

The image shows the front cover of an antique book. The cover is made of dark brown, textured leather with a blind-tooled border. In the center is a large, ornate, shield-shaped emblem with a decorative border. Inside the emblem, the words "WILIGHT OF THE GODS" are embossed in a stylized, gothic font. The word "WILIGHT" is on the top line, "OF THE" is in smaller letters on the middle line, and "GODS" is on the bottom line. The cover also features metal clasps on the left edge and decorative corner pieces with intricate designs.

WILIGHT
OF THE
GODS

GLOSSARY

Glossary Introduction

STOP! Read the Rulebook first to learn how to play.

This book is intended as a source for quick rules reference, but does not teach you how to play the game. Players should first read the rulebook and use this Glossary as needed while playing the game. Terms are in an alphabetical listing for ease of reference; they are not in game turn sequence. Terms that are touched upon in the rulebook are further defined here and, as such, this Glossary takes precedence over the rulebook.

THE GOLDEN RULE

Instructions on the cards supersede these rules. Whenever there is a conflict, follow the card's instructions!

An Expandable Card Game

Using only this Base Set of cards, 2-4 players can play *Twilight of the Gods*. *Twilight of the Gods* is also an Expandable Card Game, where the game may be altered to customize game play through the purchase of regularly released smaller card expansions called *Seasons*, as well as larger *Ages* box expansions. These expansions offer players a variety of additional cards, allowing alternate options for deck personalization and a greater means of exploring the *Twilight of the Gods* universe.

Twilight of the Gods is different from collectible card games in that all series expansions have no randomization to their contents.

Action Cards

These are all the non-Deity cards that comprise the entirety of your Life Stack. Action cards consist of Creature, Fortification, Scheme, and Intrigue card types.

Active Effects

These include Schemes, activated Effects on cards, generating Power, and using Deity Powers. Essentially, anything that is **not** placing an Aspect of Power card or Summoning a Creature/Fortification/Intrigue card is an Active Effect.

Armor X

This card ignores the first X amount of Damage suffered that Turn; X = the number shown after the word "Armor."

Armor is cumulative. When multiple Armor benefits apply, their Effects are stacked.

For the purposes of card Effects and Triggers, a card has taken Damage, even if none was actually inflicted because it was negated by its Armor.

Fortification of Life Stacks: Your Fortifications with Armor provide that amount of Armor protection to your Life Stack (*not to your Discard Stack*).

Armor Example: A Creature with "Armor 2" ignores the first 2 points of Damage, total, it suffers that Turn. Damage inflicted beyond its Armor value that Turn is applied normally.

Cumulative Armor Benefits Example: A card giving it "Armor 1" affects a Creature that already has "Armor 2." That Creature now has, effectively,

"Armor 3." This means that if it suffers 3 Damage or fewer that Turn, it will shrug it off completely; attacks would have to total 4 or more Damage that Turn to wound it!

Aspect of Power cards

On the backs of Action cards are three types of Aspect of Power cards: I (●), II (■), and III (▼). From these you generate Power to play and maintain the cards you control.

Aspect Stack

A stack of Aspect of Power cards acquired from other players.

Attack

When it is your Turn, during your Combat Phase you are the "Attacker" and your Creatures "Attack" your opponent's Life Stack or Discard Stack.

Blessing

For each Blessing a Creature possesses, it receives an additional 1 Fight (⊗) and 1 Life (●).

The maximum number of Blessings a Creature can have is **three**.

When a Creature loses a Blessing marker, it immediately reduces its Fight and Life values accordingly. It retains any Damage markers and this change in its status could possibly Slay that Creature.

Combat Field

The area of the table where you Summon Action cards and where they remain until Slain (*or otherwise removed*).

Controlling Player

An Action card's Controlling player is the player who currently has it in their Play Area or Aspect Stack. You control cards in your Discard Stack, but you do not control cards in your Destroyed Stack.

Example: Bill has Traded two Lesser Aspects of Power (I) cards to Jane, which she has subsequently played onto her Resource Area. Bill is the Owning player of those Aspect cards and Jane is their Controlling player as they are currently in her Play Area.

