

4P FOURPLAY

COLLECTIBLE CARD GAME

GODDESS

THE CONVERGENCE

Official Rulebook

EDITION **v3.0.1** · INCLUDING THE **DEMONIA** ERA

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> **UPDATE V3.0.1** 2 CHANGES
>
> This edition brings in two rule changes, marked with the **v3.0.1** tab on the relevant pages. ***Combat resolution*** now happens at the active player's chosen moment, and the ***forced fight to the death*** is removed. Details in Chapter II (§2.3).

I. PRESENTATION

Aim of the game

1.1 : Break into the enemy temple

Five eras of goddesses converge upon Celestria. Lead yours into your opponent's temple, and seal your victory.

The game is won by the first player to break into the enemy temple by placing there one or more goddesses worth a total of 3 VICTORY POINTS — for example one goddess costing 2 points and another costing 1. The ***Village*** can also earn Victory Points, by seizing the Throne (see §1.4).

1.1 The three game formats

- **Quick game** — 10 to 20 min. Goal: **3 points**, deck of **20 cards**.
- **Normal game** — about 30 min. Goal: **5 points**, deck of **30 cards**.
- **Long game** — 45 min and more. Goal: **7 points**, deck of **40 cards**.

In a competitive setting, a match may be played as three successive quick games (BO3).

1.2 Setup

- In a quick game, each player builds a deck of **20 unique cards** (no duplicates), from a single era or from mixed eras.
- One **playmat** per player — or, failing that, three zones marked out on the table: centre, left and right.

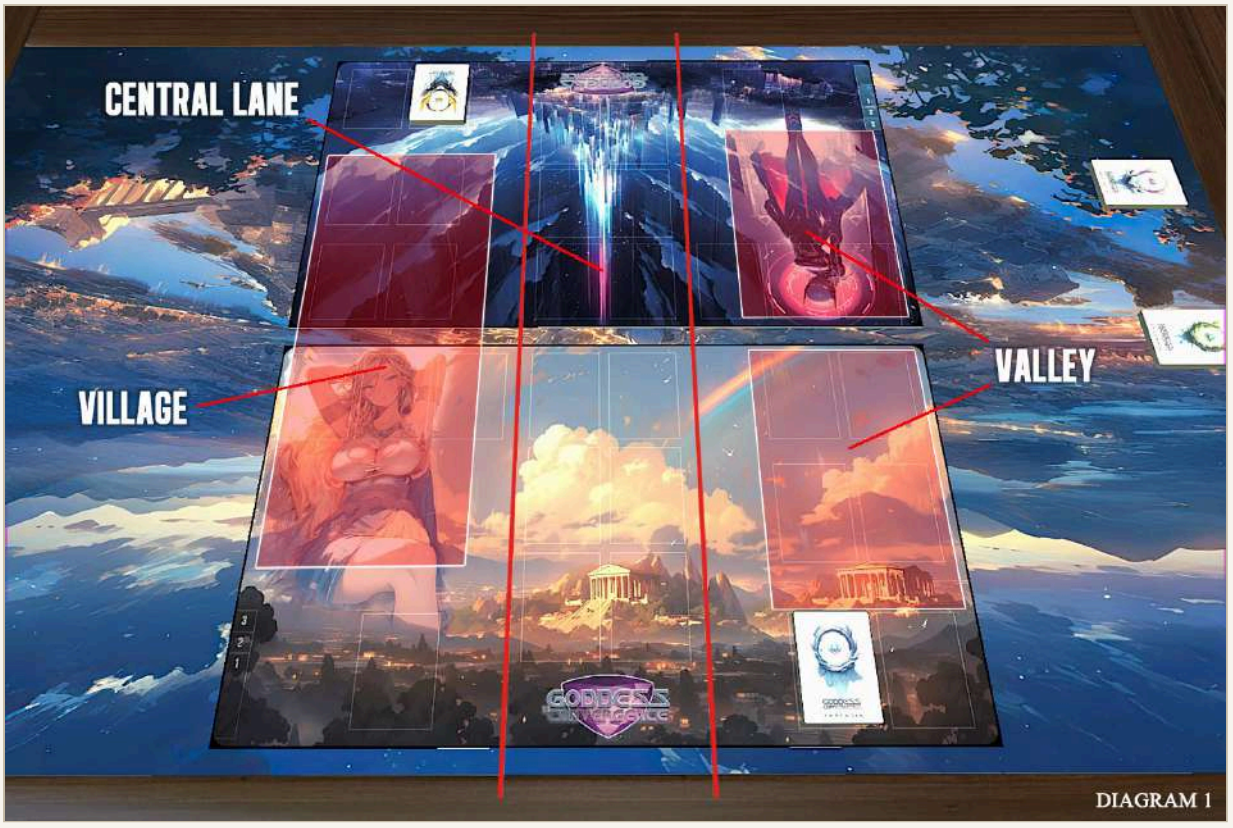
I. PRESENTATION

The three board zones

1.2 : Overview

The board is made up of three territories. The ***Central Lane*** lies in the centre; the ***Village*** sits to the left of the first player and is shared by both sides; the ***Valley*** sits to the right and belongs to each player.

