



LUGH
THE WARRIOR GOD

One battle card counts as 2x strength in battle

Divine Might: Incite battle by discarding 2 hand cards

5F
4P
7G

The illustration depicts Lugh, a warrior with blonde hair and a fierce expression, wearing a brown tunic and arm guards. He holds a sword in his right hand. Behind him, a large, grey, wolf-like creature is shown in a dynamic pose, as if leaping or running. The background features a cloudy sky and a landscape with a red structure.



DAGDA
THE CHIEFTAIN GOD

Gain +2 Power at the beginning of every turn.

Divine Might: After your battles, gain a village + farmland.

4F
4P
8G

The illustration shows Dagda, a bearded man with long brown hair, wearing a brown tunic and arm guards. He is holding a large, ornate wooden staff or scepter. The background is a misty, forested landscape with a large tree trunk in the foreground.



MORRIGAN
GODDESS OF FATE

When a player converts your village/farmland, they must discard one hand card.

Divine Might: Summon one additional priest (3 total).

4F
8P
4G

The illustration features Morrigan, a woman with long black hair and pale skin, wearing a dark, flowing robe. She has intricate blue and white tattoos on her arms and torso. She is holding a glowing blue orb in her right hand. The background is a dark, forested area with a large tree trunk in the foreground.



4F
8P
4G

POSEIDON

GOD OF THE SEA

Destroy any 2 villages/farlands on the coast (-2 power).
Divine Might: Place a village on any free coastline on the board.



5F
5P
5G

HERA

GODDESS OF THE HEAVENS

+1 Fervor for every malevolent action.
Divine Might: Gain one extra action each turn



6F
6P
6G

ZEUS

GOD OF THE SKIES

Declare battle for -2 Power
Divine Might: Enter every battle with 5 Strength




Odin is depicted as an elderly man with long white hair and a beard, wearing a dark blue robe with a red sash. He has large, feathered wings on his back and is holding a blue, triangular object in his right hand. The background shows a cloudy sky with a circular runic symbol.

6F
6P
6G

ODIN
FATHER OF THE GODS

Draw and hold up to 7 cards.

Divine Might: Once per turn, play one benevolent action at no cost.



Loki is shown as a man with long dark hair, wearing a dark brown robe with gold trim and a gold necklace. He is smiling and has his hands outstretched. The background is dark with some flames.

7F
6P
5G

LOKI
GOD OF TRICKERY

Priests convert 2 tiles as one action (-3 fervor)

Divine Might: Control the spread of pestilence (including into one new territory)



Thor is a muscular man with blonde hair, wearing a green and black tunic with a horned helmet. He is holding a hammer that is emitting lightning. The background is a stormy sky with lightning.

6F
8P
4G

THOR
GOD OF LIGHTNING

Remove 3 Strength from the opposing tribe before the start of battle.

Divine Might: Participate in any battle. When you do, no player earns a victory.



5F
4P
8G

MARZANNA

GODDESS OF NATURE

Build villages/farmlands over natural obstacles

Divine Might: Add four farmlands for 5 growth (once per turn)

Illustration of Marzanna, a woman with long dark hair, wearing a dark blue robe, holding a scythe. She is standing in a dark, misty forest with bare trees and a full moon in the background. Two animal skulls are visible in the bottom right corner.



4F
3P
7G

JARYIO

GOD OF FERTILITY

Gain +1 Power any time a battle card is played by any player.

Divine Might: Play one free battle card for every battle card you place down.

Illustration of Jaryio, a man with long blonde hair, wearing a brown tunic and a crown of leaves. He is standing in a field with a large white bull in the foreground. Two animal skulls are visible in the bottom right corner.



7F
5P
4G

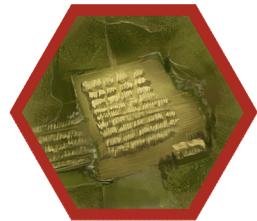
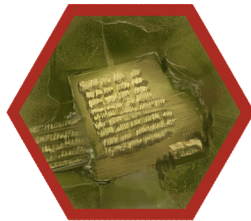
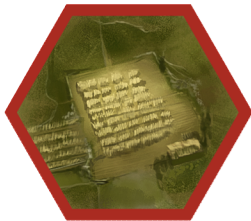
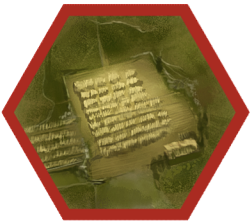
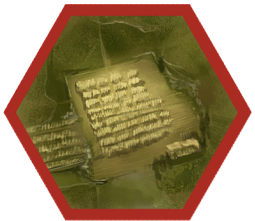
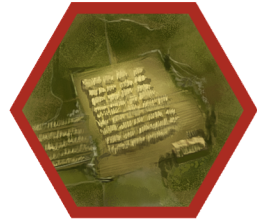
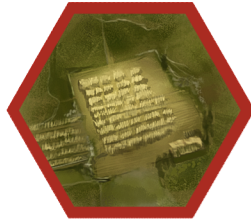
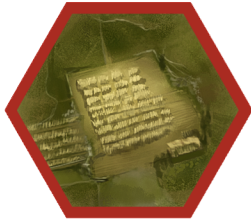
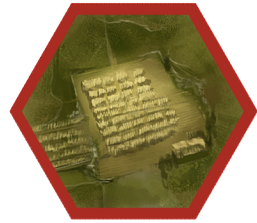
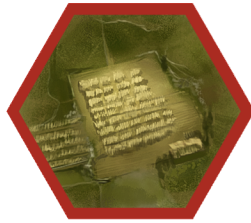
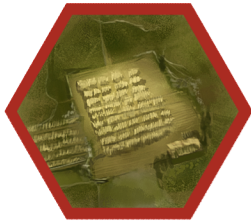
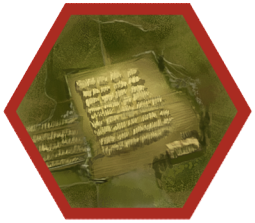
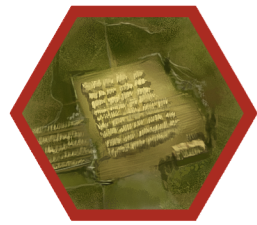
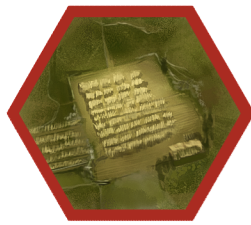
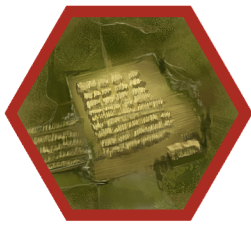
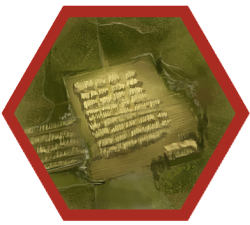
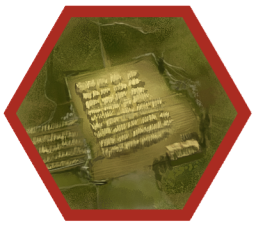
VELES

