



GODS FORGE™

BY BRENDAN STERN

ONCE ETHERIUM WAS PLENTIFUL

Spiritual leaders mastered it, ending famine. Children used traces to craft charms. The land was peaceful.

But Etherium dwindled.

It receded to a single site. The mighty battled to control this place, a forge where immensely powerful artifacts could be crafted. By weaving Etherium and other elements in proper proportion, titans could be summoned or devastating sorcery conjured, giving these wizards the power of gods.

You are one such, fighting to control the Godsforge.

You are an elite spellcaster, battling for control of the Godsforge. Craft Creations and Spells to defeat your opponents. Take the last ebb of their life force and be the last one standing.

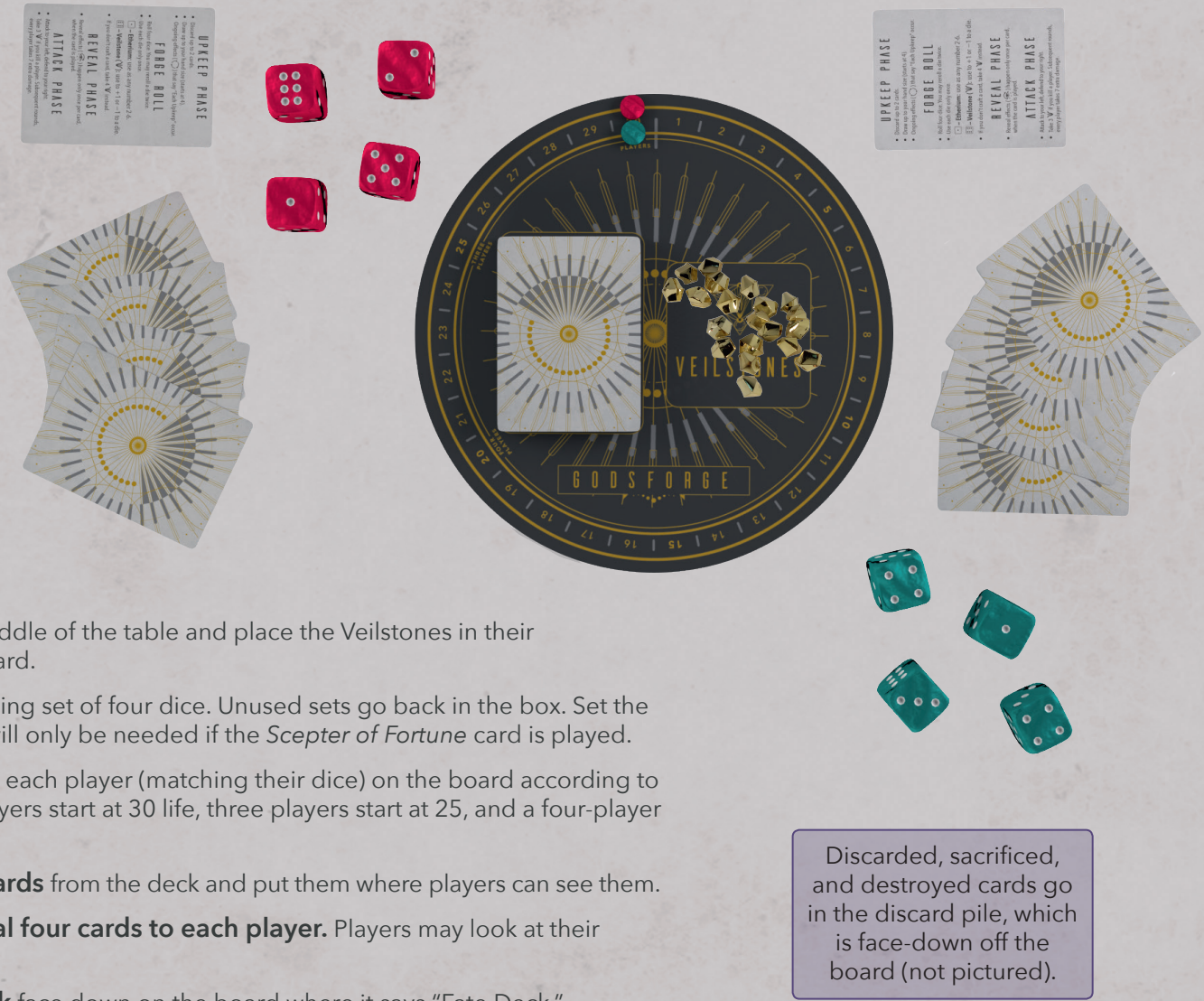
COMPONENTS

- Board
- 56 Cards:
 - 33 Creations
 - 19 Spells
 - 4 Reference Cards
- 30 Veilstones
- 17 Dice
- 4 Scoring Tokens
- This Rulebook

SETUP

1. **Place the board** in the middle of the table and place the Veilstones in their designated area on the board.
2. **Give each player** a matching set of four dice. Unused sets go back in the box. Set the extra die aside for now. It will only be needed if the *Scepter of Fortune* card is played.
3. **Place a scoring token** for each player (matching their dice) on the board according to number of players: two players start at 30 life, three players start at 25, and a four-player game starts at 20 life.
4. **Remove the reference cards** from the deck and put them where players can see them.
5. **Shuffle the deck and deal four cards to each player.** Players may look at their cards.
6. **Place the rest of the deck** face down on the board where it says “Fate Deck.”

Two-player setup shown



Players roll dice and play cards to set up defenses, collect resources, and attack their opponents. You win if you are still alive after reducing all of your opponents to zero life or less.

Play follows a sequence of four phases: Upkeep, Forge Roll, Reveal, and Attack. Within each phase all players act simultaneously. That is, everyone rolls their dice at the same time, then everyone plays a card at the same time, then the played cards all attack at the same time. No player may move on to the next phase until all players are done with the current phase.

All four phases constitute one round. When all phases are complete, a new round begins.