FIGURE 1 : BOARD SETUP (DIAGRAM 1)



1 The Central Lane — in the centre, the battlefield.

2 The Village — on the left, shared by both players.

3 The Valley — on the right, private to each player.

The board seen from above, ready for a two-player game.

I. PRESENTATION

General principles

1.3 : Breaths, Fatigue and the reaction stack

1.3.1 Energy: Breaths

In ***Goddess: The Convergence***, energy takes the form of ***Breaths*** — the sighs that humans offer to the goddesses and which grant them their power. Breaths are used to play a card, to draw, to attack, to react: for almost every action in the game. They are limited, so spend them thoughtfully.

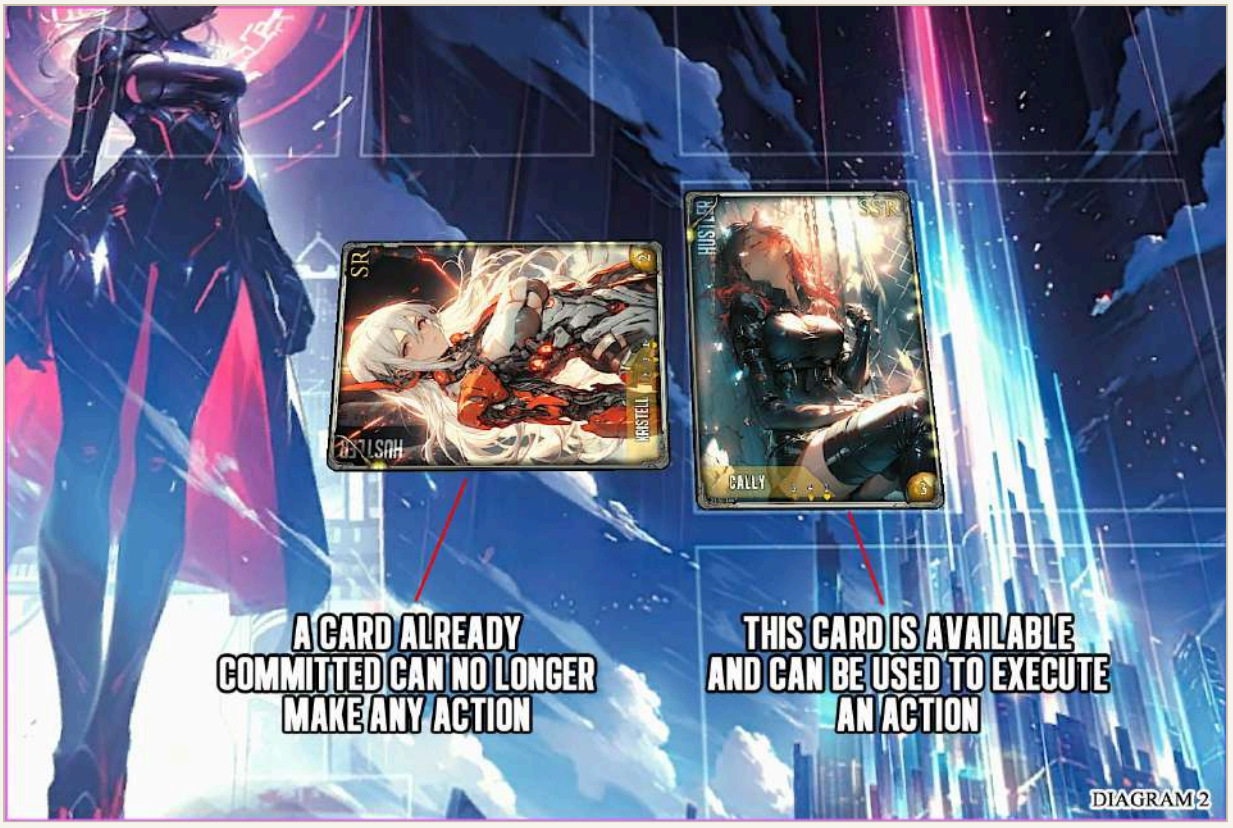
1.3.2 Tapping and Fatigue

A given goddess may act only once per turn. To enter play, attack, summon or move, she must most often ***tap***: tilt her 90° to the left to show that she suffers ***Fatigue***. A fatigued goddess can do nothing more — not even Block — until she is refreshed.

A player's tapped goddesses are ***refreshed at the end of that player's own turn***, by standing them back up in their original position.

> **TIP**
>
> Your fatigued goddesses only become free again at the end of ***your*** turn. Think before tapping one to react during the opponent's turn: a card tapped on the opponent's turn will still be tapped at the start of yours.

FIGURE 2 : ACTIVE GODDESS AND FATIGUED GODDESS (DIAGRAM 2)



Left — a tapped goddess (tilted) can no longer act this turn.

Right — a standing goddess is available to act.