THE SNAKE GOD

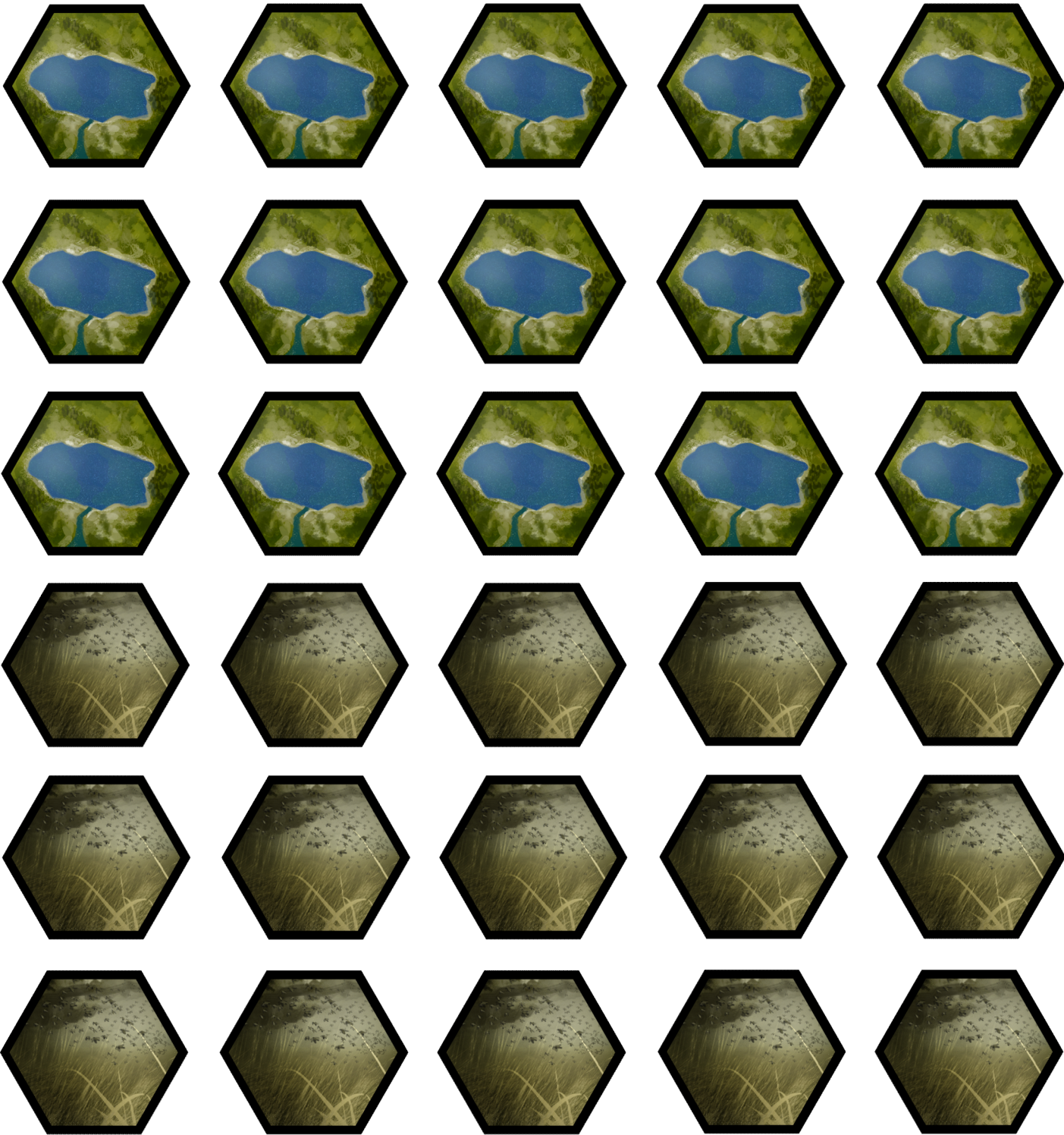
Steal a random card from a player's hand. Keep or discard it. Does not cost an action.