Conviction (⊗)

An Effect with the ⊗ in front of it is a bonus Effect if **all** your Controlled, non-Aspect cards are the same color as your Deity. This includes cards in your Discard Stack (*you still Control them*) and excludes cards in your Life Stack and Destroyed Stack.

Conviction Example: Your Deity is Mars (Aggression faction/red). Your Conviction cards would Trigger a bonus Effect if the only non-Aspect cards you Controlled (i.e., in play or in your Discard Stack) were Aggression/red.

If you currently Control no non-Aspect cards, you have met the Conviction requirement!

Example: As Mars, if you have no cards out under your control and no cards in your Discard Stack, you do qualify for, and would be eligible to play, Conviction Effects.

Multi-faction (*i.e., multi-color*) cards meet faction requirements for every faction they represent.

Example: As Mars, if you have three Aggression (red) cards out under your

Control, plus one Mysticism (green)/Aggression (red) card, you do qualify for, and would be eligible to play, Conviction Effects.

Countdown

You may always ask your opponent to count the number of cards in their Life Stack at any time (*see "Disruption Tax"*).

Counter

[noun] An Effect that interrupts the normal flow of play to prevent an activity from occurring.

[verb] To wield a Counter Effect and bring it into play (*often with a haughty "Oh, no you don't!"*).

Creature Cards

These cards stay in play until Slain (*or otherwise removed from the Combat Field*). Each has a Fight and Life value (*typically rising with its Level*) and often has Effects.

Damage

When Action cards take Damage, place Damage markers on them to indicate that their Life value is currently reduced by that amount (*and thus, that card is closer to being Slain*). When Slain, remove Damage markers and return them to the pool of Damage markers.

When a Life Stack takes Damage, either from combat or from a card Effect, immediately Discard that many cards from the top of your Life Stack into your Discard Stack, face up.

When a Discard Stack takes Damage, either from combat or from a card

Effect, the player who caused the Damage immediately chooses that many cards to Destroy from the Discard Stack.

Example: Jane uses a Scheme that deals two points of Damage to Bill's Life Stack. If that is not Countered, Bill immediately flips over the top two cards from his Life Stack, face up, into his Discard Stack. If Bill had only two (or fewer) cards remaining in his Life Stack, he would immediately lose the game.

Deathbound

This card has an immediate bonus Effect when sent from the Combat Field to the Discard Stack. Do not Trigger Deathbound when merely discarding from your Hand, Seizing an opponent's Aspect card, or suffering Damage to your Life Stack.

Deathbound Example: If your Creature had "Deathbound: Manifest (II)," when that Creature is Slain you must Manifest one Greater Aspect of Power (II) if any are in play.

Decay

Obtaining unused Power causes you to suffer Decay. During your End Phase, Destroy a number of cards from your Life Stack equal to your unused Power total. (*Each Level I Destroys 1 card, Level II Destroys 2 cards, Level III Destroys 3 cards.*) Try to avoid Decay if at all possible!

Defile; Defile X

When a Creature with a Defile Effect Destroys one or more cards from an opponent's Discard Stack during the Combat Phase, this triggers its Defile Effect one time.

If it has an "X" effect, it Destroys X number of cards from the Defending player's Life Stack (*where X is the number listed after "Defile"*) IF that Creature Destroys one or more cards from the opponent's Discard Stack during the Combat Phase.

Deity Card

This is the manifestation of you in the game as your chosen god and affords you powerful, gamechanging abilities.

Destroy

To move a card into its owner's Destroyed Stack.

Destroy X

Examine your own or your opponent's opponent's Discard Stack and move "X" cards of **your** choice from it to the target player's Destroyed Stack. If a Discard Stack has insufficient cards, you must Destroy as many as possible.

A Destroy card Effect is not considered "Damage."

Damage from a Creature targeting a Discard Stack to Destroy cards there is "Damage."

If a card has an Effect Triggered when it is Destroyed, it does not matter what Destroyed it or how (*except Sacrifice and Seizing*).