I. PRESENTATION

Reactions, elimination and Harems

1.3 : The stack and groups

1.3.3 Shared turns and the stack

You may use your Breaths during your turn as well as during your opponent's, for certain actions. The game therefore alternates between ***active phases*** (when you play) and ***reactive phases*** (when it is the opponent's turn). Each action allows one reaction: responses ***stack*** on top of one another, and effects are resolved starting with the last reaction played — with no requirement of speed or reflexes.

1.3.4 Eliminating goddesses

Defeated in combat, by an incantation or a curse, a goddess loses one point of ***Vitality***. As long as her Vitality stays positive, she remains in place — track the remaining value with a die or a marker. Reduced to zero, she goes to the ***Void***: a zone of permanent destruction from which, in principle, no card returns.

> **WARNING**
>
> There is only one exception to the Void in the whole game: the ***Demonic Portal*** of the Demonia era, the only thing able to recall goddesses from it (see §4.5).

1.3.5 Forming a Harem

Several cards grouped together form a ***Harem***. They then count as a single card: the ***Master***, the first card of the group. The class abilities of the ***Supports*** no longer apply (except for the Fantasia and Divinia eras, §4.2 and §4.4).

I. PRESENTATION

Harems

1.3.5 : One entity, several goddesses

- The Harem's **Attack** = the sum of all the group's Attacks (Master and Supports), **capped at 9**.
- The **Defence** = the sum of all Defences, **capped at 9**.
- The **Vitality** = the sum of all Vitalities, **with no cap**; on each wound, you choose which goddess loses a point.
- The **Cost** = the sum of all Costs, **with no cap**.

A Harem is therefore harder to target, to counter and to eliminate. If its Master dies, the second card in the stack becomes the new Master. If it breaks into the enemy temple, the player scores only the *Master*'s Cost in Victory Points, not the whole group. Finally, a Support never suffers Fatigue when it joins its Master.

> **UPDATE V3.0.1 : HAREM ATTACK CALCULATION** V3.0.1
>
> A Harem's Attack is now the *sum of all Attacks* in the group (Master and Supports), rather than the Master's Attack increased by 1 per Support. Attack and Defence remain *capped at 9*; Vitality and Cost add up with no limit.

FIGURE 3 : TWO HAREMS (DIAGRAM 3)



Left — a Harem of one Master and three Supports.

Right — a Harem of one Master and one Support.

I. PRESENTATION

The zones — Central Lane and Village

1.4 : Two territories, two strategies

The Central Lane

The Central Lane gathers the paths goddesses take toward the enemy temple. This is where combat takes place — the favourite ground of the ***Executioners***. A goddess is placed there either face up (***On the March***) or face down (***In the Shadows***). The Lane holds at most **six slots** per player (single goddess or Harem).

The Village

The Village gathers four districts shared by both players — the ground of the ***Seductresses***. A district is ***conquered*** by the player whose **total Vitality** present there is strictly higher than the opponent's; in a tie, the district stays neutral. Any number of goddesses may occupy a district, but only active (non-fatigued) Seductresses trigger its effect.

> **WARNING**
>
> Cards ***On the March*** each take a unique path and cannot support one another. Only a card ***In the Shadows*** can join an ally On the March to Support her.

I. PRESENTATION

The four districts

1.4 : The Village benefits

- **The Public Baths** — *1 extra Breath* at the start of the active player's turn.
- **The Altar of Prayers** — *1 Vitality point restored* at the start of the turn, the active player's choice. Only goddesses of cost 2 or 3 may be placed there. Printed Vitality remains a ceiling: you can only heal wounds already suffered.
- **The Expiatory** — *−1 Vitality point for the opponent* at the start of the turn, target of the opponent's choice. Reserved for goddesses of cost 3.
- **The Throne** — *X Victory Points*, X being the seated goddess's Vitality. Only one goddess (never a Harem). It can only be accessed while already holding the other three districts with a non-fatigued goddess.

> **TIP — THE THRONE'S "FLOATING" POINTS**
>
> The Throne's X points are only counted ***while*** you occupy the Throne and hold the other three districts; if one of these conditions falls, they are temporarily removed from the score. As the goddess arrives tapped, the opponent keeps a window to respond: if no one reacts, she stands up at end of turn and the victory points activate. A goddess of Vitality 3 on the Throne thus wins a quick game on her own.
>
> Points earned by crossing the Central Lane (goddesses that entered the opponent's temple) are acquired permanently — only the Throne's points are reversible.

FIGURE 4 : THE FOUR DISTRICTS (DIAGRAM)



I. PRESENTATION

The Valley

1.4 : The domain of the Hustlers

The Valley is a peaceful expanse of tall grass where ***no combat*** can take place. The ***Hustlers*** go there to prepare powerful incantations, which they alone can cast. Each Valley has **six slots** (two columns of three rows: North, Centre, South): one Master per slot, but each slot can hold a whole Harem.

Three incantations exist, whose reach depends on the Hustlers' positions:

- **1st spell** — cast from one of the two ***North*** slots of the Valley.
- **2nd spell** — two Hustlers on the ***same row*** (two adjacent slots).
- **3rd spell** — three Hustlers on the ***same column*** (three slots aligned vertically).