Divine Might: Control any tribe's priest for 1 turn (-3 Power).

Illustration of Veles, a man with long blonde hair, wearing a blue and gold tunic. He is standing in a dark, misty forest with a large snake coiled around his waist. Two animal skulls are visible in the bottom right corner.







AMBROSIA

RECOVER UP TO 6
STRENGTH LOST IN BATTLE
IN ONE BATTLE ONLY

-2 POWER

AMBROSIA

RECOVER UP TO 6
STRENGTH LOST IN BATTLE
IN ONE BATTLE ONLY

-2 POWER

DEMIGOD

6 STRENGTH

-4 POWER

THE ARMORY OF ANNWN

4 STRENGTH

-2 POWER

THE ARMORY OF ANNWN

4 STRENGTH

-2 POWER

DEMIGOD

6 STRENGTH

-4 POWER

BATTLE CRY

2X FIGHTING STRENGTH IN
ONE BATTLE ONLY

-3 POWER

BATTLE CRY

2X FIGHTING STRENGTH IN
ONE BATTLE ONLY

-3 POWER

DIVINE CHARIOT

3 STRENGTH

-2 POWER

PHOENIX

REMOVE 3 STRENGTH FROM
OTHER GOD PRIOR TO
BATTLE. PLAYED
PERMANENTLY (NOT TO BE
DISCARDED)

-4 POWER

PANDORA'S BOX

ALL THE OTHER GODS MUST
DISCARD A BATTLE CARD
WHEN PLAYED

-2 POWER

PANDORA'S BOX

ALL THE OTHER GODS MUST
DISCARD A BATTLE CARD
WHEN PLAYED

-2 POWER

PHOENIX

REMOVE 3 STRENGTH FROM
OTHER GOD PRIOR TO
BATTLE. PLAYED
PERMANENTLY (NOT TO BE
DISCARDED)

-4 POWER

GIANTS OF JOTUNHEIM

4 STRENGTH

-3 POWER

GIANTS OF JOTUNHEIM

4 STRENGTH

-3 POWER

DIVINE CHARIOT

3 STRENGTH

-2 POWER

WEAPONS OF THE EMPYREAN FORGE

4 STRENGTH

-2 POWER

WEAPONS OF THE EMPYREAN FORGE

4 STRENGTH

-2 POWER

UNLEASHING THE LEVIATHAN

DESTROY 3 VILLAGES OR
FARMLANDS OF OPPOSING
TRIBE IN ONE BATTLE ONLY

-4 POWER

THE WAKING OF THE BEHEMOTHS

5 STRENGTH

-3 POWER

THE WAKING OF THE BEHEMOTHS

5 STRENGTH

-3 POWER

UNLEASHING THE LEVIATHAN

DESTROY 3 VILLAGES OR
FARMLANDS OF OPPOSING
TRIBE IN ONE BATTLE ONLY

-4 POWER

THE WAKING OF THE BEHEMOTHS

5 STRENGTH

-3 POWER

THE WAKING OF THE BEHEMOTHS

5 STRENGTH

-3 POWER

WARRIORS OF THE GREAT HALL

6 STRENGTH

-4 POWER

WARRIORS OF THE GREAT HALL

6 STRENGTH

-4 POWER

WARRIORS OF THE GREAT HALL

6 STRENGTH

-4 POWER

WEAPONS OF THE
EMPYREAN FORGE

4 STRENGTH

-2 POWER

WEAPONS OF THE
EMPYREAN FORGE

4 STRENGTH

-2 POWER

WARRIORS OF THE
GREAT HALL

6 STRENGTH

-4 POWER

UPHEAVAL

ALL OBSTACLES VANISH.
REMOVE ALL NATURAL
OBSTACLES FROM THE
BOARD (EXCEPT
PESTILENCE)

Intensification

FIRE OF THE SKIES

PLAYERS NOT ADJACENT TO
EACH OTHER MAY NOW GO
TO BATTLE

Intensification

UNBRIDLED FORCE

ALL DIVINE MIGHT IS NOW
FREELY ACCESSIBLE

Intensification

SANCTIFY

PESTILENCE IS REMOVED
FROM THE BOARD
COMPLETELY

Intensification

LAND OF PLENTY

ALL PLAYERS PLACE TWO
VILLAGES/FARMLANDS OR
ONE OF EACH AT THE START
OF THEIR TURN

Intensification

SUPREMACY

EACH GOD MAY SELECT
POWER, GROWTH OR
FERVOR TO MAX OUT AND
STAY MAXED OUT FOR THE
REST OF THE GAME

Intensification

BENEVOLENCE

ANNUAL RITUALS

**+1 POWER FOR EVERY
VILLAGE CONTROLLED BY
YOUR TRIBE**

BENEVOLENCE

ANNUAL RITUALS

**+1 POWER FOR EVERY
VILLAGE CONTROLLED BY
YOUR TRIBE**

BENEVOLENCE

BOUNTIFUL HARVEST

**ADD 2 FARMLANDS TO YOUR
TRIBE
-2 GROWTH**

---OR---

**GIFT 2 FARMLAND TO
ANOTHER TRIBE
+3 GROWTH**

BENEVOLENCE

ANNUAL RITUALS

**+1 POWER FOR EVERY
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**+1 POWER FOR EVERY
VILLAGE CONTROLLED BY
YOUR TRIBE**