1. UPKEEP PHASE

Players may discard if they wish. New cards are drawn. Upkeep phase effects occur.

(See “Upkeep Phase” on page 7)

2. FORGE ROLL

Everyone rolls their dice at the same time, and then uses them to pay the costs of cards. After their roll is complete, each player selects the card they want to play and places it face down on the table.

(See “Forge Roll” on page 7)

3. REVEAL PHASE

All face-down cards are revealed, and their costs paid. Some have immediate Reveal effects, which occur simultaneously now, but only once per card (on the turn they’re revealed).

(See “Reveal Phase” on page 9)

4. ATTACK PHASE

Cards in play deal damage, lowering the life totals tracked on the board. Each player attacks only the opponent seated on their left. A player reduced to zero life is eliminated, which triggers acceleration toward the end of the game.

(See “Attack Phase” on page 9 and “Life and Death” on page 11)



Roll dice to pay the costs of cards



CARDS

Cards fall into two main types: Creations and Spells. An exception is the four reference cards.

- **Creations** have illustrations, and stay in front of you from round to round until they are destroyed, are sacrificed, or die along with you.
- **Spells** are differentiated by their geometric art and gold color scheme, and have a one-time effect that lasts only during the round in which you play them. They are then discarded.

All cards have a name, a cost, and various effects.

- **Costs** are expressed in elements, which are paid using the elements you channel with your Forge Roll.
- **Reveal effects** (👁️) are shown at the top of the card. Unlike other effects, Reveal effects occur only once per card, when first shown in the Reveal phase.
- **Recurring effects** (🔄) occur every round, when specified.
- **Attack phase effects** have pink borders. Some cards have an attack value, a number on a red circle with a sword image. Some cards have a damage prevention value, a number on a blue shield with a sword behind it. These indicate the amount of damage it can deal and prevent, respectively, during the Attack phase.
- **Other effects** don't have icons or special borders. They are in effect all the time the card is in play (Creations) or when specified (Spells).

Creation
(White-framed title bar)

CELESTINE SHIELD
Gain 1 🌀.

5

11

Each Upkeep phase, gain 1 🌀.

