



GODS FORGE

SOLO PLAY RULES

BY BRENDAN STERN

GODSFORGE SOLO PLAY RULES

Face off against a mystic Creation of the Godsforge, the champion of a Great House, even an ancient Dragon God! Solo Play lets you battle a Nemesis deck – a pre-built deck of Godsforge cards that follows set rules for combat.

SETUP: NEMESIS DECK

Design Your Nemesis

To create a Nemesis, just write up a list of 12 cards from the core *Godsforge* game or expansions, chosen based on a theme. Above the cardlist add an evocative name, estimate the difficulty, specify which game sets the cards come from, give its starting card, and list its theme.

Set Up the Deck

Find all the cards for your Nemesis deck, and set aside the starting card. Shuffle the remaining 11 cards to create the Nemesis deck. Put the starting card on the top of the Nemesis deck as the first card to be drawn.

SETUP: YOUR DECK

After creating the Nemesis deck, shuffle the remaining cards together from the core *Godsforge* game and/or any expansion. You must have at least 36 cards in this draw pile. Then you'll draft your own 12-card deck by drawing three cards from the draw pile and choosing one to put in your deck, discarding the other two. Repeat this until your deck has 12 cards.

Optional Rule: Scaling a Nemesis

If you want to power up a Nemesis, or even rein it in a bit, try swapping out cards from their cardlist. Just be sure to maintain the theme of the deck!

Share Your Nemesis!

Got a great Nemesis deck? Share it on your favorite social media for others to try! Tag us @AtlasGames on Twitter or Facebook, or @AtlasGamesVideo on YouTube. And look for *Godsforge* downloads at atlas-games.com/godsforge.

Optional Rule: Nemesis-Slayer Challenge

For your deck, choose your favorite 12 cards rather than drafting them. Then use it to defeat a series of six Nemesis decks in turn, from Easy to Hard.

If there are cards you're using that are in the Nemesis list, replace their missing cards with random cards. Can you beat all six Nemesis decks with your single created deck? For a tougher challenge, draft a deck as normal and see if you can still beat all six Nemesis decks.

GAMEPLAY: NEMESIS RULES

You and the Nemesis both start at 30 life. You'll play and use your own cards as per the standard rules for *Godsforge*. (Don't use the "Draw 10 Choose 4" option.) Use these new rules for running the Nemesis deck, though:

Two Discard Piles

You and the Nemesis don't share discard piles. If a card is stolen (changing the controller of the card) and then discarded, it goes into the discard pile of the original deck it was from.

Playing Cards

Each round, flip the top card from the Nemesis deck into play as if it were played during the Reveal. Enact all Reveal effects. Keep your Creations and those of the Nemesis organized by the order they were played, as it will affect play; see Targeting Cards.

If a card played by the Nemesis says "you may play another card this round," then flip another card into play.

Hand Size

The Nemesis is considered to have a hand size of 4. If an effect allows you to look at or take cards from their hand, treat the top 4 cards of the Nemesis deck as that hand. Shuffle those cards before placing them back on top of the deck.

If the Nemesis has to choose a card in their hand, they choose the top card of the deck.

If a card would get added to the hand of the Nemesis, it goes on the top of their deck.

Using Veilstones

If the Nemesis has Veilstones, it Upgrades any Creation it can during the Upkeep, favoring upgrades that provide more stats, then favoring defense over attack if there's a tie on highest stats. If there's a tie on priority, Upgrade the most recently played Creation.

During the Reveal, the Nemesis fully empowers any Spell it can, using up any available Veilstones.

If the Nemesis has any available Veilstones during the Attack, it will empower its Creations as much as it can. Use the best empowers possible, favoring 5 prevention for 2 Veilstones over 2 prevention for 1 Veilstone, for example. The Nemesis will use any ability on a Creation that is currently available.

Targeting Cards

Any destroy effects on cards with a target played by the Nemesis are used on your last played Creation or last legal target. If the Nemesis must target their own Creations, they target their last played one.

Sacrificing Creations

Creations only sacrifice themselves if they could keep the Nemesis alive. If they target another Creation of their own with a beneficial effect, they always do this when possible, and they target the last legal target played.

Running Out of Cards

If your deck or that of the Nemesis runs out of cards, shuffle the discard pile of that player to create a new deck. In the unusual situation that your discard pile, or that of the Nemesis, has no cards left to reshuffle, then that player continues to fight each round but plays no new cards.

Specific Interactions

Timber Wolf Guardian: You may use dice or cards not in your deck to keep track of Creation Tokens.

Earthen Shambler and Lazulite Lich: Flip a card from the Nemesis deck until a Spell is played. If there are none in the deck, they don't play a card.

CREDITS

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Special Thanks: Justin Alexander, Woody Eblom, Jenae Floerke, Jackie Sue Lozano, Heather O'Neill, Travis Winter, and our Kickstarter backers who made this product possible!

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REGINAULT, NOVICE MAGE

Difficulty: Easy

Sets: Core Godsforge

Starting Card:* Veilstone Beacon

Theme: Simple set of Creations to try out solo play!

Cardlist

Celestine Shield

Chaos Ring

Crystal Phoenix

Earthquake

Emerald Treant

Etherium Cannon

Malachite Manticore

Shadow Gorgon

Shatter

Topaz Basilisk

Veilstone Beacon*

Wall of Stone

ZANTHRA, DRAGON OF NIGHT

Difficulty: Moderate

Sets: Dragon Gods Expansion

Starting Card:* Zanthra, Dragon of Night

Theme: Card destruction, mischief, dragon synergy, hand manipulation.

