

BASIC CARDS (YELLOW)

Can only be played during the game phase of your turn. Normally costs an action to play.



Backup has arrived

Receive the top 2 or 3 cards from the base deck. You don't have to show them to other players as these cards are drawn closed.



Bifrost Bridge

You can take a look at the top card of 3 different god decks. You cannot look at the top 3 cards from 1 god deck. This card doesn't cost an action to play.



Blood Vein

Receive 2 or 3 divine blood.



Drakkar

Receive the top card of a god deck of your choice.



Freya – Goddess of Fertility

Switch up to 4 cards out of your hand with the top cards of the base deck. You also get one extra card from the base deck. The discarded cards go to the discard pile.



Gift from the Gods

Receive 2 gold and 2 diamonds.



Glimpse into the Future

Receive a blood drill or mine (depending the icon) for free.



Infiltration

You can borrow an opponents' temple for your turn. It must be a temple on the game board. In this turn you gain the divine ability of the temple and the temple figure. E.g. you can borrow the temple of Odin (who belongs to a fellow player) and turn your resources into followers in the followers phase. At the end of your turn the temple figure goes back to the initial player. You can't lend a Surtur temple as you don't get his power in your turn.



Loki – Trickster God

This card lets you move a temple of your own to an area of choice. When you do this you don't get a follower and/or a card in the new location. Only by building a temple, you get a follower and a card.



Odin – Leader of the Gods

Transform diamond / gold into divine blood. You can do this with up to 5 resources.



Rune of Fertility

You roll the die is the colour that the icon (in the left top corner) is in. If the icon colour is white, then roll with the white die. You'll find Rune of Fertility cards with a different colour (blue, yellow or white) in the (god) decks. The result or number = the amount of followers you receive.



Sacrifice

You can put up to 4 cards on the discard pile and for every card you get a follower.



Seduction

Receive 1 or 2 follower(s).



Spoils of War

Receive 2 or 3 diamonds.



Thor – God of Thunder

Receive the top 2 or 3 cards from the base deck. You don't have to show them to other players, as these cards are drawn closed. As this card shows the '+1 lightning icon', this card doesn't cost an action to play.



Treasure Chest

Receive 2 or 3 gold.



Tyr – God of War

Take a defense card of choice from the discard pile. If you play this card and there are no defense cards in the discard pile this action will go to waste.



Yggdrasil

You can build a total of 3 or 4 buildings in your building phase instead of the normal 2. It's a 'late effect' card. You play it in the game phase but you gain the advantage in the building phase. This card doesn't cost an action to play. Also, you can't cumulate multiple Yggdrasil cards. The number on the card = the maximum amount of buildings you can build.

ATTACK CARDS (RED)

Can only be played in the attack phase of an opponent.



Bewitched

Steal 1 or 2 follower(s) from a player of choice. Followers cannot be stolen when the attacking player is in a safe zone on the score tree.



Exiled

The attacker can move a temple of an opponent. he or she can choose where the temple will 'land' if the attack is not defended. When you move a temple you don't get a follower and/or a card in the new location. Only by building a temple you get a follower and a card.



Fenrir

Steal a random card from the hand of a player. This is a blind steal.



Heimdall

Steal 1 gold, 1 diamond and 1 divine blood from a player of choice.



Kill / Double Kill

Kill 1 or 2 follower(s) from a player of choice. Followers cannot be killed when the attacking player is in a safe zone on the score tree.



Plunder

Steal up to the amount indicated in resources (depending on the icons on the card) from a player of choice.



Ragnarok

The card affects everyone but the attacking player. Ragnarok means every other player must/ can play a defence card. If you don't defend you'll lose 2 followers.



Temple Wreck

Destroy a temple from a player of choice. The attacker chooses which temple.

DEFENCE CARDS (DARKBLUE)



Attacks can only be blocked with defence cards. You can play multiple defence cards to block one attack. A tie or higher count of defence power is a successful defence. When you don't want to defend or don't have enough to tie, it is a successful attack. Attack cards and defence cards that have been used in the attack phase, will go to the discard pile.

GOD WEAPONS (BLUE)

Only the special god weapons can be played at any time, not the regular god cards.



Hammertime

Play a yellow card twice (without spending an action for it the second time).



Wrath of Thor

Double the strength of an attack power.



Vanished

Pass an attack onto a player of your choice. This obliges the attacker to attack someone else. You can choose the player who gets attacked.



Crown of Fortune

Rotate a die to a result of your choice.



Deadly Dagger

Take 2 attack cards from the discard pile.



Backstab

Play this card when a player of choice is building his last structure. Negate the building option of that player. That means he or she will not be able to build all the desired structures in this turn. The targeted player doesn't lose his or her resources.



Bullseye

Take a card of your choice from the discard pile.



Soulspear

The number of killed followers, by the result of an attack, counts double. Only play this when there are victims and not during an attack.



Resisted

Play after you successfully defended an attack. Get 2 followers for this.



Surturs Claim

The defended attack card can be played again (on the same player).



Tyr's Revenge

Cancel the attack of another player and take the attack card in your hand.



Thief

Steal a card from the hand or open cards of a player of your choice. The stolen card cannot be an 'active' card. This means when a card is played, has been played or is used, it cannot be stolen anymore.



War Horn

This attack cannot be defended.



Sound of the Gjallarhorn

Take 2 defence cards from the discard pile.



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