Pay 1 🌀 for 2

2

damage prevention value (2)

Attack phase effect (see page 10)

Spell
(Gold-framed title bar)

SHATTER
Gain 2 🌀.

3

4

Reveal effect

At the end of the round, destroy a Creation.

3

other effect

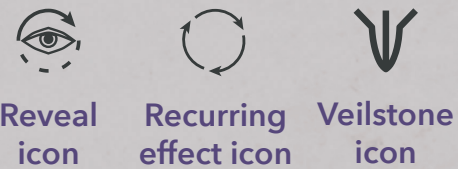
attack value (3)

name

cost (elements)
1 🌀 and 1 🌀 would pay for *Shatter*

recurring effect icon

Attack phase effects have pink borders.
Celestine Shield's empower effect occurs during the Attack phase.
Shatter's effect does not.



CHANNELING ELEMENTS

The results of your Forge Roll dice let you channel elements, which are used to pay card costs so you can play the card. This is called “crafting” a card.

Fire, Air, Water, and Earth are elements associated with the numbers 1, 2, 3, and 4, respectively. Each of these can be channeled by rolling its number, or by combining multiple dice to equal its number.

For example, 2 can generate Earth, but so can 1 and 1 together.



Other elements always require multiple dice to channel. Sometimes those dice must be added together (as with Feywood, Bloodstone, and Mythril), and sometimes they must all have shared characteristics (as with Light, Shadow, Crystal, and Godstone).



Feywood, Bloodstone, and Mythril: Two or more dice that add up to the listed number or higher, e.g. 2+3+4 would allow you to channel any of these.

Light: Two even dice, e.g. 2+4.

Shadow: Two odd dice, e.g. 1+3.

Crystal: Three dice with sequential values, e.g. 1+2+3.

Godstone: Four dice with the same value, e.g. 1+1+1+1.

Etherium

Etherium is a “wild” element – it can substitute for any number on the die. Channel it by rolling a 0.

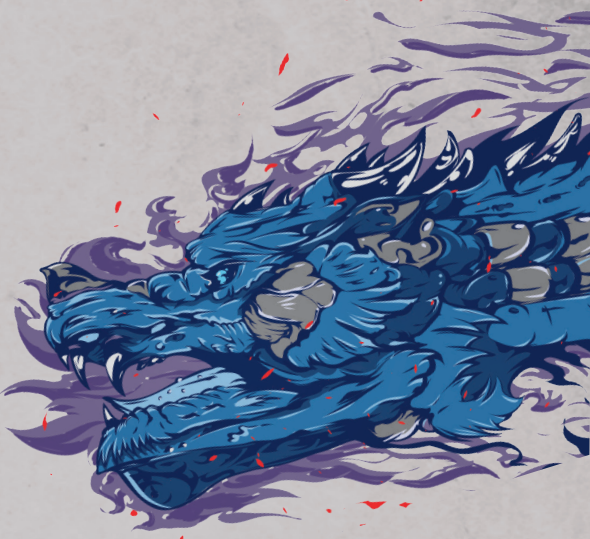
Etherium is not used directly to pay card costs. Rather, it has four uses:

- Use it as Fire, Air, Water, or Earth.
- Use it to gain a Veilstone (see “Veilstones” on page 6).
- Use it to add 0 to another die in order to channel Feywood, Bloodstone, or Mythril.
- Use it as an even die (to make Light), an odd die (to make Shadow), or any number between 1 and 4 needed to make Crystal or Godstone.

Never re-roll a 0! It's always better to simply use it as whatever result you'd be hoping for on a re-roll.




Veilstones aren't Elements

Like elements, Veilstones can be channeled with dice, and are sometimes part of a card's cost. But they can be saved from round to round (which is not true of elements). See next page for more on Veilstones.











VEILSTONES








Veilstones are represented by gold gems that players take from and return to the board when they're generated and used.

A  collects a Veilstone. As do dice added together to total six. As does a  – remember that Etherium can be used as a  to get a Veilstone.

Dice used to channel elements do not collect Veilstones, and vice versa.