The detailed rules for the incantations are in Chapter III (§3.3).

FIGURE 5 : THE VALLEY INCANTATIONS (DIAGRAM 4)



Spell 1 — one North slot.

Spell 2 — two adjacent goddesses.

Spell 3 — three aligned goddesses.

I. PRESENTATION

The cards

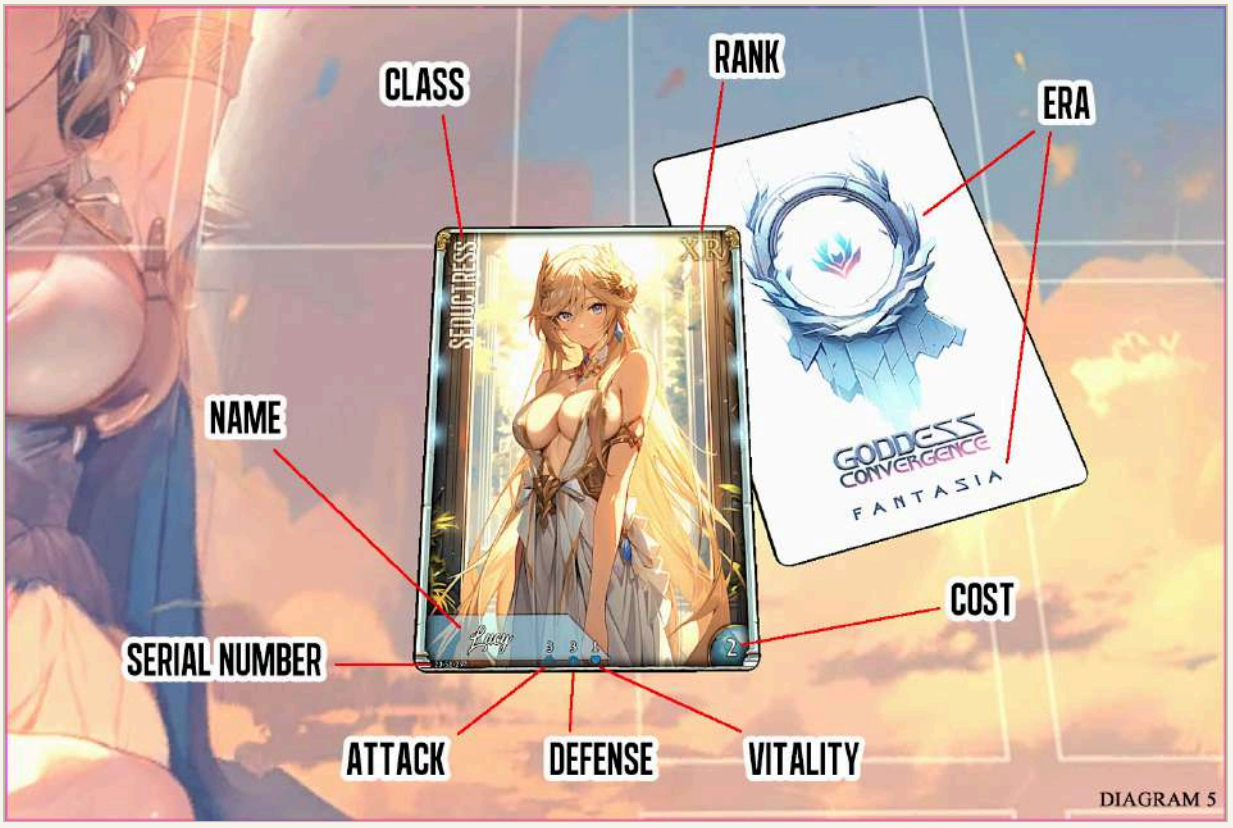
1.5 : Seven pieces of information, one unique goddess

Each goddess carries seven pieces of information which, together, make her unique:

- The **era** — Divinia, Fantasia, Cyberia, Sylvania or *Demonia*.
- The **class** — Seductress, Hustler, Dominatrix or Executioner.
- The **rank** — from C (Common) up to LXR (Legendary Extra Rare).
- The **Attack** (1 to 9), the **Defence** (1 to 5), the **Vitality** (1 to 3).
- The **Cost** in Breaths (1 to 3).

The *serial number* guarantees each card's authenticity: it shows the year of printing, then the season number, then the goddess's number.

FIGURE 6 : ANATOMY OF A CARD (DIAGRAM 5)



Top — class, rank, era.

Centre — name and artwork.

Bottom — number, Attack, Defence, Vitality, Cost.

II. PLAYING A TURN

Start of turn

2.1 : Who begins, and Breaths

2.1 Deciding the first player

In a friendly game, each player draws a card at random: the goddess with the largest bust opens the game. In competition, the goddess with the highest **Cost** is preferred, or simply a die roll. ***In a tie, redraw until it is settled.***

The player who begins draws **5 cards**; the opponent draws **6**.

