



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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BASTET | The Protector of the Sun

HP 6 **ATK 1**

1 When BASTET attacks, deal 1 damage to all ***** Deities in play.
1 If SEKHMET is played after BASTET, discard BASTET and increase SEKHMET's ATK by 2.

Bastet was originally a lioness warrior goddess of the Sun, a role shared by Sekhmet. Eventually they were both two opposing aspects of the same goddess, with Bastet representing a more gentle aspect compared to the one Sekhmet represented, and so Bastet was increasingly depicted as a cat. She was associated with childbirth, pregnancy and protection against evil spirits.

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MIN | The Fertilizer God

HP 7 **ATK 1**

1 When MIN is played, increase the HP of all other ***** Deities in play by 2.

At the beginning of the harvest season, his image was taken out of the temples and brought to the fields in the festival of The Departure of Min, when the Egyptians blessed the harvest and played games naked. The Egyptian lettuce, which released a milk-like sap when rubbed and resembled a phallus, was his sacred plant and was sacrificially offered to the god then eaten by men in an effort to achieve potency.

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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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RESHEPH | God of Plague

HP 8 **ATK 2**

1 RESHEPH's attacks deal 2 more damage to ***** Deities.

Resheph was the companion of Anat, and was associated with disease, death and war. Resheph was a popular deity not only in ancient Canaan, but also in Egypt and Mesopotamia. He brought wars and diseases to the world, so worshipping him was a way to please him and receive his mercy. His name means "flame" or "fever" in Canaanite languages.

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LAMMA | Goddess of Protection

HP 8 **ATK 1**

1 When one of your Deities is attacked, you may 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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TAWERET | Lady of the Birth House

HP 5 **ATK 3**

1 All ***** Deities played after TAWERET cannot be attacked until she is discarded.

Taweret was worshipped as a household protective goddess of fertility and childbirth. Her image decorated magical objects, such as wands and knives carved from hippopotamus ivory commonly used in birth rituals and ceremonies for infant protection.

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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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ISHAT | Goddess of Fire

HP 5 ATK 2

After ISHAT attacks, you may discard all cards from her target. Your opponent may still use them before they are discarded.

ISHAT's name means fire, sometimes also called the bitch of the gods. In The Beal Cycle, she is mentioned as one of Baal's enemies, and slain by Anat. She may be associated with the heat of the summer that brought drought and burnt crops.

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HORUS | The Morning and Evening Star

HP 10 ATK 3

After you attack with HORUS, flip a coin. If heads, deal 1 damage to HORUS, then you draw a card from your deck.

Horus was one of the most important and worshipped gods in Egypt. His double-crown represents the kingship over upper and lower Egypt. It was believed that the Sun and the Moon were the eyes of Horus. The explanation for the Sun to be brighter than the Moon is because he lost his left eye in one of the many battles against his uncle, Set, over the dominion of Egypt.

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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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ANUBIS | The Protector of the Dead

HP 9 ATK 2

When one of your Deities is defeated, you may instead place it on top of your deck and discard another of your Deities instead. If you do so, your opponent collects no trophies.

Anubis was protector of the tombs on Egypt, chosen by Osiris as the heir of the underworld. The dead faced Anubis at the entrance to the afterlife, where he weighed their hearts against a feather. Only those whose heart was lighter than the feather would be allowed to enter his realm.

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BATTERING RAM

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

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

Heal 3 damage from one Deity.

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

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HP 1

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NINURTA | God of Agriculture

3

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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ANAT | Goddess of War

9

ATK 2

Flip a coin. If heads, permanently increase ANAT's ATK by 1. If tails, heal 1 damage from her.

Anat was a goddess of war and hunting. She frequently appears in myths, especially as the protector of the god Baal, her brother. She was known for her aggressiveness and short temper. Unlike many other gods, her personality wasn't always just good or evil. Later on, she was adopted by the Egyptians as a popular foreign deity.