Veilstones have three uses:





- Spend one Veilstone to **shift a die up or down one** during your Forge Roll. E.g., make  into  or . Multiple veilstones can work together. E.g., two veilstones can make  into  or . Exceptions: Veilstones can't lower a die to  (Etherium), and they can't make a single die's result more than .
- Spend one to pay the Veilstone portion of a card's cost (as indicated by the Veilstone element symbol).
- Spend one (or more) to empower a Spell you're playing, or a Creation you control (see "Empowering Spells and Creations," page 10).







You can use a Veilstone as soon as you get it, even during the same Forge Roll. For example, if you roll  you can immediately use the six as a Veilstone to change a two to a three so you have  – three straight, which is Crystal, and would allow you to play a card with Crystal as its cost, like *Pyrite Golem*.

Veilstones need not be spent on the round when they're generated. Any Veilstone can be saved for later use by taking a gold gem to track it.

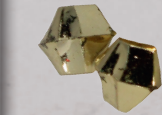
If you have dice leftover after crafting a card, and haven't used all your re-rolls (see "Forge Roll" on the next page) it's generally wise to try to get Veilstones with your leftover dice.

Veilstone Example

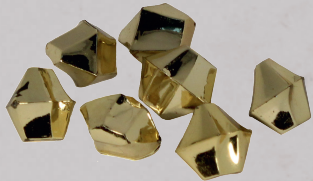
You want to craft *Metallic Dragon*. Your dice show  and you have two Veilstones.

You have two odd dice already, but the even dice can't total the 11+ you need. Spend a Veilstone to shift the  to a  – now you have  +  to make Mythril, two odd  to channel Shadow, and one Veilstone, exactly what you need to craft *Metallic Dragon*.

You do not collect an additional Veilstone, even though you have a , because that die was used to make Mythril.



Veilstone



PHASE 1: UPKEEP



In the Upkeep phase, players do some quick maintenance tasks.

1. Everyone may discard up to two cards from their hand. (Discard face-down, off the board.)
2. Everyone draws back up to their hand size, which is four cards unless an effect says otherwise. If the Fate Deck runs out, reshuffle the discard pile.
3. Creation effects that begin "Each Upkeep..." occur simultaneously now. (Only for Creations already in play during the Upkeep Phase.)

PHASE 2: FORGE ROLL

In the Forge Roll phase, everyone rolls their four dice to channel elements, in anticipation of crafting a card from their hand. (Some cards allow you to craft an additional card.)

During your Forge Roll, you may:


- Re-roll a die, twice (one die twice, or two dice once each).
- Add dice together (e.g.  +  = 11, and so would allow you to channel 9+ **or** 10+ **or** 11+) (see "Channeling Elements" on page 5).
- Use Veilstones to shift any dice results (see "Veilstones" on page 6).
- **Only use each die once.**

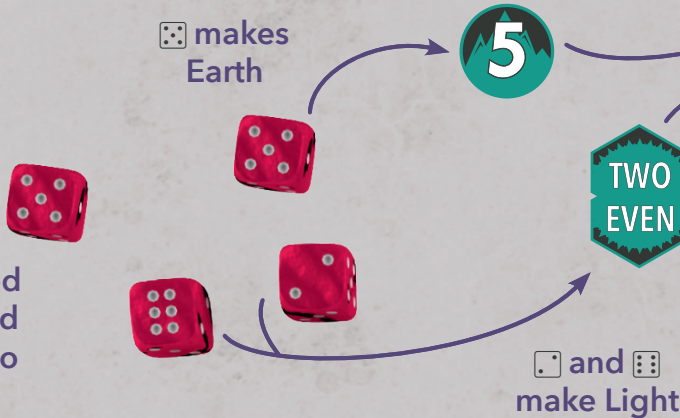
When you've decided which card to craft, and your dice show that you have channeled the necessary elements, place the card face down in front of you, along with any Veilstones you're using to shift dice results.

When crafting a Spell, also set out any Veilstones you want to use to empower it, separate from those used to shift your dice. You must decide before the Reveal if, and how much, to empower your Spells. (See "Empowering Spells and Creations" on page 10.)