BENEVOLENCE

ENLIGHTENMENT

**+2 GROWTH
+2 FERVOR**

BENEVOLENCE

BRIDGE OF HOPE

CREATE A VILLAGE IN ANY
UNSETTLED LAND, IT NEED
NOT BE ADJACENT TO YOUR
CURRENT TERRITORY

-3 GROWTH
+2 FERVOR

BENEVOLENCE

BRIDGE OF HOPE

CREATE A VILLAGE IN ANY
UNSETTLED LAND, IT NEED
NOT BE ADJACENT TO YOUR
CURRENT TERRITORY

-3 GROWTH
+2 FERVOR

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+2 FERVOR

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UNSETTLED LAND, IT NEED
NOT BE ADJACENT TO YOUR
CURRENT TERRITORY

-3 GROWTH
+2 FERVOR

BENEVOLENCE

ENLIGHTENMENT

+2 GROWTH
+2 FERVOR

BENEVOLENCE

ENLIGHTENMENT

+2 GROWTH
+2 FERVOR

BENEVOLENCE

ENLIGHTENMENT

+2 GROWTH
+2 FERVOR

BENEVOLENCE

HEALING HAND

CURE 2 PESTILENCE OFF
THE BOARD (NOT REPLACED
BY LAKE)

-4 FERVOR
+2 GROWTH

BENEVOLENCE

HEALING HAND

CURE 2 PESTILENCE OFF
THE BOARD (NOT REPLACED
BY LAKE)

-4 FERVOR
+2 GROWTH

BENEVOLENCE

HEALING HAND

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THE BOARD (NOT REPLACED
BY LAKE)

-4 FERVOR
+2 GROWTH

BENEVOLENCE

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THE BOARD (NOT REPLACED
BY LAKE)

-4 FERVOR
+2 GROWTH

BENEVOLENCE

HEALING HAND

CURE 2 PESTILENCE OFF
THE BOARD (NOT REPLACED
BY LAKE)

-4 FERVOR
+2 GROWTH

BENEVOLENCE

HEALING HAND

CURE 2 PESTILENCE OFF
THE BOARD (NOT REPLACED
BY LAKE)

-4 FERVOR
+2 GROWTH

BENEVOLENCE

RAIN

ADD 1 FARMLAND TO YOUR
TRIBE

-1 GROWTH

---OR---

GIFT 1 FARMLAND TO
ANOTHER TRIBE
+2 GROWTH

BENEVOLENCE

RAIN

ADD 1 FARMLAND TO YOUR
TRIBE

-1 GROWTH

---OR---

GIFT 1 FARMLAND TO
ANOTHER TRIBE
+2 GROWTH

BENEVOLENCE

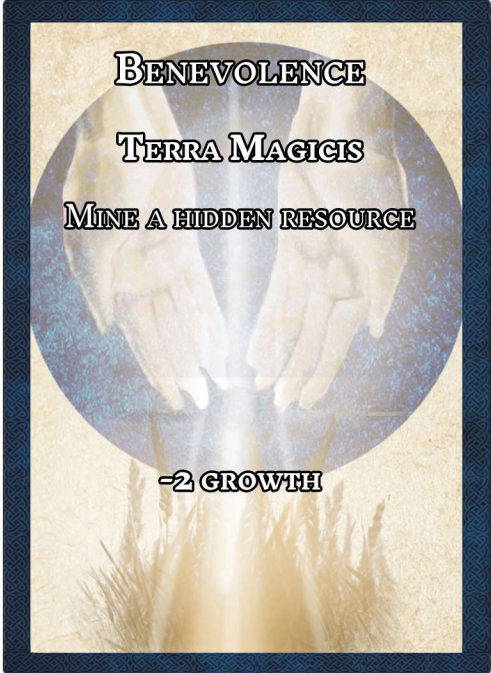
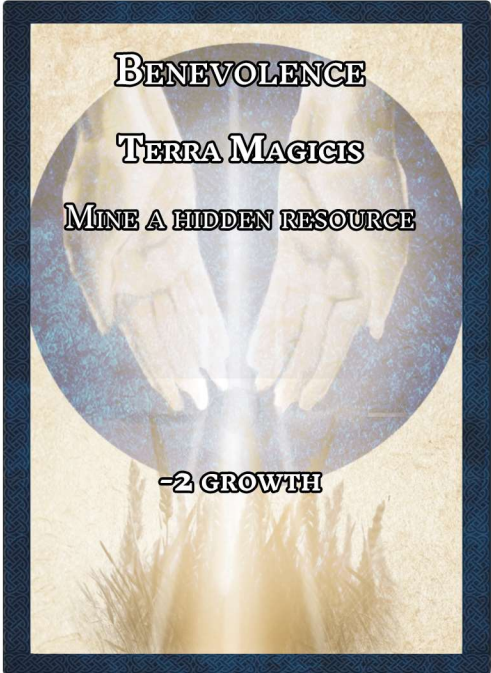
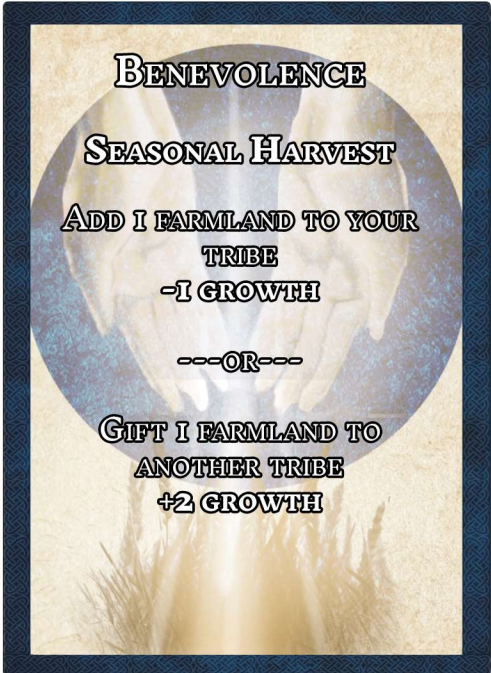
RAIN