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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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THOTH | God of Wisdom

3

HP 7 ATK 2

Look at the top two cards of your deck. Take one card among them to your hand, if there is any, then shuffle the rest back into the deck.

Thoth was the god of wisdom, writing, sciences and art. His sacred animals were the ibis and the baboon. In mythology, Thoth stood by Ra's side on his solar barque to assist him. The Egyptians worshipped him seeking wisdom and knowledge.

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AMMIT | The Devourer of the Dead

SERVANT

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

Increase the attached Deity's ATK by 1, and when it is attacked, the attacking player must discard a card from their hand.

Ammit was a demon of the underworld. She stood by Anubis during the weighing of the heart of the dead, and if the heart was impure, she ate it, leaving its soul trapped in the underworld.

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PRINCE AQHAT'S BOW

ITEM

TO PLAY: Attach to a Deity.

Increase the attached Deity's ATK by 1. If ANAT is in play, move PRINCE AQHAT'S BOW to her.

A bow gifted to a mortal boy name Aqhat, made by Kothar Wa Khasis. However, Anat killed him because he refused to give it to her.

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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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A GALLU | The Demons of the Underworld

SERVANT



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

Increase the attached Deity's ATK by 2.

Gallu were one of seven offspring of hell. It is said they don't have any joy or dreams, and they cause children to die and couples to divorce.

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M

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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BASTET | The Protector of the Sun



HP 6

ATK 1

B When BASTET attacks, deal 1 damage to all Deities in play.
B If SEKHMET is played after BASTET, discard BASTET and increase SEKHMET's ATK by 2.

Bastet was originally a felines warrior goddess of the Sun, a role shared by Sekhmet. Eventually they were both two opposing aspects of the same goddess, with Bastet representing a more gentle aspect compared to the one Sekhmet represented, and so Bastet was increasingly depicted as a cat. She was associated with childbirth, pregnancy and protection against evil spirits.

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YAHWEH | God of Metallurgy



HP 6

ATK 3

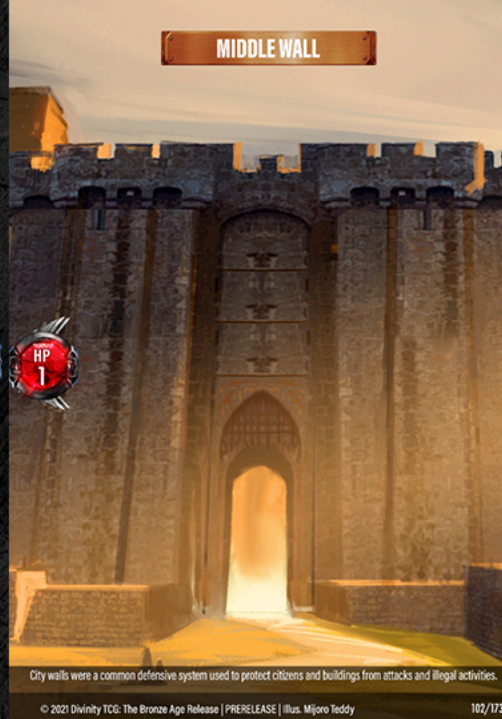
C Flip a coin. If heads, discard one card from your opponent's hand at random.

The origin of Yahweh's cult is not well documented. He was a god associated with revenge, battles, storms, metallurgy, and was a patron god of some ancient Canaanite nomads such as the Shasu and the Israelites. Later on, he was fused with his father's character and position, El, and together they became the only god, known as Jehovah, that the Israelites worshipped in their religion.