You typically may only craft one card per round. Players are allowed to play additional cards from their hands if the first one they put down allows it, and they have enough leftover elements to craft the second.

If you cannot or choose not to craft a card, take four Veilstones from the board. Do not collect additional Veilstones from dice.

The extra  isn't needed to craft *Jade Clover*, and can be re-rolled to try to get Veilstones



First Upkeep Phase

Cards with Veilstones or Godstones in their cost can be difficult to craft in the first round. Players holding these in the first round's Upkeep Phase may discard them and draw replacements.



Veilstone



Godstone

Earth and Light combine to pay the cost of *Jade Clover*



Forge Roll Example

You have *Oakenshield*, *Wall of Stone*, and *Chaos Ring* in your hand.

You roll [1][2][3][4].

This would allow you to craft *Chaos Ring*, as you have [1] and [2] to get Fire and Air for its cost. However, you might be able to craft the more powerful *Wall of Stone* or *Oakenshield*, and you can make progress on that without jeopardizing the *Chaos Ring*, so you re-roll the [2]. You get a [5].

Your dice now show [1][2][3][5], which would allow you to craft *Wall of Stone* (your [2][5] give you two of the three Earths required, and you can add [1] and [2] together to channel the third).

You could channel the Feywood (9+) you need for *Oakenshield* by adding together [2] + [5], but your remaining dice can't channel Light, which requires two even dice.

You really want to craft *Oakenshield*, so you re-roll [2] and get [1]. Since [1] is Etherium, which can become any number [1] through [6], you can turn it into an even number to complete Light and craft *Oakenshield*.

Forge Roll Example with Veilstones

You have *Drain Life*, *Airship*, and *Malachite Manticore* in your hand, and one Veilstone. You roll [1][2][3][4].

You could craft *Malachite Manticore* without re-rolling: you already have the [1] (Fire), so using your Veilstone to shift the other [1] to a [2], using the Etherium [1] as a [2], and then the [2] would complete Crystal (which requires three in a row).

To expand your options, you re-roll a [1]. The result is [2], so now you have [1][2][3][4]. You can still craft *Malachite Manticore*, but now you can also craft *Drain Life* by adding Etherium (recall that it can be used as [2]) to your [2] to channel Bloodstone (10+) and using your Veilstone to shift your [1] to [2], giving you the two odd elements you need to channel the Shadow that completes its cost.

If you had [1][2][3][4] and wanted to try for the *Airship*, you'd re-roll the [1]. Any result other than another [1] would let you do it. In this instance, you'd spend your Veilstone as part of the card's cost.



Your hand size is normally four cards, but these examples show three for simplicity.



PHASE 3: REVEAL

In the Reveal phase, players reveal the cards they've chosen to craft and use any Reveal effects (👁️) those cards have.

Once all players are ready with the card(s) they want to play face down, all players reveal the cards they are crafting. Used Veilstones are placed back on the board. Unused Forge Roll results are ignored.

The Reveal effects of the cards played this phase now occur simultaneously. These happen only once per card, when the card is played. Some Spell cards can be empowered now, as well (see "Empowering Spells and Creations" on page 10).

Players also collect any extra Veilstones they channeled with their Forge Rolls as their cards are revealed (see "Veilstones" on page 6).

PHASE 4: ATTACK

In the Attack phase, all players simultaneously attack the opponent on their left, clockwise around the table.

To attack, add up the attack values of your cards and announce the total. Your target, the player on your left, subtracts the amount of damage they can prevent from that total. The result of this calculation reduces their life total, and they move their scoring token accordingly.

Attack phase effects have pink borders, and can include attack values, empower effects, and/or sacrifice effects. Attack phase effects happen at the same time that attack damage is sustained. Attack phase effects that come from Creations happen every round, for as long as the Creation stays in play.

If there is ever a question of which effect occurs first, the player with the lowest life resolves their card first.

Some Attack phase effects allow you to gain life. This happens at the same time attack damage is dealt, so if you gain more life than the damage you sustain, your life total goes up rather than down. You can't gain more than 30 life, but you can drop below 0 life. Note that "gain life" abilities are different from "prevent damage" abilities. Your life total does not go up when you have more damage prevention than attack damage sustained.

