

GODSFORGE™

TWILIGHT OF THE GREAT HOUSES™



EXPANSION BY
BRENDAN STERN

TWILIGHT OF THE GREAT HOUSES

For centuries the Great Houses have struggled among themselves for control of the realm's Etherium Forges. But then those Forges went cold, one by one, until only the most powerful remained – the Godsforge. Now each Great House fights to rule it in a ritual duel, risking their own demise by wielding forbidden magic from the Otherworld.

In *Twilight of the Great Houses*, each player leads one of the 16 Great Houses. The Great Houses each provide a unique and powerful ability, and they modify your game with greatly changed playstyles and power levels. This expansion also adds 1 player to the game.

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. This expansion requires the base *Godsforge* game's accessories to play.

NEW MECHANIC: GREAT HOUSES

The Great Houses are depicted on 8 double-sided cards. At the beginning of the game, hand out one Great House card to each player. They choose which side to use, and may look at their opening hand before picking. Each player then starts the game with 5 extra life.

OPTIONAL RULE: SHARED HOUSES

To change up gameplay, players may share a Great House card, with one player using one side, and another player using the other.

OPTIONAL RULE: ALLIED HOUSES

For a more "wild" game, choose two Great Houses for each player, joined as a temporary alliance. Start with 35 or 40 life, going over the normal life cap of 30.

NEW MECHANIC: "LOSE LIFE" CARDS

When a card makes a player "lose life," like *Demon of Greed*, that can't be reduced with damage prevention.



NEW MECHANIC: CARDS THAT "CANNOT PLAY CREATIONS"

For cards like Lazulite Lich, Earthen Shambler, and Monk of the Pristine Lotus – which specify "You cannot play Creations unless put into play by or played along with a Spell or card ability" – you can play a Creation if you play a Spell that allows you to play another card. Spells or card abilities that put Creations into play work, too. For example, someone could play a Spell, into a Creation, into another Creation. This works as long as it starts with a Spell.

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.

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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