2.1.1 Breaths

At the start of their turn, each player collects a number of Breaths ***equal to the current turn number***: 1 on the first, 2 on the second, and so on. Each side follows its own symmetrical progression. An unspent Breath is kept indefinitely from one turn to the next.

> **TIP**
>
> Breaths are used to act on your turn, but also to ***react*** during your opponent's. Remember to keep a few in reserve to counter an emergency.

2.1.2 Extra resources

Cards and zones that grant benefits (Village districts, for example) then trigger their effects.

II. PLAYING A TURN

Actions & Reactions

2.2 : What you can do, and when

Perform these actions as many times as you wish, in any order, as long as you can pay their cost in Breaths.

ACTION	COST	PHASE
2.2.1 Draw a card	**1**	*active*
2.2.2 Play a card — face up	**X**	*active*
2.2.3 Play a card — face down	**1**	*active*
2.2.4 Advance	**1**	*active*
2.2.5 Block	**free**	*reactive*
2.2.6 Move a card	**free**	*active / reactive*
2.2.7 Cast an incantation	**X**	*active / reactive*
2.2.8 Group cards	**X**	*active / reactive*
2.2.9 Ungroup cards	**1 / card**	*active*
2.2.10 Use a class ability	**variable**	*variable*
2.2.11 Use an era power	**variable**	*variable*

Playing a card (§2.2.2 – 2.2.3)

Face up (***On the March***), you pay the card's Cost and place it as far forward as possible on the Lane. Face down (***In the Shadows***), the play costs 1 Breath and the card is placed as close as possible to its temple; its Cost is paid ***on reveal***. The total cost of an In-the-Shadows play is therefore **1 + X** — higher than a direct play.

> **TIP — BLUFFING IS ALLOWED**
>
> A goddess In the Shadows that is never revealed will only have cost 1 Breath. So you can "bluff" for 1 Breath with a card you cannot afford to reveal — a real tactical choice.

II. PLAYING A TURN

Advance, Block, Group

2.2 : The key actions

Advance (§2.2.4)

Only a goddess ***On the March*** can advance. If no one stops her, she breaks into the enemy temple: place her in the Victory Points area and immediately score her Cost. If an enemy goddess ***Blocks*** her, the two enter combat.

Block (§2.2.5)

During the opponent's turn, when an enemy goddess advances, you may Block her with a goddess ***On the March*** (by tapping her, at no cost), or with a goddess ***In the Shadows*** (by paying her Cost to reveal and tap her). Any goddess on your Lane may block, ***whatever her position***: the "paths" only serve to forbid Support between cards On the March.

Move (§2.2.6)

A goddess moves freely within her own zone — never from one zone to another (except the Dominatrices of Divinia, §4.4). Moving is free but taps the goddess for that turn.

Group and ungroup (§2.2.8 – 2.2.9)

You form a Harem by playing several cards together, by having a card In the Shadows join a card On the March, through the Call of Nature incantation, or through the Teleportation of a Divinia Dominatrix. You ungroup a Harem not yet tapped for 1 Breath per Support leaving the group; the Master, however, cannot be ungrouped.

> **WARNING**
>
> On the Lane, you cannot play a card from your hand directly onto a card On the March to form a Harem. Only cards In the Shadows (as well as Teleportation and the Call of Nature) allow it. However, you may freely Support a card in the Village or the Valley straight from your hand.

II. PLAYING A TURN

Combat

2.3 : Sequence and resolution

2.3.1 The sequence

A goddess who advances and is Blocked enters ***Combat***. The active player declares combats freely during their turn. Before resolution, the reactive player may call Support from their cards In the Shadows; the active player may then reinforce their attack in turn. In alternation, as long as one of the two keeps supporting, the other may respond. Each revealed card's cost is paid normally.

> **UPDATE V3.0.1 : RESOLUTION AT THE CHOSEN MOMENT** V3.0.1
>
> A combat is now resolved ***at the active player's chosen moment***, at any point in their turn — no longer necessarily at end of turn. Once resolution is declared, ***no more Support*** can be added to that combat. This change is decisive for Cyberia: since the Executioners' Chain triggers after a wound, resolving early lets you chain and then keep playing.

2.3.2 Resolution

Both goddesses strike ***simultaneously***: there is neither attacker nor defender. Each one's Attack is compared to the other's Defence. If the Defence is ***greater than or equal*** to the Attack, the blow fails; otherwise it inflicts a wound. A goddess reduced to zero Vitality goes to the Void; otherwise she stays in place.

If one of the two is an ***Executioner***, she strikes first: if she kills, her target does not strike back. Two Executioners, however, do strike simultaneously.

> **UPDATE V3.0.1 : END OF THE FORCED FIGHT** V3.0.1
>
> The forced fight "to the death" is ***removed***. At resolution, the survivors part ways: they no longer stay locked to one another from turn to turn. They simply remain fatigued until the normal refresh. To fight again, a new block must be declared.

II. PLAYING A TURN

End of turn

2.4 – 2.6 : Passing the hand

2.4 End of the active player's turn

When a player ends their turn, they leave the active phase and enter the reactive phase; their opponent becomes active. Before passing the hand, they ***refresh*** all their fatigued goddesses by standing them back up in their original position.