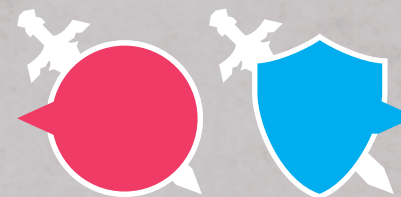
Some Creation cards can be empowered or sacrificed during the Attack phase for even stronger effects (see "Empowering Spells and Creations" and "Sacrificing Creations" on page 10).

Attack Example

You have *Onyx Vampire* and *Lightning Sword* already in play from previous rounds, and this round you crafted *Divine Wrath*.

You deal 14 damage to your target during the Attack Phase (3 + 4 + 7). And you gain 10 life (3 from *Onyx Vampire*, 7 from *Divine Wrath*).

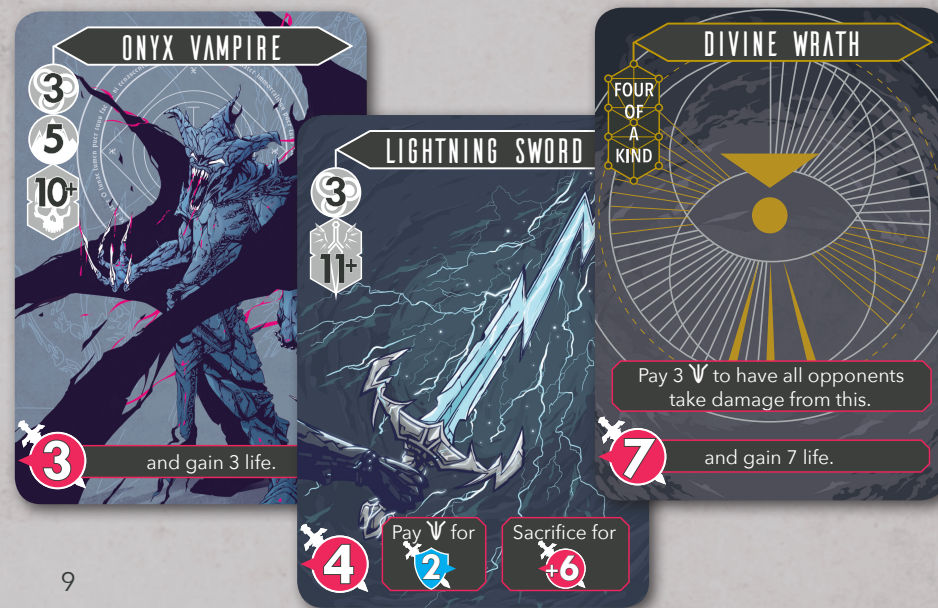
If you wish, you could choose to sacrifice *Lightning Sword* to deal a total of 20 damage, because it has the ability "Sacrifice for +6 attack value." (See "Sacrificing Creations" on page 10.)



Attack
value

Damage
prevention
value

The player on your left is your target, the player on your right is targeting you.



EMPOWERING SPELLS AND CREATIONS

Some cards have empower effects. Empower effects allow you to pay Veilstone(s) for more attack strength, additional damage prevention, life gain, or other effects.

You can spend Veilstone(s) to empower cards to get the effect listed on the card for that round only. Creations and Spells are empowered at different points in the round, in slightly different ways.

- **Creations** with empower effects read “Pay ♠ for...” (or “Pay 2 ♠,” or similar). A Creation can only be empowered once per round, but as long as it remains in play, can be empowered each round, **during the Attack phase**.
- **Spells** with empower effects read “You may pay any amount of additional ♠” next to their Reveal icon. So you empower them as you play them, **during the Reveal phase**, using Veilstones set aside for that purpose during the Forge Roll phase. This allows you to empower a Spell even more if you have many Veilstones to spend.