Cardlist

Birth of Fire

Bloodstone Dragon

Chaos Blast

Dragon's Breath

Druid of the Raven

Faerie Dragon

Ironbelly Dragon

Making Mischief

Polymorph

Scrap

Vengeful Dragon

Zanthra, Dragon of Night*





MEDINA, DRAGON OF THE DARK WOODS

Difficulty: Moderate

Sets: Dragon Gods Expansion

Starting Card:* Feywood Packmaster

Theme: Wolf Tokens, Veilstones, Spells, and card destruction.

Cardlist

Call of the Wild

Channel Veilstones

Coral Caladrius

Drake Hunter

Feldspar Unicorn

Feywood Packmaster*

Iron Wolf Guardian

Lifelink

Mana Battery

Narrow Escape

Nephrite Scepter

Overrun

BRONTAGUS, DRAGON OF ARTIFICE

Difficulty: Moderate to Hard

Sets: Dragon Gods Expansion

Starting Card:* Ambitious Architect

Theme: Overwhelming Upgrades

Cardlist

Ambitious Architect*

Arcane Golem

Brontagus, Dragon of Artifice

Channel Veilstones

Creeping Kudzu

Crystal Hydra

Diamond Golem

Hammer of Doom

Invigorating Obelisk

Mystic Smith

Proliferate

Siphoning Serpent



GERRARD, HOLY WARDEN

Difficulty: Moderate to Hard

Sets: Great Houses Expansion

Starting Card:* Pearl Serpent Crusader

Theme: The Holy Resistance

Cardlist

Arcane Inquisitor

Bright Blade Champion

Defiant Paladin

Gerrard, Holy Warden

Generous Djinn

Giant War Elephant

Lightning Bolt

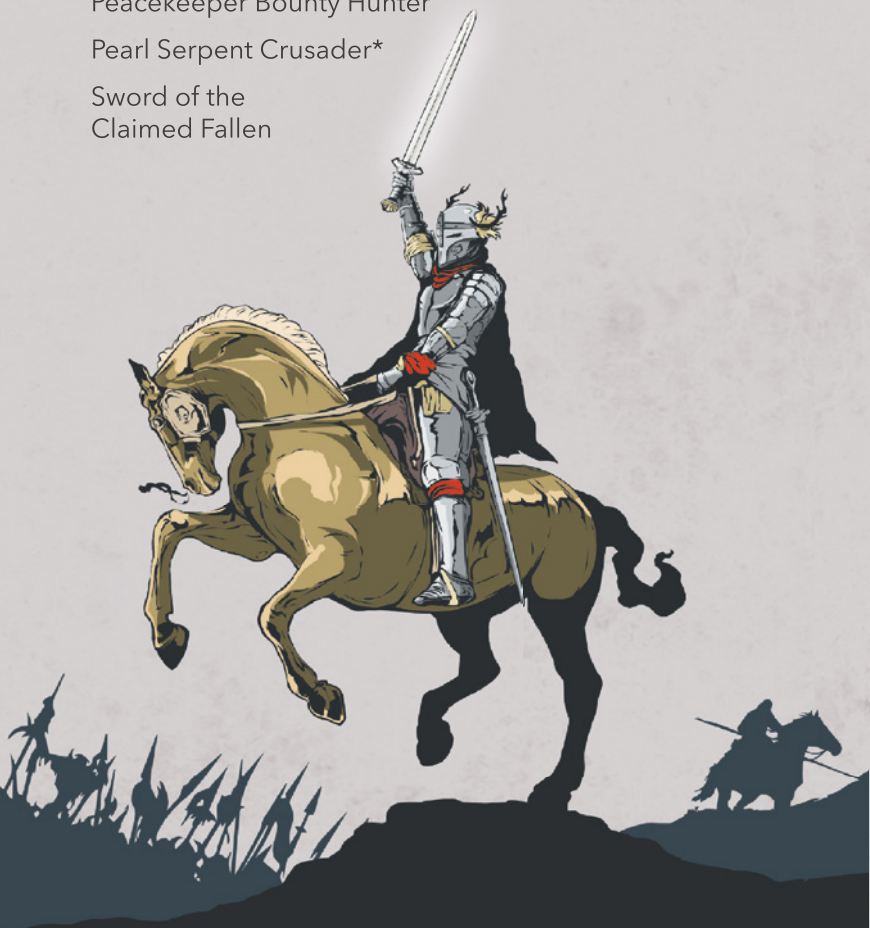
Lodestone Kite Shield

Monk of the Pristine Lotus

Peacekeeper Bounty Hunter

Pearl Serpent Crusader*

Sword of the
Claimed Fallen





DAIMON, THE USURPER

Difficulty: Hard

Sets: Great Houses & Dragon Gods Expansions

Starting Card:* Puppet Master. Use Witch of the Devouring Tome to make it easier.

Theme: Corrupted power from the Dark Gate

Cardlist

Armageddon

Chains of Frailty

Creature from the Dark Gate

Demon of Greed

Drain Life

Earthen Shambler

Elder Vampire

Exploding Corpse

Explosive Experiment

Nightstalker Werewolf

Puppet Master*

Witch of the Devouring Tome