



ANKH

GODS OF EGYPT



CM
ON

PANTHEON





The war of the gods did not begin with any formal declaration. No sides were drawn, no single event cascaded into open battle. Instead, it was the slow realization that as devotion to one god waxed, power to the others waned.

Some thought themselves above the fray, thought themselves wiser, learned, or immune to the whim of mortal man. They were wrong. The gods do not exist without followers, and devotion is their lifeblood, whether they wish it so or not. The tide of cosmic balance had shifted towards mankind, and the gods who once enjoyed their unquestioning deference now have to contend for prominence.

Thus it was that the last holdouts who sought to distance themselves from the fray took to the battlefield in their own bids for dominance. What had begun as jostling in a minor power struggle had drawn in all the mightiest deities across the Egyptian pantheon.

In the end, there could be only one.



BASTET **Cats of Bubastis**

The Bastet player starts with 3 Cat tokens, each with a different icon on its back:



After the setup is finished, the Bastet player places all their Cat tokens on the board, as they wish, with the icon facing down, each in a space with a Monument in different regions. If there are less than 3 regions with Monuments on the board, the player places as many as possible and the leftover tokens are kept facedown next to their dashboard.

If Bastet is involved in a Battle where a Cat token is present, it is revealed along with her Battle card and adds strength according to the icon (★ adds 0). In Battles where Bastet is not present and regions where no Battle takes place, the Cat token remains facedown.

After each Conflict event, the Bastet player gathers all their Cat tokens and places them on the board again, facedown, each on a Monument in a different region.

Once per turn, before or after performing an action, an opponent may choose to reveal a Cat token adjacent to one of their figures and return it to Bastet. If it is **+1** or **+3**, keep it faceup next to Bastet's dashboard. If it is ★, kill the figure used to reveal (if they have more than 1 figure adjacent, the opponent chooses which) and the Bastet player gathers all their Cat tokens and places them on the board again, facedown, each on a Monument in a different region. As always, Gods can't be killed.

If Bastet is forgotten, remove all Cat tokens from the game.



HATHOR

Selfless Devotion

After the Hathor player resolves any effect that makes them sacrifice Followers, they may sacrifice 1 additional Follower to summon 1 figure adjacent to any of their figures or Monuments. The figure is summoned after fully resolving the effect.

Special Cases:

Sacrificing on an Unlock Ankh Power action:

- If the player gained control of a Guardian because of the unlocked Ankh, that Guardian may be immediately summoned by Hathor's power.

Sacrificing on a Plague of Locusts card:

- The summoned figure is not killed by the Plague of Locusts (but may be killed by another Plague resolved right afterwards).
- The summoned figure can be one of the figures killed by the Plague of Locusts.

Sacrificing on a Build Monument card:

- The figure may be summoned adjacent to the Monument that was just built.
- If the player doesn't sacrifice any Follower because of the Inspiring Ankh power, it doesn't trigger Hathor's power.

Notes: If the summoned figure has an effect that affects how it is summoned (like Unut or Apep), it doesn't need to follow the restriction of being summoned adjacent to one of Hathor's figures or Monuments.

Giving Followers to other gods doesn't count as sacrificing them.



TOTH

Wisdom of Ma'at

In each Battle where the Toth player is present, after all players have selected their cards, but before they are revealed, the Toth player may choose to guess 1 card selected by 1 specific opponent. If they choose to guess, first they place 1 Follower from the general supply on the Scales on their dashboard.

After that, they name a card and all players reveal their card as normal. If the Toth player chose not to guess, the Battle is resolved normally.

Note: If any player accidentally reveals a card before the Toth player has the opportunity to guess, they must commit to their choice (and the Toth player may guess it).



Before resolving the next Battle steps, players check if the guess was correct:

- If the guess was **incorrect**, all Followers on the Scales are given to the opponent whose card Toth tried to guess.
- If the guess was **correct**, the Followers remain on the Scales.

At the end of each Conflict event, all Followers on the Scales are discarded and the Toth player gains 1 Devotion for each token discarded. This is resolved before any other effect that occurs at the end of the Conflict Event (Merge, Elimination, Petsuchos...).



HORUS

The Eye of Horus



The Horus player starts with 2 Eye tokens on their God dashboard.

At the start of each Conflict event, the Horus player may choose up to 2 regions where a Battle will take place and place 1 Eye token in each of them.

When resolving a Battle where there is an Eye token, the Horus player places that Eye back on their dashboard and must name a card other than Cycle of Ma'at. Players cannot play the named card in this Battle, including the Horus player.

Notes: The Horus player can place an Eye token in a Battle where they are not present.

If any player mistakenly plays the named card, they must return the card to their hand and are then forced to play the Cycle of Ma'at card in this Battle.

The Horus player announces the forbidden card after any Obelisk Attuned Ankh powers have been resolved. The Horus player must announce the card before the Amun player decides if they are going to use their power to play 2 Battle cards.





SET The Betrayer

During Conflict events, at all times, opponents' Warriors and Guardians that are adjacent to the Set God figure count as belonging to the Set player instead.

This means that if all of a player's figures in a region are Warriors or Guardians adjacent to Set, that player doesn't count as being present in the region at all, since they have no figures there.



The Set player gains all benefits from the controlled figures, including strength and Guardian effects. Also, those figures count as theirs for effects that care about adjacency or positioning (Temple Attuned, Flood, Drought...). The figures' original owners lose those benefits.

If the Set player wins a Battle or a Plague of Locusts bid, opponent's figures adjacent to Set are not killed, since they still count as belonging to Set.

But if the Set player loses, those figures are killed and trigger any effect as if they belonged to Set. This means the Set player gains extra Devotion from Miracle because of opposing figures killed adjacent to Set. Also, the Set player resolves the effect from opposing Cat-Mummy, Mummy, and Pharaoh Mummy that were killed adjacent to Set.

When playing against Ra, if Set is adjacent to a Radiant figure, the Set player gains the Devotion bonus from Radiance for dominating or winning the Battle.

Set moving during a Conflict:

- If Set moves during a Conflict because of Obelisk Attuned, the figures that are adjacent to Set might change, which means their control also changes accordingly.
- Set may move opponents' adjacent figures by using Obelisk Attuned. As soon as the figure is placed away from Set, it goes back to belonging to the original owner. This might cause a player to participate in a Battle where they were not present before. If Set also moves and becomes adjacent to the figure again, it belong to Set again.
- As soon as Set moves adjacent to opponents' figures by using Obelisk Attuned, those figures start counting for Set instead of the original owner. This might cause a player to not participate in a Battle where they were previously present. It might even be the case that the Battle doesn't happen anymore, in case Set is the only one with figures and dominates the region.
- If multiple players in a Battle have Obelisk Attuned, they use it in reverse Devotion order, starting with the one with the least Devotion. When it's their turn to use it, they may only move figures if they still have figures in the region that belong to them. This means that if Set moves and takes control of all figures from a player in the region, that player can no longer use Obelisk Attuned, even if they had figures before.

