

GODSFORGE™

RETURN OF THE
DRAGON GODS™

A dramatic illustration of a dragon breathing fire over a castle. The dragon is dark and scaly, with its mouth wide open, breathing a stream of bright orange and red fire. The fire flows down the left side of the image. The dragon is perched on a rocky outcrop. In the background, a castle with two prominent spires is visible. The sky is dark blue with some clouds. The overall color palette is dominated by reds, oranges, and dark blues.

EXPANSION BY
BRENDAN STERN

RETURN OF THE DRAGON GODS

When the Dragon Gods fell in an age long past, they created Etherium Forges across the realm's far reaches. But then those forges went cold, leaving only the Godsforge. Now the Dragon Gods awaken once more, wielding ancient magic as they ascend to their former power!

Return of the Dragon Gods features dragon-themed Creations and Spells that increase the power level of your Godsforge game with Upgrades, and adds 1 player.

SETUP & PLAY

You can play *Godsforge* with just this set of cards, both this set and the core set cards mixed together, or both those sets plus any other expansions you like, for extra replay value. The set icon can be found in the upper left corner of each expansion card. Setup is as for the core game, and requires the base *Godsforge* game's accessories to play.

NEW MECHANIC: "UPGRADE" CARDS

During the Reveal when you play a Creation with an Upgrade ability, you may spend a Veilstone and place it on that Creation to gain the listed effect while the Creation is in play. You may use either a Veilstone you've saved or one you've gained this round. You may only do this one time when the Creation is played.

Each Upkeep, if a card has an Upgrade ability you may place one of your Veilstones on it to gain the listed effect. You may do this once per card per Upkeep, and stack the Upgrade benefits over time.





UPGRADE SPECIAL INTERACTIONS

- If you gain a Veilstone during the Upkeep, you may immediately use it on a card you have in play with an Upgrade ability.
- Cards that steal Veilstones cannot steal Upgrades, and vice versa.
- If a Creation with Upgrades is destroyed, return those Veilstones back to the board.
- If a Creation is Upgraded with a special rule, but doesn't specify the Upgrade bonus, it gains Upgrade: attack +1.
- If a card like Mystic Smith places an Upgrade on another Creation, but the Smith is then destroyed, the placed Upgrades remain.
- If the Upkeep is skipped with a card like Temporal Golem, you can't perform Upgrades.
- Some cards, like the Tanzanite Thunderbird, allow you to gain Upgrades during the Reveal instead of the Upkeep.
- If a card like Doppelganger copies a Creation with placed Upgrades, it copies the Upgrades as well.

NEW MECHANIC: CARD SYNERGY

The Divine Architect gives +1 damage prevention to all golems, meaning all cards with "Golem" in their title. Similarly, Zanthra, Dragon of Night gains +1 attack, +1 damage prevention for each other dragon you have in play, which are cards with "Dragon" in their title.

NEW MECHANIC: +1 PLAYER

This expansion includes tokens to allow 1 extra player. Games with 5 to 6 players start at 20 life. With 6 players, you may run out of Veilstones. If this happens, players can't collect any more. Alternatively, you can use your own substitute tokens, like pennies.

With a larger player count, you may also want to combine the expansion with the core *Godsforge* Fate Deck so you don't go through the deck as often.

ADVANCED SETUP: DRAW 10, KEEP 4

After players are comfortable with gameplay, use this setup to give more options in your starting hand.

Deal 10 cards to players instead of 4. Look through them and keep 4, then shuffle the remaining 6 back into the deck.

If you're playing with the *Twilight of the Great Houses* expansion, choose which side of your Great House card to use after looking at your 10 cards.

OPTIONAL RULE: SOLO PLAY

Solo Play is a way for you to draft a deck and play against a predetermined Nemesis Deck. See the full rules at atlas-games.com/godsforge

CREDITS

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