2.5 The opponent's turn

The opponent repeats all of phases 2.1 to 2.4.

2.6 Next turn

On the next turn, each player again collects a number of Breaths equal to the turn number, and normal play resumes.

> **TIP — AN EMPTY DRAW PILE**
>
> If your draw pile is exhausted, nothing bad happens: you simply can no longer draw, and the game continues. No defeat is tied to an empty deck. The Call of Nature incantation then fails with no effect.

III. CLASS ABILITIES

The Executioners

3.1 : Strike first

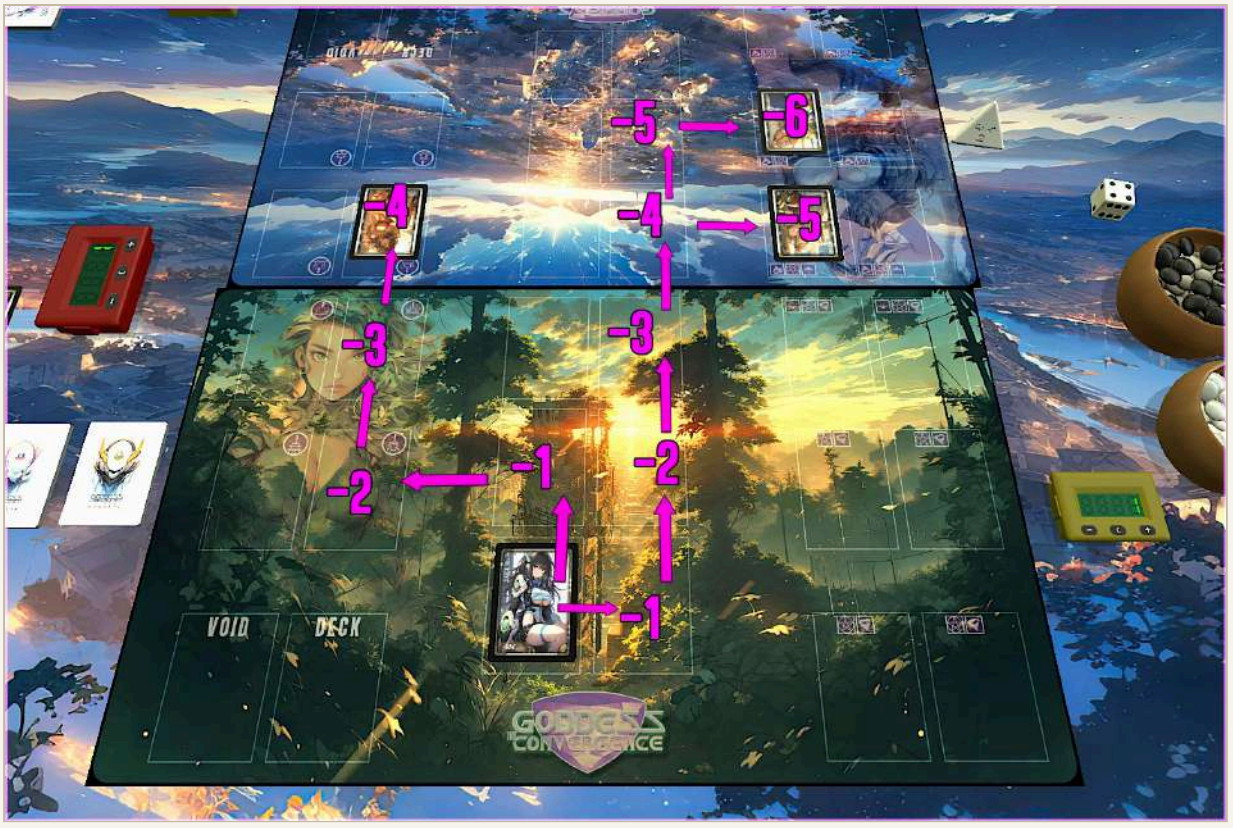
Each class has its own abilities, valid for all its goddesses whatever their era. As a general rule, the strikes in a combat are simultaneous. The ***Executioners***, better trained, always strike ***before*** the riposte: if their target dies from the first blow, she will not strike back — the Executioner survives even a blow that would have killed her. Two Executioners facing each other, however, strike simultaneously.

KEY STAT	PREFERRED ZONE
Attack	**The Central Lane**

Optional rule — Assassination (beta version)

Still in testing, this rule is only played with both players' agreement. An ***Executioner In the Shadows*** may attempt an Assassination: reveal her by paying her Cost and designate her target anywhere on the playmat. From then on, the opponent can no longer neutralise her nor move the target, but may still Support it. Remove the ***distance*** (counting the adjacent slots) that separates the two goddesses from your Attack value: if the result strictly exceeds the enemy Defence, the target is killed whatever her Vitality. Successful or not, the Assassination sends the Executioner back under the deck.