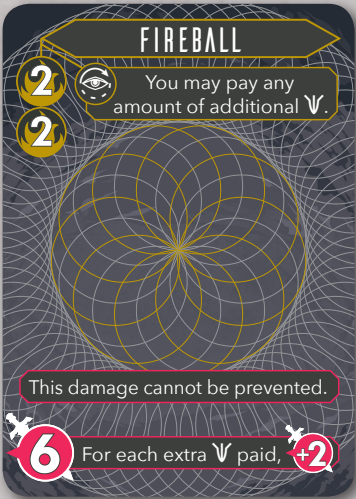
Example of Empowering a Spell

The opponent to your left has 12 life remaining. You have one Veilstone, and *Fireball* in your hand.

You roll [0][0][0][0] – perfect. You don’t even need any re-rolls to take your target out.

You use the [0] – Etherium – along with the [0] to get the two Fire you need to craft *Fireball*.

With the [0][0], you gain two Veilstones, which you can use immediately to empower *Fireball*. With the one from your supply, you pay 3 ♠ for a total of twelve damage (6+2+2+2) in the Attack phase.



Example of Empowering a Creation

You have *Oakenshield* already in play, and the player to your right, who attacks you, plays *Divine Wrath*, dealing 7 damage.

Oakenshield prevents 3 damage every attack, so if you do nothing else, you take 4 damage.

You decide to pay two Veilstones, which adds 4 damage prevention, for a total of 7. Now you do not take any damage this round.



SACRIFICING CREATIONS

Some Creation cards have sacrifice effects. Sacrifice effects, which use the word “sacrifice,” allow you to discard one of your Creations for the effect described. Sacrifices are simultaneous with the other events of the Attack phase, so (for example) sacrificed Creations still deal damage to the player on their left in the round of their sacrifice. Sacrificed cards are discarded.

You can only sacrifice your own Creations, and only those that are already in play.

Sacrifice Example

You have 5 life remaining, and the player targeting you announces they are doing 7 damage. You have already played *Metallic Dragon*, and one of its abilities is that you can sacrifice it for 6 damage prevention. You don’t want to die, so you sacrifice *Metallic Dragon* and take only 1 damage. *Metallic Dragon* still does its 6 damage to the player on your left. Once this is resolved, *Metallic Dragon* is discarded.



Creations can be empowered for exactly the cost listed to get exactly the effect listed. That is, you can’t pay twice as much for twice the effect.

Spell empowerment, on the other hand, is open-ended, allowing any number of Veilstones to be spent, for a variable effect that depends on the investment.

LIFE AND DEATH

You can sometimes go above your starting life but cannot have a total of more than 30 life.

If you fall below 1 life, you die, and are eliminated from the game. However, since attacks are simultaneous, your Creations and any Spell(s) you played this round still do their damage, so it’s quite possible to kill another player as you die. (Other Attack phase effects, like destroying a Creation **after** the Attack phase, do not happen if you are dead.)

When a player dies:

- Put all of their cards in the discard pile.
- The player targeting an eliminated player **receives 3 Veilstones**.
- After the first player is eliminated, all remaining players **take 7 additional damage** in every subsequent Attack phase.

The last surviving player is the winner.

If all players still in the game die at the same time, track how much damage each of them takes, and how far negative each life total goes. The player whose life total is closest to zero – *who has the most remains to be sent home to their family* – wins, despite being dead. Players eliminated in previous rounds are not eligible.

If several dead players are still tied, they play another round to determine the winner.

CREDITS

Game Design: Brendan Stern

Illustration: Diego L. Rodriguez

Production and Development: Kyla McT

Graphic Design: Nicolas Gluesenkamp, Nathan Paoletta, Diego L. Rodriguez, and Brendan Stern

Rulebook Editing: Cam Banks, Michelle Nephew, and Jeff Tidball

Publisher: John Nephew

Publisher’s Special Thanks: Cam Banks, Jess Banks, Bob Brynildson, Jerry Corrick, Nicolas Gluesenkamp, Jenae Pedersen, Michelle Nephew, Jeff Tidball, Travis Winter, and everyone at The Source