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MIDDLE WALL

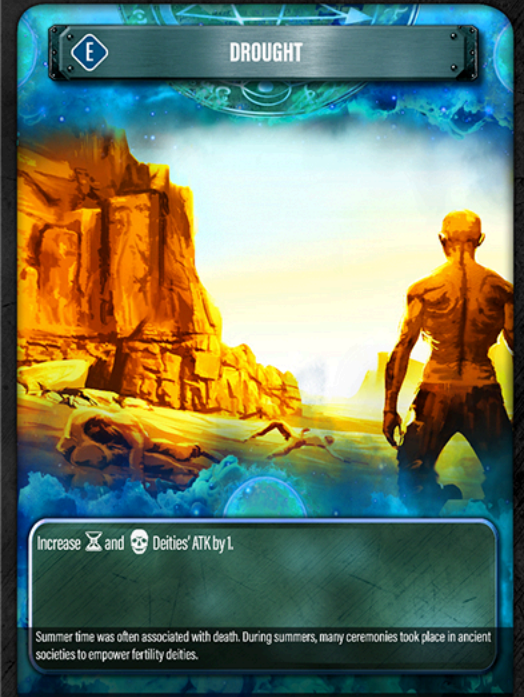


City walls were a common defensive system used to protect citizens and buildings from attacks and illegal activities.

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E DROUGHT



Increase and Deities' ATK by 1.

Summer time was often associated with death. During summers, many ceremonies took place in ancient societies to empower fertility deities.

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NINKASI | Mistress of Beer



HP 6

ATK 2

B 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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OSIRIS | God of the Underworld



HP 9

ATK 3

B When OSIRIS is played, deal 1 damage to all non- Deities in play.

Osiris was the oldest son of Geb and Nut, and brother and husband of Isis. After Set, his younger brother, killed him and cut him into pieces, Isis collected the pieces, wrapped him up, and resurrected him.

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M **IDOLATRY**

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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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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 **B** 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 **M** cards and place him on top of your deck.

Shamash's 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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A **DREAM CATCHER**

CURSE

TO PLAY: Attach face down.

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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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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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SHALEM | God of Dusk

HP 7 **ATK 1**

! For as long as SHAHAR is in play too, increase SHALEM's ATK by 2.

Shalem was a son of El, along with his twin brother Shahar, God of Dawn, and both were created when their father mated with a mortal woman. Shalem represented the dusk. Together, he and his twin brother represented the full day. The city of Jerusalem's name means "City of Shalem".

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SHAHAR | God of Dawn

HP 7 **ATK 1**

! For as long as SHALEM is in play too, increase SHAHAR's ATK by 2.

Shahar was a son of El, along with his twin brother Shalem, God of Dusk, and both were created when their father mated with a mortal woman. Shahar represented the dawn. Together, he and his twin brother represented the full day. His name in Hebrew (a descended Canaanite language) has remained "dusk" until nowadays.

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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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SHALEM | God of Dusk

HP 7 **ATK 1**

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Shalem was a son of El, along with his twin brother Shahar, God of Dawn, and both were created when their father mated with a mortal woman. Shalem represented the dusk. Together, he and his twin brother represented the full day. The city of Jerusalem's name means "City of Shalem".

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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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SHAHAR | God of Dawn

HP 7 **ATK 1**

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Shahar was a son of El, along with his twin brother Shalem, God of Dusk, and both were created when their father mated with a mortal woman. Shahar represented the dawn. Together, he and his twin brother represented the full day. His name in Hebrew (a descended Canaanite language) has remained "dusk" until nowadays.

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MIN | The Fertilizer God

HP 7 **ATK 1**

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At the beginning of the harvest season, his image was taken out of the temples and brought to the fields in the festival of The Departure of Min, when the Egyptians blessed the harvest and played games naked. The Egyptian lettuce, which released a milk-like sap when rubbed and resembled a phallus, was his sacred plant and was sacrificially offered to the god then eaten by men in an effort to achieve potency.

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BAAL | God of Rain

HP 8 **ATK 3**

1 As long as YAM isn't in play, you may heal all damage from BAAL each time he defeats a Deity.

Baal was a powerful warrior who fought against the evil forces trying to destroy the universe. He was sometimes regarded as a son of El, but most often as son of Dagon, and as a brother-enemy of Yam. His symbolic animal was a calf, and perhaps is the source of the biblical story of the golden calf sin.

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FIRSTBORN SACRIFICE

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 Der, 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.