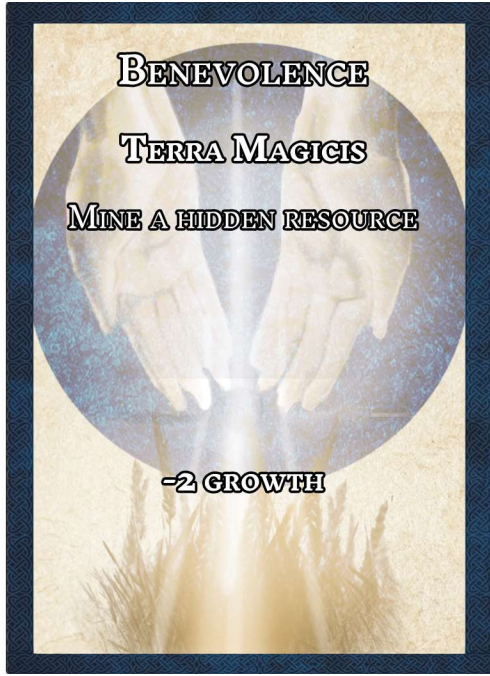
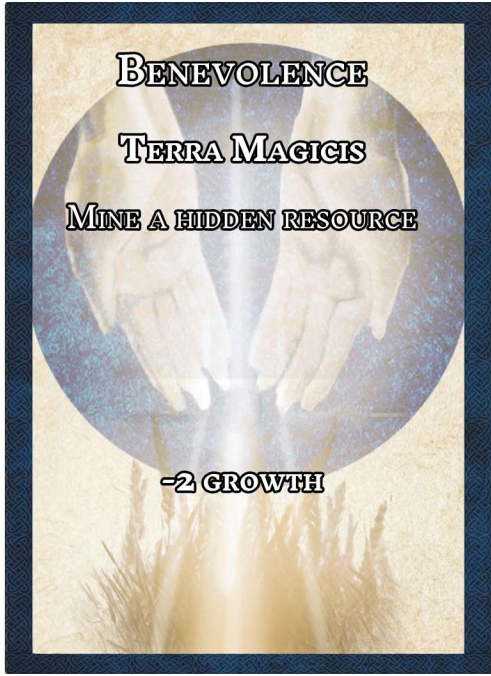
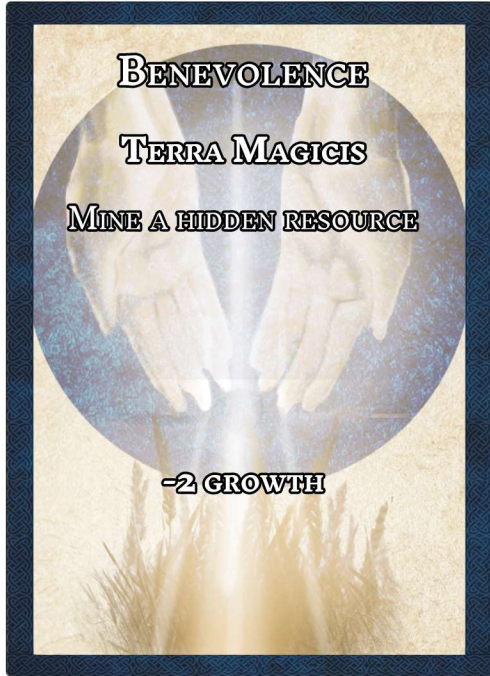
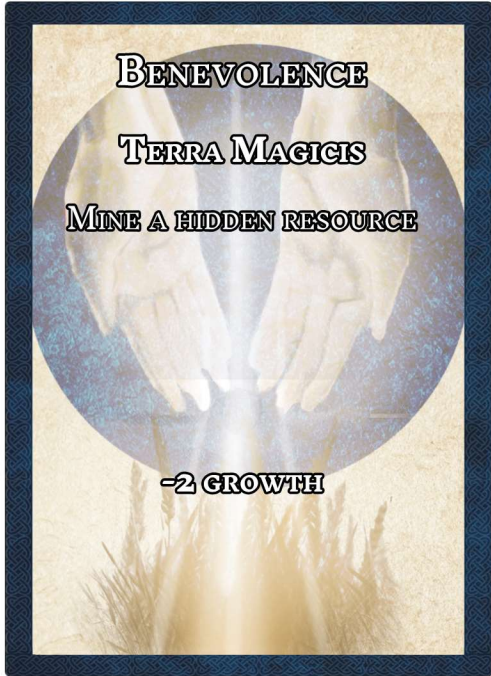
ADD 1 FARMLAND TO YOUR
TRIBE