Lead Playtester: Matt Schempp

Playtesters: Josh Ackerman, Tim Armstrong, Cam Banks, Jess Banks, Adam Biessener, Tony Biessener, Carl Bisciglia, Wendy Brunsman, Dustin Bruzenak, Dylan Bruzenak, Ed Bryan, Holly Burd, Adam Burr, Fir Carnes, Kevin Chamberlin, Alex Conic, Josh Dahmes, Alex Dixon, Jim Dunaway, Brian Edwardson, Dave Fankhanel, Carolyn Faust, Jeff Foxwell, Bryan Fram, Troy Gaul, Anne Gerriets, Nicolas Gluesenkamp, Rachel Hall, Anwar Hanano, Jody Henning, Matthew Henning, Peter Hentges, Randy Herold, Justin Jacobson, MaDonna Karels, Erik Kemnitz, Kay King, Bryan Kromrey, Persephone Kromrey, Sarah Kromrey, Juan Kuffner, Lissanne Lake, Elisse Laroche, Kane Larson, Deanna Leahy, Ninotchka Mantrom, Kevin Matheny, Aaron McClintock, Corey McCorkle, Samuel Jeffrey Nelson, Clorpy O’Brien, Jason Osborne, Jason Paulson, Ryan Pedersen, Anne Petersen, Derek Prichard, Mike Prellwitz, Andy Rahn, Mark Redacted, Adam Rehberg, Matthew Riordan, Francisco Rivera, Mike Roberts, Rob Rubinas, Stephanie Schempp, Mike Schuller, Kelvin Schutz, JT Smith, Erin Edwardson Stern, Ryan Stern, M. Craig Stockwell, Bob Strootman, Jeff Tidball, Alisha Volkman, Eric Wahlstrom, Steven Warzeha, Lee Weisbecker, Danny Wilson, Travis Winter, Seppy Yoon, and Marcin Zarycki

©2018 Trident, Inc., d/b/a Atlas Games. All rights reserved. *Godsforge* is a trademark of Trident, Inc., d/b/a Atlas Games. This work is protected by international copyright law and may not be reproduced in whole or in part without the written consent of the publisher. Printed in China.



www.atlas-games.com

RULES REFERENCE

Everyone rolls their dice at the same time, then everyone plays their card at the same time, then the cards everyone has crafted all attack at the same time.

PHASE 1: UPKEEP

- 1. Discard up to two cards and draw back up to your hand size, which is four unless a card says otherwise.
- 2. Recurring effects beginning "Each Upkeep" occur now.







PHASE 2: FORGE ROLL


During your Forge Roll, you may:

- Re-roll twice (one die twice, or two dice once each, **not** all four dice).
- Add the dice together (see "Channeling Elements" on page 5).
- Use a Veilstone to shift any die result up or down by 1 (see "Veilstones" on page 6).
- Only use each die once.

Then put the card you wish to craft face down, along with any Veilstones you're using.

Channeling Elements

-  Ethereum: can be used as any number  - . Never re-roll a .
-  Veilstone : shift a die up or down 1.
- Any extra dice leftover when crafting a card can be re-rolled up to two times to try to get extra Veilstones (see "Veilstones" on page 6).

If you cannot or choose not to craft a card, take 4 .

PHASE 3: REVEAL


All players reveal their card and pay costs at the same time. Spells may be empowered now.

Reveal effects () then occur simultaneously, but only once per card.

PHASE 4: ATTACK

Add up the attack values of all your cards in play and announce the total to the player on your left. That player subtracts the amount of damage they are able to prevent, and moves their scoring token accordingly.

Attack phase abilities (with pink borders) happen simultaneously.

When you are reduced to zero life, you die and are eliminated from the game. The player targeting you gets 3 . All players in future rounds take 7 additional damage per round.

The last player remaining in the game wins. If all remaining players are eliminated at the same time, the player whose life total goes the least negative wins.

First Upkeep phase

Start with four cards in your hand.

In the first round, you may discard any cards with Veilstones or Godstones in their cost.



Attack
value



Damage
prevention
value



Reveal
icon



Recurring
effect icon

Play only one card, unless it specifies that you may play another.

You cannot go above 30 life.

Discarded, sacrificed, and destroyed cards go in the discard pile, which is face-down off the board.