from attacks and illegal activities.

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NIKE | Goddess of Victory

HP 6 ATK 2

Your opponent cannot collect trophies.
If ZEUS or ATHENA are in play too, their attacks deal 1 more damage.

Nike was the personification of victory in athletics, war, art and music. She was in close association with Zeus and Athena, and included in their cults as a facet of their personalities.

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LEFT WALL

HP 1

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MANI | The Moon God

HP 7 ATK 2

If SOL is in play too, increase SOL and MANI's HP by 2.

Mani, the personification of the Moon, and his sister SOL, the Sun, rode the sky on horse chariots that illuminate the world, running away from two monstrous wolves.

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PERSEPHONE | Queen of the Underworld

HP 6 ATK 1

For as long as HADES is in play too, increase PERSEPHONE's ATK by 2.

Persephone's uncle Hades, who was in love with her, abducted her to the underworld while she was gathering flowers at a field. Demeter, her mother and goddess of harvest, neglected the fields because of her worries, and the people started to starve. Persephone's father Zeus demanded Hades to return Persephone, however Hades led her with pomegranate seeds, which forces her to stay with him for a third of the year, and that's how the seasons were explained.

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MIDDLE WALL



City walls were a common defensive system used to protect citizens and buildings from attacks and illegal activities.
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THOR | God of Thunder



Attach to THOR any ⬠ cards on your discard pile that have been discarded from him sometime earlier in this game.

Thor was the greatest warrior in the Norse pantheon, and Mjolnir, his magical hammer forged by the dwarves, always returns to the thrower and became his symbol of his power. His destiny is to kill and die by Jörmungandr, the giant world serpent, during the Ragnarök, the end of the world.
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PANDORA BOX



Take another ⬠ card from your discard pile to your hand.

A large container that was opened by Pandora, the first human woman, and released curses upon humanity.
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POSEIDON | God of the Sea



POSEIDON's attacks deal 1 more damage to ♣ Deities.

Poseidon was brother to Zeus. He invented the horse and rode four of them on a chariot over the waves. Poseidon got to rule the sea. With his short temper, he caused earthquakes and sea-storms.
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TRITON | God of the Sea



When TRITON is played, you may search your deck for a HIPPOCAMPUS [SERVANT] ⬠ card and put it in your hand. If you also attach it to POSEIDON during the same turn, increase TRITON's HP by 2.

Triton was the son of Poseidon and Amphitrits, who lived with them together at the golden palace at the abyss of the sea. He was a merman who owned a conch shell, which he blew like a trumpet to soothen or raise the waves.
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MIDDLE WALL



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MJOLNIR | Hammer of Thunder

ITEM



TO PLAY: Attach to a ♣ Deity.

Once per turn, the attached Deity can discard one [ITEM] ⬠ card from any Deity. If THOR is in play, move MJOLNIR to him.

It is known for its strength, and it is capable of levelling mountains. It acts like a boomerang, and always returns to its thrower.

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NINKASI | Mistress of Beer



Choose the targets for your opponent's attacks.

Ninkasi was associated with beer production and its consumption effects. In Mesopotamian mythology, she was the deity who taught humanity how to produce beer, and in fact it is most likely that beer was invented in Mesopotamia. Ninkasi was associated with parties, banquets and religious celebrations, as beer consumption was very popular in Mesopotamian culture.
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MANI | The Moon God



If SOL is in play too, increase SOL and MANI's HP by 2.

Mani, the personification of the Moon, and his sister SOL, the Sun, rode the sky on horse chariots that illuminate the world, running away from two monstrous wolves.
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M **IDOLATRY**

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Deal 3 damage to a Deity.

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A **DREAM CATCHER**

CURSE

TO PLAY: Attach face down.

When your opponent plays a **M** card, you may reveal and discard DREAM CATCHER to cancel that card.

Dream catchers are not explicitly connected to dreams, but used as protective apotropaic charms for children against any harm that might be in the air.

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M **SCROLL BURNING**

Discard one **D** or **A** card.

Burning knowledge was a common behavior of ancient empires to erase different cultures and fuse distinct civilizations into one.

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SHAMASH | The Sun God

HP 8 **ATK 2**

☉ If SHAMASH is 5 or less damage away from defeat, flip a coin. If heads, discard all his **D** cards and place him on top of your deck.

Shamash' parents were Nanna and Ningal, and he was a twin brother to Inanna. Shamash occasionally had supporting, protecting and judging roles, as he could see everything that happens in the world from above. It was believed that he reunited with his wife Aya, goddess of dawn, everyday on the mountains in the Sumerian horizon at sunset.

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LAMMA | Goddess of Protection

HP 8 **ATK 1**

! When one of your Deities is attacked, you may deal 1 damage to LAMMA to reduce the damage the Deity will receive by 1.