-1 GROWTH

---OR---

GIFT 1 FARMLAND TO
ANOTHER TRIBE
+2 GROWTH





BENEVOLENCE

UNTIRING TRIBE

**ADD 2 VILLAGES TO THE
BOARD**

+3 GROWTH

BENEVOLENCE

YOUTH AND VIRILITY

**ADD 1 VILLAGE TO THE
BOARD**

**+2 GROWTH
+1 FERVOR**

BENEVOLENCE

YOUTH AND VIRILITY

**ADD 1 VILLAGE TO THE
BOARD**

**+2 GROWTH
+1 FERVOR**

BENEVOLENCE

YOUTH AND VIRILITY

**ADD 1 VILLAGE TO THE
BOARD**

**+2 GROWTH
+1 FERVOR**

BENEVOLENCE

YOUTH AND VIRILITY

**ADD 1 VILLAGE TO THE
BOARD**

**+2 GROWTH
+1 FERVOR**

MALEVOLENCE

BURNT EARTH

**COVER ANY TILE,
-2 POWER: UNOCCUPIED
TILE**

**-4 POWER: OCCUPIED
TILE/PESTILENCE**

**-8 POWER: TEMPLE
(NOT BIG TEMPLE)**

MALEVOLENCE

BURNT EARTH

COVER ANY TILE,

**-2 POWER: UNOCCUPIED
TILE**

**-4 POWER: OCCUPIED
TILE/PESTILENCE**

**-8 POWER: TEMPLE
(NOT BIG TEMPLE)**

MALEVOLENCE

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(NOT BIG TEMPLE)**

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COVER ANY TILE,

**-2 POWER: UNOCCUPIED
TILE**

**-4 POWER: OCCUPIED
TILE/PESTILENCE**

**-8 POWER: TEMPLE
(NOT BIG TEMPLE)**

MALEVOLENCE

DIVINE AURA

**STEAL 1 POWER FROM EACH
OF THE OTHER GODS**

MALEVOLENCE

DIVINE AURA

**STEAL 1 POWER FROM EACH
OF THE OTHER GODS**

MALEVOLENCE

DIVINE AURA

**STEAL 1 POWER FROM EACH
OF THE OTHER GODS**

MALEVOLENCE

DIVINE AURA

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MALEVOLENCE

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**STEAL 1 POWER FROM EACH
OF THE OTHER GODS**