You may target an opponent's Discard Stack with your Destroy Effects even if there are no cards in it. Doing so does not Trigger any Effects requiring cards to have been Destroyed.

Destroyed Stack

This face-up stack of cards is unrecoverable. These cards are permanently removed from play. They cannot return to play by any means. Typically, card Effects or Attacking an opponent's Discard Stack destroys cards. Destroyed cards do not count towards Conviction requirements.

You may freely examine an opponent's Destroyed Stack at any time.

Discard

To move a card from the top of your Life Stack into your Discard Stack, face up. Discarding a card means placing it, face up, into your Discard Stack (*where it could possibly reenter play*).

Discard Stack

This face-up stack of cards could return to your Life Stack primarily through the Restore Effect (*allowing you to "regain life"*). The Discard Stack is "in play" for non-Damaging card Effects and Conviction requirements.

You may freely examine an opponent's Discard Stack at any time.

The Discard Stack is temporary damage you've taken - you're hurt, but you still have a chance to heal those cards back (if you do not die first, of course). There are cards allowing you to Restore anywhere from 1 to 14 cards from your Discard Stack back to your Life Stack; thus, you can keep cycling through them.

The Destroyed Stack is permanent damage. Each time a card is Destroyed, there is one less life point in

the universe, and access to that card's abilities is gone for good.

As a Deity, you must decide how to take down your opponent: Prioritize bursting down their life through Discards faster than they can heal; or slowly whittling down their maximum health over time by Destroying their cards; or a mixture of both.

Disruption Tax

If you ask a player to count down their Life Stack and the result is greater than 10 cards, you must Destroy a card off the top of your Life Stack.

Echo

The Manifesting player resolves the card's regular Effect as its Heresy Effect. Modifications to this Effect may be added and explained after the word "Echo."

Effect

Cards, Mini-cards, and markers can all have "Effects" that alter the battlefield conditions when Triggered.

Entrapment

Creatures with Entrapment can defend against Fleet Creatures.

Exhaust (↗)

Using an Aspect's power, declaring a Creature's Attack, or utilizing an "Exhaust" Effect on that card Exhausts it. This is indicated by rotating it to be horizontal to its Controlling player.

An Exhausted card cannot be Exhausted again until it has been Refreshed (*indicated by rotating it back to be vertical to its Controlling player*), typically during its Controlling player's Refresh phase.

Declaring a Creature will Block does not Exhaust it, but Blocking Creatures cannot be Exhausted for their card Effects while they are Blocking. That is, Unexhausted Blockers must wait until after all Creature Combat Damage has been resolved before they can use their own Exhaust Effect.

Exhaustion does not prevent a card from being targeted; you can always target an Exhausted card (*even to Exhaust it again*).

Exhausted (↗)

Exhausted Action cards are denoted by their horizontal placement in relation to the Controlling player. These cards are in play, but unusable until Refreshed.

Faction

This is the dominant philosophy of your chosen Deity (*and is color coded*). It usually determines what special abilities you have (*as that god*) during play. Each Deity has a Faction Requirement which is the minimum number of that Faction's cards which must be in their Deck to be legal.

Fight Value (⊗)

The amount of Damage a Creature will do to another Creature during the Combat Phase.

Fleet

Only other Fleet Creatures or those with Entrapment can Block against Creatures with Fleet. If a card Effect causes it to lose Fleet, any legal Defender can Block it.

Fortification Cards

These generally offer powerful, sustained Effects and remain in play until removed by another Effect. The amount of these you can have in play is limited by the four directions of the compass (*North, South, East, and West*).

Freeze

A card bearing one or more Freeze markers is not Refreshed during its Controlling player's Refresh phase. Instead, at the end of that phase, remove all Freeze markers from it.

Freeze X

[noun] A Fresh, Frozen card can use its Exhaust ability; it does not Refresh in its controlling player's Refresh Phase.

[verb] To place X number of Freeze markers on the target card.

Fresh

Fresh Action cards are denoted by their vertical placement in relation to their controller; these cards are immediately usable for play.