FIGURE 7 : ASSASSINATION (DIAGRAM)



III. CLASS ABILITIES

The Seductresses

3.2 : Charming humans

In the Village, the ***Seductresses*** stir the desire of humans, who then worship them and offer them benefits. If, in a district, a player has more Vitality than the opponent, the district is ***conquered***; and if the goddess (or the Master of a Harem) is an ***active*** Seductress, she reaps its benefit.

KEY STAT	PREFERRED ZONE
Vitality	**The Village**

> **TIP**
>
> A non-Seductress goddess may occupy a district to conquer it — or to stop the opponent doing so — but she will gain no benefit from it. Only active Seductresses trigger the districts' benefits.

The districts' benefits

Public Baths: 1 extra Breath. Altar of Prayers: 1 wound healed. Expiatory: 1 wound inflicted on the opponent. Throne: X Victory Points (see §1.4 for the detail and access conditions).

III. CLASS ABILITIES

The Hustlers

3.3 : The three incantations

In the Valley, the ***Hustlers*** cast three incantations, according to their position and number.

1st spell — Paralysing Roots (active or reactive phase)

A single Hustler, on a North slot. Cost: 1 Breath. She taps an ***untapped*** enemy goddess in any zone (excluding Supports and cards In the Shadows) — enough to cancel an attack, an incantation or a district occupation. The Hustler's Cost must be at least equal to that of her target.

2nd spell — Call of Nature (active or reactive phase)

Two Hustlers side by side. Cost: 2 Breaths. Immediately summons the next goddess from the ***draw pile*** into any zone, alone or as Support, face up or face down. The summoned goddess suffers no Fatigue.

3rd spell — Fury of Nature (active phase only)

Three Hustlers aligned vertically. Cost: 3 Breaths. Targets an enemy zone; up to three goddesses may be struck there (excluding Supports and cards In the Shadows), their Cost being less than or equal to that of the Hustlers involved. If the Village is targeted and an allied goddess is there, one of the targets ***must*** be that ally: the cataclysm is blind.

Targeted goddesses take raw damage (ignoring Defence), equal to the Cost of the Hustler targeting them. The 3 Hustlers may therefore strike the same enemy goddess or different goddesses, as long as their Cost remains greater than or equal to that of their target.

Example: A Hustler of Cost 3 inflicts 3 raw damage on her target. Another of Cost 2 inflicts 2 damage, but only on a target of Cost 2 at most.

KEY STAT	PREFERRED ZONE
Cost	**The Valley**

III. CLASS ABILITIES

The Dominatrices

3.4 : The art of Shapeshifting

Older, purer, the ***Dominatrices*** have kept their ancestral powers. They possess ***Shapeshifting***: on entering play, they change class for free. A Dominatrix can thus become a Hustler by joining the Valley. Shapeshifting grants her the new class's abilities but makes her lose those of the Dominatrix — a detail that matters for the Divinia era (§4.4). For the other eras, it is a simple, permanent change of class.

KEY STAT	PREFERRED ZONE
Defence	**All**

> **PROMOTING A MASTER**
>
> When a Harem's Master dies, the second card becomes Master: the promotion is ***seamless***. Ongoing combat, tapping, position and zone — everything persists. Only the Master's identity changes.

IV. ERA POWERS

Cyberia & Fantasia

4.1 – 4.2 : War and charm

§ 4.1 THE CYBERIA ERA

the art of death

The Executioners of Cyberia gain the ***Chain (X)*** ability: after inflicting a wound, they immediately attack again, X times (X = their Cost). These attacks cost no Breath and only inflict Fatigue once all are finished.

> **WARNING**
>
> After a wound or an elimination, the opponent can no longer choose whether or not to Block the following chain attacks. A single response covers all the attacks, even if they hit different targets.

§ 4.2 THE FANTASIA ERA

charm multiplied

The Seductresses of Fantasia do not reap a district's benefit once, but ***as many times as there are Seductresses*** on that district (Master and Supports included). Three Seductresses on the Public Baths thus earn three Breaths instead of one.

Likewise, the Altar can heal several points spread over one or more goddesses, and the Expiatory inflict several wounds. The Throne, however, stays reserved for a single goddess for all eras.

IV. ERA POWERS

Sylvania & Divinia

4.3 – 4.4 : Magic and origin

§ 4.3 THE SYLVANIA ERA

mastery of the elements

During their active phase, the Hustlers of Sylvania cast ***all their incantations for free***, paying no Breaths. They remain subject to Fatigue when incanting; only the cost is waived, and only during the active phase.

§ 4.4 THE DIVINIA ERA

the original era

Teleportation — once per active phase, a Dominatrix of Divinia teleports to another zone, with no Breath and no Fatigue; she can act at once. She can also teleport as Support, and bring her Harem along if she is Master.

Innate Shapeshifting — Shapeshifting stays available at all times, even after a first transformation. Free on entering play, it then costs 1 Breath each further use (for example to regain Teleportation, reserved for Dominatrices).

Multi-classing — as a Harem's Master, a Dominatrix of Divinia gains all her Supports' classes and can use their abilities as her own.