MALEVOLENCE

DIVINE AURA

**STEAL 1 POWER FROM EACH
OF THE OTHER GODS**

MALEVOLENCE

EARTHQUAKE

**DESTROY 2 VILLAGES IN
YOUR TRIBE**

+4 POWER

+2 FERVOR

---OR---

**DESTROY 2 VILLAGES IN
ANOTHER TRIBE**

-4 POWER

-2 FERVOR

MALEVOLENCE

EARTHQUAKE

DESTROY 2 VILLAGES IN
YOUR TRIBE
+4 POWER
+2 FERVOR

---OR---

DESTROY 2 VILLAGES IN
ANOTHER TRIBE
-4 POWER
-2 FERVOR

MALEVOLENCE

EARTHQUAKE

DESTROY 2 VILLAGES IN
YOUR TRIBE
+4 POWER
+2 FERVOR

---OR---

DESTROY 2 VILLAGES IN
ANOTHER TRIBE
-4 POWER
-2 FERVOR

MALEVOLENCE

ENRAGED

KILL A PRIEST FROM AN
OPPOSING TRIBE

-1 FERVOR

MALEVOLENCE

ENRAGED

KILL A PRIEST FROM AN
OPPOSING TRIBE

-1 FERVOR

MALEVOLENCE

ENRAGED

KILL A PRIEST FROM AN
OPPOSING TRIBE

-1 FERVOR

MALEVOLENCE

ENRAGED

KILL A PRIEST FROM AN
OPPOSING TRIBE

-1 FERVOR

MALEVOLENCE

ENRAGED

KILL A PRIEST FROM AN
OPPOSING TRIBE

-1 FERVOR

MALEVOLENCE

ENRAGED

KILL A PRIEST FROM AN
OPPOSING TRIBE

-1 FERVOR

MALEVOLENCE

EPIDEMIC

REMOVE 1 FARMLAND EACH
IN OTHER TRIBES FOR EVERY
VILLAGE YOU SACRIFICE

MALEVOLENCE

EPIDEMIC

REMOVE 1 FARMLAND EACH
IN OTHER TRIBES FOR EVERY
VILLAGE YOU SACRIFICE

MALEVOLENCE

FAMINE

ELIMINATE 1 FARMLAND IN
YOUR TRIBE
+3 POWER
+1 FERVOR

---OR---

ELIMINATE 1 FARMLAND IN
ANOTHER TRIBE
-3 POWER
-1 FERVOR

MALEVOLENCE

FIRE

DESTROY 2 VILLAGES IN
YOUR TRIBE
+3 POWER
+4 FERVOR

---OR---

DESTROY 2 VILLAGES IN
ANOTHER TRIBE
-3 POWER
-4 FERVOR

MALEVOLENCE

FAMINE

ELIMINATE 1 FARMLAND IN
YOUR TRIBE
+3 POWER
+1 FERVOR

---OR---

ELIMINATE 1 FARMLAND IN
ANOTHER TRIBE
-3 POWER
-1 FERVOR

MALEVOLENCE

FAMINE

ELIMINATE 1 FARMLAND IN
YOUR TRIBE
+3 POWER
+1 FERVOR

---OR---

ELIMINATE 1 FARMLAND IN
ANOTHER TRIBE
-3 POWER
-1 FERVOR

MALEVOLENCE

FIRE

DESTROY 2 VILLAGES IN
YOUR TRIBE
+3 POWER
+4 FERVOR

---OR---

DESTROY 2 VILLAGES IN
ANOTHER TRIBE
-3 POWER
-4 FERVOR

MALEVOLENCE

FLOOD

REMOVE 2 FARMLANDS IN
YOUR TRIBE
+3 POWER
+3 FERVOR

---OR---

REMOVE 2 FARMLANDS IN
ANOTHER TRIBE
-3 POWER
-3 FERVOR

MALEVOLENCE

FLOOD

REMOVE 2 FARMLANDS IN
YOUR TRIBE
+3 POWER
+3 FERVOR

---OR---

REMOVE 2 FARMLANDS IN
ANOTHER TRIBE
-3 POWER
-3 FERVOR

MALEVOLENCE

LIGHTNING STRIKE

DESTROY 1 VILLAGE IN YOUR
TRIBE
+2 POWER
+1 FERVOR

---OR---

DESTROY 1 VILLAGE IN
ANOTHER TRIBE
-2 POWER
-1 FERVOR

MALEVOLENCE

LIGHTNING STRIKE

DESTROY 1 VILLAGE IN YOUR TRIBE

+2 POWER
+1 FERVOR

---OR---

DESTROY 1 VILLAGE IN ANOTHER TRIBE

-2 POWER
-1 FERVOR

MALEVOLENCE

PLAGUE

REMOVE 1 VILLAGE + 1 FARMLAND IN YOUR TRIBE

+4 POWER
+1 FERVOR

---OR---

REMOVE 1 VILLAGE + 1 FARMLAND IN ANOTHER TRIBE

-4 POWER
-1 FERVOR

MALEVOLENCE

PLAGUE

REMOVE 1 VILLAGE + 1 FARMLAND IN YOUR TRIBE

+4 POWER
+1 FERVOR

---OR---

REMOVE 1 VILLAGE + 1 FARMLAND IN ANOTHER TRIBE

-4 POWER
-1 FERVOR

MANIPULATION

CURSE

PLAY A MALEVOLENT ACTION ON ANOTHER GOD AT NO COST

-2 FERVOR

MANIPULATION

CURSE

PLAY A MALEVOLENT ACTION ON ANOTHER GOD AT NO COST

-2 FERVOR

MANIPULATION

DIVINE GRIP

FORCE SOMEONE TO SKIP THEIR TURN

-4 FERVOR

MANIPULATION

DIVINE GRIP

FORCE SOMEONE TO SKIP THEIR TURN

-4 FERVOR

MANIPULATION

DIVINE GRIP

FORCE SOMEONE TO SKIP THEIR TURN

-4 FERVOR

MANIPULATION

FORCED BOND

PLAY ON ANOTHER GOD - FOR 2 ROUNDS. IN ANY BATTLE, THEY MUST FIGHT WITH YOU

-5 FERVOR

MANIPULATION

FORCE A GOD TO PERFORM
A BENEVOLENT OR
MALEVOLENT ACTION ON
ANOTHER GOD'S TRIBE
INCLUDING YOUR OWN

-2 FERVOR

MANIPULATION

FORCE A GOD TO PERFORM
A BENEVOLENT OR
MALEVOLENT ACTION ON
ANOTHER GOD'S TRIBE
INCLUDING YOUR OWN

-2 FERVOR

MANIPULATION

WISDOM OF THE ANCIENTS

ESCAPE A FORCED BOND

-4 FERVOR

MANIPULATION

WISDOM OF THE ANCIENTS

ESCAPE A FORCED BOND

-4 FERVOR

MIRACLE

FATAL SIGN

LOSE BATTLE! STEAL ALL
FERVOR HELD BY THE
ATTACKING PLAYER. CAN
ONLY BE PLAYED BY THE
DEFENDING PLAYER

MIRACLE

FATAL SIGN

LOSE BATTLE! STEAL ALL
FERVOR HELD BY THE
ATTACKING PLAYER. CAN
ONLY BE PLAYED BY THE
DEFENDING PLAYER

MIRACLE

HALO

HERO RALLIES TROOPS. ALL
FIGHTING STRENGTH COUNT
AS 2X STRENGTH DURING
BATTLE

-2 FERVOR

MIRACLE

HALO

HERO RALLIES TROOPS. ALL
FIGHTING STRENGTH COUNT
AS 2X STRENGTH DURING
BATTLE

-2 FERVOR

MIRACLE

HAND OF GOD

WHEN YOU GO INTO
BATTLE, ENEMY FORCES IN
DISARRAY. AUTOMATICALLY
WIN THE BATTLE. CAN ONLY
BE PLAYED BY THE
DEFENDING PLAYER

-3 FERVOR

MIRACLE

HAND OF GOD

WHEN YOU GO INTO BATTLE, ENEMY FORCES IN DISARRAY. AUTOMATICALLY WIN THE BATTLE. CAN ONLY BE PLAYED BY THE DEFENDING PLAYER