Also see "Refresh."

Frozen

A card bearing one or more Freeze markers.

Goal

The goal is to defeat your opponent by reducing their Life Stack to zero cards. Your secondary goal is to have fun, whether you win or lose; every god will have their day!

Guardian

Guardian Creatures Trigger their bonus Effect when they are Blocking and receive Combat Damage (*even if their Attacking Creature opponent has 0 Fight*). This bonus Effect occurs even if the Guardian Creature is Slain in Combat or by an Effect.

Damaged negated by Armor still Triggers its Guardian Effect.

If a Guardian does not take Combat Damage due to other (*non-Armor*) Effects, its Guardian Effect is not Triggered.

Hand

Action cards that you currently hold. There is no maximum Hand-size limit.

Heresy

The effect at the bottom of each card that is triggered when that card is Manifested.

Immobile

Immobile Creatures cannot Attack; they can Block.

In(to) Play

Action cards that are face up in the Combat Field and controlled by a player are "in play."

Initiative

Creatures with Initiative deal Combat Damage to other Creatures before taking Damage in return. If in Combat with another Creature with Initiative, the Combat Damage is resolved simultaneously, as normal. This means a Creature without Initiative, Slain by a Creature with Initiative, deals no Combat Damage in return.

Intrigue Cards

These tend to offer even more powerful Effects than Fortifications and remain in play until removed by an Effect. Intrigues have an Upkeep cost that must be paid and, while there is no limit on Intrigues that you can have in play at once, too many will erode your Power. Exhausted Intrigues provide no Effects while Exhausted.

Level

Aspects of Power and Action cards are one of three Levels as indicated by that card's Roman numeral on its back and in the upper-left corner of its front: I (●) is a "Lesser" Aspect of Power card or "Lesser" Action card of that type; II (■) is a "Greater" card; and III (▼) is an "Exalted" card. Generally, a higher Level is better.

Life Stack

In *Twilight of the Gods*, this is your deck (*known in other games as your "draw pile"*). It consists of Action cards, face down in a stack, and randomized (*i.e., "shuffled"*) before play.

This represents the player's life total and consists of 50 cards. When your Life Stack has 0 cards, you have lost; this means no further card Effects from your Controlled and Manifested cards are applied.

Your schemes have come to naught, and only the desolate earth remembers your passing.

Life Value (●)

Found on Creatures, this value has two important functions. First, it is the amount of Damage required to Slay that card. Second, a Creature's current Life total determines how much Damage it deals to Life Stacks and Discard Stacks it Attacks.

Manifest

The act of turning an Aspect card, in a Resource Area, face up to use its Heresy Effect on the bottom of the card.

When an Effect demands that you Manifest, you **must** Manifest an Aspect card that matches the type that the Effect shows. Cards that can be Manifested are the Aspect cards in your Resource Area or the Aspect cards in your opponent's Resource Area. An Aspect can be in either state, Exhausted or Fresh, and maintain their state when Manifested. An Aspect card can only be Manifested once per Turn.

You can use Schemes and other card Effects to affect a Heresy Effect (*i.e., preventing or redirecting damage, etc.*), but you cannot Sacrifice to prevent a Heresy Effect from happening.

Manifested

Aspect cards that are now face up in the Resource Area.

Markers

These game pieces denote a change in status (*as indicated by the specific marker; e.g., Blessing, Damage, or Freeze*) of the cards that they mark. You use markers to keep track of various effects that can alter your cards' behavior. Feel free to customize your game by employing your own custom markers; just make sure you and your opponent know exactly what each signifies!

Mini-Cards

Generated by Effects from other cards, Mini-cards typically remain in play until Slain. When removed from play, they are Destroyed and never go to a player's Discard Stack or Hand.

Obliterate; Obliterate X

Cards with Obliterate have a specified bonus Effect if the targeted player had a card Destroyed earlier that Turn due to any card Effect.

If it has an "X" effect, (*i.e., "Obliterate: X"*), Destroy that many cards from the top of the targeted player's Life Stack.