IV. ERA POWERS

The Demonia Era

4.5 : The Demonic Portal

Demonia never quite dies: fallen goddesses can return from the Void thanks to the Queen of Demons, the Matriarch.

Demonia's strength is the ***Demonic Portal***: never an empty deck, never short of cards, free reinforcements, and an ultimatum issued from the very first turn. The era is weak in the early game, formidable in the midgame, then runs out of steam late as its advantage fades.

4.5.1 Setup

Before the game, Demonia designates its ***Matriarch*** — the Queen of Demons, any card of the deck by choice — and reveals her to the opponent, then sets her aside. The player draws their hand of 5 or 6 cards as usual. The rest of the deck then splits into two equal piles: the ***draw pile*** (on the Deck slot) and the ***Graveyard*** (on the Void slot, face up), which embodies the Portal. In case of an odd number, the extra card goes to the Graveyard: this way, the Graveyard always holds 7 cards. The Matriarch is placed at the very bottom of the Graveyard (last position).

> **SETUP EXAMPLE (QUICK GAME, 20 CARDS)**
>
> With the Matriarch counting among the 20 cards: the player who begins removes 1 Matriarch and 5 hand cards, so 14 remain → ***Draw*** 7 / ***Graveyard*** 7. If the player does not begin the game, they remove 1 Matriarch and 6 cards for their hand, leaving 13 cards → ***Draw*** 6 / ***Graveyard*** 7. The Graveyard always holds 7 cards.

IV. ERA POWERS

How the Portal works

4.5 : The hourglass of the dead

4.5.2 Activating the Portal

At the start of their turn, before any other effect, the player activates the Portal. The visible top card of the Graveyard then takes one of two paths, by choice: it crosses the Portal and joins the ***hand*** (a free draw), or it slips into the realm of Shadows and joins the Matriarch's ***escort***, under the pile. The Graveyard empties a little more each turn.

Demonia goddesses destroyed during the game also join the Graveyard, under the pile, behind the Matriarch: they add to her escort.

> **THE PORTAL IS A DISCIPLINE**
>
> The Portal activates at each start of turn, before your first action. If you ***forget*** to activate it before acting, the benefit is lost for that turn — no catching up. And if your hand is already full (9 cards, absolute cap), you cannot use draw mode: choose escort mode, or pass.

4.5.3 Voluntary draw

On top of the Portal, the player may draw voluntarily by paying the usual cost (1 Breath). They then choose the ***draw pile*** or the ***Portal***, depending on the visible card at the top of the Graveyard — but only the top card, never by searching the pile, and the card always goes to hand. Drawing from the Portal speeds the Matriarch's arrival but weakens her escort.

IV. ERA POWERS

The Matriarch's arrival

4.5 : The ultimatum

4.5.4 The surge

When the last card leaves the Graveyard — whether through activating the Portal or through a voluntary draw paid mid-turn — the ***Matriarch and her whole escort arrive immediately and for free*** on the battlefield. The player places them wherever they like, in any zone, including as reinforcement, following the usual rules.

The arrivals come in ***fatigued***: they settle in but will not act until the refresh. They may be placed In the Shadows on the Lane, the play then being free, but their future reveal will cost the normal price.

4.5.5 After the arrival

A new Graveyard rebuilds as deaths accumulate, and the Portal keeps activating each turn, but as ***a free draw only***: no more escort to build, no more second wave. If the Matriarch herself dies, she goes to the Void like the others.

> **PURE DECK ONLY**
>
> The Demonic Portal, the Matriarch and all the mechanics specific to Demonia only exist for a ***pure Demonia*** deck. As soon as a deck mixes Demonia with another era, the era power is lost: no Portal, no Graveyard-source, no Matriarch. Demonia cards then die to the Void like the others. Likewise, the Call of Nature incantation always draws from the draw pile, never from the Portal.

V. SPECIAL CASES

Special cases & glossary

5 : Clarifications and lexicon

Executioners, Dominatrices and Chain

An Executioner (or a shapeshifted Dominatrix) who is a Harem's Master has a number of Chains equal to ***her own Cost***, not the whole Harem's Cost.

Glossary

Breath
The game's energy. You collect a number equal to the turn number.

Vitality
A goddess's life points (1 to 3). Zero = the Void.

Fatigue
State of a tapped goddess (tilted). Refreshed at the end of her turn.

On the March
Card played face up on the Lane.

In the Shadows
Card played face down. Cost paid on reveal.

Harem
Master + Supports group counting as a single card.

Master
First card of a Harem; carries its stats.

Void
Zone of permanent destruction (Void slot).

Throne
4th district; grants floating Victory Points.

Demonic Portal
Demonia's Graveyard; the only way out of the Void.

Matriarch
The Queen of Demons; triggers her escort's arrival.

Escort
The goddesses stored under the Matriarch, deployed on her arrival.

> **REMINDER — THE TWO V3.0.1 CHANGES**
>
> 1. Combat is resolved at the active player's chosen moment (§2.3.1). 2. The forced fight to the death is removed: survivors part ways, simply fatigued (§2.3.2).