-3 FERVOR

MIRACLE

NIGHT OF WONDERS

IN BATTLE, HEAVY FLOODS WASH AWAY ENEMY CAVALRY, THEY LOSE HALF THEIR STRENGTH ON BATTLE

-2 FERVOR

MIRACLE

NIGHT OF WONDERS

IN BATTLE, HEAVY FLOODS WASH AWAY ENEMY CAVALRY, THEY LOSE HALF THEIR STRENGTH ON BATTLE

-2 FERVOR

MIRACLE

REDIRECT ATTACK

TURN THE ATTACK ON TO A DIFFERENT GOD

-2 FERVOR

MIRACLE

REDIRECT ATTACK

TURN THE ATTACK ON TO A DIFFERENT GOD

-2 FERVOR

MIRACLE

RESILIENT FAITH

LOSE ONLY ONE VILLAGE OR FARMLAND IN BATTLE

-3 FERVOR

MIRACLE

RESILIENT FAITH

LOSE ONLY ONE VILLAGE OR FARMLAND IN BATTLE

-3 FERVOR

MIRACLE

RESILIENT FAITH

LOSE ONLY ONE VILLAGE OR FARMLAND IN BATTLE

-3 FERVOR

MIRACLE

RESILIENT FAITH

LOSE ONLY ONE VILLAGE OR FARMLAND IN BATTLE

-3 FERVOR

MIRACLE

SILVER TONGUE

GET ONE OTHER GOD TO
JOIN THE BATTLE IN YOUR
DEFENSE

-3 FERVOR

MIRACLE

SILVER TONGUE

GET ONE OTHER GOD TO
JOIN THE BATTLE IN YOUR
DEFENSE

-3 FERVOR

MIRACLE

TIDE OF CALM

NO BATTLE THIS TURN. CAN
ONLY BE PLAYED BY THE
DEFENDING PLAYER

-2 FERVOR

MIRACLE

TIDE OF CALM

NO BATTLE THIS TURN. CAN
ONLY BE PLAYED BY THE
DEFENDING PLAYER

-2 FERVOR

MIRACLE

TIDE OF CALM

NO BATTLE THIS TURN. CAN
ONLY BE PLAYED BY THE
DEFENDING PLAYER

-2 FERVOR

MIRACLE

UNBIDDEN SUPPORT

JOIN AN ATTACKER OR
DEFENDER AND GAIN ONE
TERRITORY AT THE EXPENSE
OF THE DEFENDING PLAYER
IF YOUR FACTION WINS

-2 FERVOR

MIRACLE

UNBIDDEN SUPPORT

JOIN AN ATTACKER OR
DEFENDER AND GAIN ONE
TERRITORY AT THE EXPENSE
OF THE DEFENDING PLAYER
IF YOUR FACTION WINS

-2 FERVOR

TRIBE CARDS

BLESSED TRIBE

IMMUNE TO THE EFFECT OF
MALEVOLENT ACTIONS BY
OTHER GODS (EXCLUDES
MIRACLES)

TRIBE CARDS

FANATIC TRIBE

ANY BATTLE CARD PLAYED
AGAINST YOU COUNTS AS
HALF THE VALUE

TRIBE CARDS

HOLY TRIBE

CAN ADD ONE TEMPLE
UNDER YOUR TRIBE AT ANY
POSITION ON THE BOARD

TRIBE CARDS

HOLY TRIBE

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TRIBE CARDS

INDUSTRIOUS TRIBE

CAN MINE HIDDEN
RESOURCES IMMEDIATELY ON
ACCESSING THEM

TRIBE CARDS

MARTIAL TRIBE

CAN GO TO BATTLE AT ANY
TIME FOR NO COST

OVERVIEW

BUY A PRIEST	3 FERVOR
CONVERT VILLAGE/FARM	2 FERVOR
CURE PESTILENCE	3 FERVOR
MOVE A PRIEST	1 ACTION
CLAIM A TEMPLE	4 FERVOR
(8 FERVOR FOR CENTRAL TEMPLE. FOR OCCUPIED TEMPLES, ALSO LOSE A PRIEST)	
WAGE BATTLE	3 POWER
SKIP A TURN	+5 POWER
MAINTAIN 7+ POWER TO UNLEASH 'DIVINE MIGHT'	
+2 GROWTH, +2 POWER, +2 FERVOR	
EVERY ROUND FOR EACH COMPLETED SECTION YOU CONTROL	

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OVERVIEW

3 ACTIONS PER TURN. ACTIONS ARE:

- PLAY A HAND CARD
- BUY A PRIEST
- MOVE A PRIEST
- CONVERT VILLAGES/ FARMLANDS OF
OTHER TRIBES
- CLAIM A TEMPLE
- CURE PESTILENCE
- DISCARD UP TO 3 HAND CARDS TO PICK
UP TO 3 NEW HAND CARDS SKIP A TURN
(ALL 3 ACTIONS) AND GAIN **5 POWER**
- GO TO BATTLE
- BUILD YOUR STRENGTH

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X	IX	VIII	VII	VI	V	IV	III	II	I	GROWTH
X	IX	VIII	VII UNLEASH DIVINE MIGHT	VI	V	IV	III	II	I	POWER
X	IX	VIII	VII	VI	V	IV	III	II	I	FERVOR

X	IX	VIII	VII	VI	V	IV	III	II	I	GROWTH
X	IX	VIII	VII UNLEASH DIVINE MIGHT	VI	V	IV	III	II	I	POWER
X	IX	VIII	VII	VI	V	IV	III	II	I	FERVOR

X	X	X	X
IX	IX	IX	IX
VIII	VIII	VIII	VIII
VII	VII UNLEASH DIVINE MIGHT	VII	VII
VI	VI	VI	VI
V	V	V	V
IV	IV	IV	IV
III	III	III	III
II	II	II	II
I	I	I	I
FERVOR	POWER	GROWTH	

X	X	X	X
IX	IX	IX	IX
VIII	VIII	VIII	VIII
VII	VII UNLEASH DIVINE MIGHT	VII	VII
VI	VI	VI	VI
V	V	V	V
IV	IV	IV	IV
III	III	III	III
II	II	II	II
I	I	I	I
FERVOR	POWER	GROWTH	

X	X	X	X
IX	IX	IX	IX
VIII	VIII	VIII	VIII
VII	VII UNLEASH DIVINE MIGHT	VII	VII
VI	VI	VI	VI
V	V	V	V
IV	IV	IV	IV
III	III	III	III
II	II	II	II
I	I	I	I
FERVOR	POWER	GROWTH	