Overrun

After Combat Damage is resolved, surviving Creatures with Overrun that attacked that Turn inflict their remaining Life in Damage to the opponent's targeted Stack.

Overrun Example: Your 4^W/4^C Creature with Overrun attacks an opponent's Life Stack and is blocked by an opponent's 1^W/2^C Creature.

The 1^W/2^C Creature is Slain, and your 4^W/4^C Creature suffers 1 Damage; it then inflicts 3 Damage on that opponent's Life Stack (as it currently has 3^C remaining).

If you had that Creature target your opponent's Discard Stack, it would inflict 2 Damage (3 ÷ 2, rounded up, = 2), and you would Destroy 2 cards.

Owning Player

An Action card's Owning player is the one who started the game with that card (see example under *Controlling Player*).

Pay

To use generated Power to Summon a card or use its Effect.

Phase

A portion of a player's turn where specific actions and events can and/or will occur. A Phase is over as soon as the next Phase begins. There are eight Phases: Refresh, Draw, Trade, Seize, Resource, Summoning, Combat, and End.

Piercing

Creatures with Piercing ignore all Armor Effects on other Creatures they oppose. Note that other Damage-reducing Effects still work even against a Piercing Creature's Damage.

Play Area

The Play Area encompasses all cards in front of each player, both face up and face down, including their Life Stack, Discard Stack, Resource Area, and Combat Field. Excluded from the Play Area are cards in a player's Hand, their Aspect Stack, and their Destroyed Stack. Cards from a player's Hand that are in the process of being Resolved are considered to be in the Play Area!

Power (Generated)

Typically, you generate an Aspect card's exact Power (*only: I, II, or III*) when you Exhaust it; other card Effects might also generate Power. You use this Power to pay Upkeep costs, Summon cards from your Hand, and Trigger certain Effects. Once generated, Power remains available for you to use until your End Phase. When unused, Power converts to Decay.

Prescience

After resolving a Manifested card, Prescience cards receive a bonus Effect. These are different for Prescience Schemes and Prescience Creatures. Prescience Creatures gain a Freeze marker when using this bonus Effect, and lose their Freeze markers during the End Phase.

Prescience Example: A Scheme with "Prescience: Manifest (III)" allows you to Manifest an Aspect (III) if you Manifested any other Aspect earlier that Turn.

You may only Trigger a Prescience Creature if it has no Freeze markers. If you do not Trigger its Prescience Effect immediately after a card is Manifested (*thus Resolving the Prescience Effect before the Manifested card's Effect due to Last In First Out*), that opportunity is forfeit; you will have to wait for another card Manifestation to occur for a new opportunity.

Refresh

To change a card from its Exhausted state to its Fresh state.

Relentless

A Relentless Creature is not Exhausted when Attacking.

Renewal

These cards provide a bonus Effect if you have previously Restored that Turn.

Renewal Example: A card with "Renewal: Restore 5" would Restore five additional cards if you had Restored any amount earlier in that Turn.

Requiem

The Requiem ability provides an immediate bonus Effect when that card enters the Destroyed Stack. Cards Destroyed by Seizing or Sacrifice do not Trigger Requiem effects.

Requiem Example: A Creature with "Requiem: Manifest (III)" would

Manifest an Exalted Aspect when it enters the Destroyed Stack (either through card Effects or being Destroyed from the Discard Stack through Combat Damage). Requiem is not Triggered when that card is Destroyed as part of the Seize or Sacrifice Effect.

Resolve

After applying an Active Effect (*e.g., Summoning, Combat, etc.*), or a chain of cascading Active Effects, that matter is "Resolved."

Resource Area

You play Aspect cards from your Aspect Stack onto the Resource Area. Once there, you can immediately Exhaust those Aspect cards to generate their Power and pay card costs. While in your Resource Area, Aspect cards are susceptible to being Manifested.

Restore

Typically, the Restore feature allows you to return the indicated number of cards, selected randomly, from your Discard Stack to the bottom of your Life Stack. Many Sanctuary cards allow you to Restore cards to players other than yourself.