Lamma was described as a goddess in Sumerian times, but she was changed into the Mesopotamian hybrid Lammasu, which is shown as a winged beast with a male human head. As a protective goddess, she was protecting houses and temples.

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ODIN | God of War

HP 8 **ATK 3**

☑ When ODIN defeats a Deity, increase his ATK by 1.

Odin was associated with his wisdom, and ruled Valhalla, a majestic hall located in Asgard, the realm of the gods. Odin fathered many sons, most importantly Thor and Baldr. He is the god who gave life to mankind, and provided them with the knowledge of runic writing and poetry.

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PAN | God of Wild Nature

HP 6 **ATK 2**

! PAN is dealt 2 less damage from female Deities' attacks.

! If HERMES is in play too, increase PAN's HP by 2. This remains even if HERMES leaves play.

Pan was known for his sexual character. He met the wood nymph Syrinx, who got annoyed with his compliments and ran away to her sisters in the mountain, where they turned her into a reed so she could escape him. Pan, still infatuated, took various reeds, since he could not identify which she became, and joined them together to form the musical instrument he carries.

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A **LAEDINGR FETTER**

CURSE

TO PLAY: Attach face down.

When the attached Deity attacks, you may reveal and discard LAEDINGR FETTER to make that Deity's player discard a Deity from their Deity zone, or two Deities from their hand.

The fetter was made by Thor in an attempt to bind Fenrir, the monstrous wolf. However, it easily broke.

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BAGHDAD BATTERY

CURSE

TO PLAY: Attach face down.

After the attached Deity survives an attack, you may reveal and discard this card to discard the attacking and defending Deities.

Its purpose remains unclear, however it may have been used as a battery or as a storage for scrolls.

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BRAGI | God of Poetry

HP 6 ATK 1

1 All other Deities' attacks deal 1 more damage.

1 If ODIN is in play too, increase ODIN's HP by 2.

Bragi was described as a wise god, and the husband of the goddess Ithunn, whose fruits provided immortality and youth to the gods. He served Odin in the magnificent hall of the fallen, Valhalla, as a court bard who welcomed recently deceased heroes.

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ERESHKIGAL | The Ruler of the Underworld

HP 9 ATK 2

1 After ERESHKIGAL attacks, you may discard one card from the defending Deity.

Ereshkigal was the only ruler of Kur, the underworld. When Inanna, her younger sister, descended to Kur, Ereshkigal got suspicious, removing Inanna's powers and sentencing her to death. Eventually, though, she got resurrected by the other gods.

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FENRIR | The Monstrous Wolf

SERVANT

TO PLAY: Attach to LOKI or HEL, then discard one Deity from your hand or Deity zone.

Increase the attached Deity's ATK by 1, and ignore [CURSE] cards that would affect it.

Fenrir was feared by the gods due to his strength and size. He is foretold to kill the god Odin during the Ragnarök, the events of the end of the world according to Norse mythology.

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HEL | Queen of the Realm of the Dead

HP 8 ATK 2

1 Other Deities cannot be attacked by Deities.

1 If LOKI is in play too, he cannot be attacked by any Deity.

Hel was appointed by Odin as the ruler of the underworld, where she received a portion of the dead. Her realm was located beneath one of three roots growing from the nine-worlds-tree Yggdrasil, and was associated with famine, sickness and boredom.

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HIPPOCAMPUS | The Sea Horse

SERVANT

TO PLAY: Attach to POSEIDON or TIRTON, then discard one Deity from your hand or Deity zone.

Increase the attached Deity's ATK by 2.

Hippocampus had the upper body of a horse with the lower body of a fish. Poseidon, god of the sea and the horses, often drives a sea chariot pulled by hippocampi.

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FIRSTBORN SACRIFICE

M

Draw three cards from your deck.

This was a common ritual in ancient times to please or appease deities, begging for their aid or mercy by giving up the most precious thing.

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ISHTARAN | God of Justice

HP 7 ATK 1

1 When an opponent Deity defeats one of your other Deities, deal 2 damage to that opponent Deity.

Ishtar was the divine judge who brought justice to the world, but there aren't many records about his role and myths, so his character is poorly understood. He was the patron god of the city-state Erid, and is associated with the underworld and snakes, but seen as a positive god and perhaps as a healer.

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HADAD | God of Thunder

HP 8 ATK 3

1 HADAD's attacks deal 1 more damage to Deities.

Hadad's father was sometimes Anu, Enlil, Dagon or other gods. He was a popular weather god that associated with bulls and thunder. Hadad was at first a very powerful and important deity in Mesopotamian mythologies, but over time, due to similarities with other major weather deities, his character later associated and mixed with them.

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M

CATAPULT



Flip a coin for each of your opponent's Walls, discarding it if you get heads.

A siege weapon that was used for throwing stones from a distance in order to knock down the city walls and important buildings.