When Restoring, flip your Discard Stack over (*so you cannot see the fronts of the cards*), shuffle it, offer it to your opponent to cut, and then deal that many cards off the top to be Restored, setting them aside for now while you replace the remaining cards of your Discard Stack back, face up, in its designated area.

All players then inspect the fronts of these Restored cards before you Turn them face down and place them at the bottom of your Life Stack, in Restored player's choice of order.

When you do not have enough cards to Restore, then Restore as many as possible, always targeting your own Discard Stack. If there are no cards in your Discard Stack, Restore does not Trigger a Renewal bonus Effect (*since no cards have been Restored*).

Retain this Effect

A card with this phrase keeps all of its card's printed Effects even after copying another card.

Round

A Round is a complete series of Turns from the start of your Refresh Phase until the start of your next Refresh Phase.

Sacrifice

To Destroy Aspect cards in your Resource area to Destroy other cards in play or as they are being played.

You may Sacrifice at any time to Destroy a card. Sacrificing Destroys a Scheme, Creature, Intrigue, or Fortification:

- Being Summoned onto the Combat Field,
- Already in the Combat Field, or
- In a Discard Stack.

To Sacrifice, you must have a sufficient quantity and type of Aspect cards in your Resource Area (*Fresh or Exhausted*) to pay the entire, exact

Summoning cost of the card you wish to Destroy by Sacrifice.

Immediately Destroy your Sacrificed Aspects. Then the card targeted by your Sacrifice is Destroyed

The targeted card of a Sacrifice is always Destroyed (*even if Effects that might save it would normally have priority*) and cards targeted by Sacrifice cannot respond by using any Active Effects.

Cards that have used an Active Effect have that Active Effect countered.

You cannot Sacrifice to Counter your just-Manifested Aspects. Their Heresy Effects must be completely resolved before you can use a Manifested Aspect in a Sacrifice.

When a card enters play and you wish to Counter it, you must decide to perform a Sacrifice against it before using other card Effects; otherwise, you lose that opportunity to Destroy it via Sacrifice.

Your Aspects Destroyed via Sacrifice do Trigger bonus card Effects that require a card's Destruction (*e.g., Obliteration*).

Cards Destroyed via Sacrifice (*both players'*) do not Trigger Requiem Effects.

You can Sacrifice to Destroy one of your own cards in play or in your Discard Stack.

Savagery

Savagery provides an additional bonus Effect if you have done Damage to your own Life Stack earlier this Turn!

Savagery Example: A spell with "Savagery: Inflict 4 Damage to one player." is Triggered only if you had

inflicted one or more Damage to your own Life Stack earlier in that Turn.

Dealing Damage to yourself with Effects from your Controlled Creatures will Trigger Savagery.

Scheme Cards

When played (*any time an Active Effect is permitted*), Schemes provide a one-time benefit and, once resolved, are placed in the Controlling player's Discard Stack.

Slay

Creatures whose Life drops to 0 or less are Slain. When a card is Slain, place it in its Controller's Discard Stack.

Stealth

Creatures with Stealth cannot be Blocked.

Schemes with Stealth cannot be affected by Active Effects (*e.g., by other Schemes or card Effects*).

Exception: Sacrificing Aspects of Power can always affect Creatures and Schemes with Stealth.

Summon

Cards are Summoned (*played from your Hand*) by paying their exact cost in Power (*i.e., the exact amount of Is, IIs, and IIIs*) during your Summoning Phase (*only*) for Creatures, Intrigues, and Fortifications. Schemes can be Summoned any time Active Effects are allowed.

Trigger

A precondition that must be met before an Effect is employed (*making it an Active Effect*). Typically, Triggers require Exhausting a card, but many cards require additional measures to Trigger them (*such as Exhausting one or more Aspects of Power*).

Turn

A Turn is one player's complete set of Phases, from the Refresh Phase to the End Phase.

Upkeep

Your per-Turn cost in Power to maintain an Intrigue card that you control on the Combat Field; this cost must be paid during your Refresh Phase every Turn that Intrigue is in play.

