Vengeance (Can survive anything for one turn) Must die after taking turn **Can only use once** One arm and two legs "Pain for pain! Blood for blood! You will

suffer my death!"

Last Resort (-10 health to another player and -3 health on self) Lose arm on self

Can only use once Two arms and one leg

Shield Bash (Deflect half damage of next attack to the third player) Take no damage from attack Can be used as a counterattack without turn cost **Can only use nce Two arms "Give it** vour best shot, vou

goat-fondler!"

Meat Shield (Effects taken for one turn transferred to another player) Tell everyone activation of power Tell God of War secretly which player Can only use nce Two legs "Fool! I will disappear before

your very eyes!"

next turn deal double damage on attack of choice) Lose two your arms after attack Two arms "My aim shall be swift and true when I deliver this blade to your

Shadow Gamble

(For one turn, have 50%

nullified If attack misses,

chance to dodge one

attack.) If attack hits,

Shadow Gamble is

Harvest of limbs Every player -1 arm or leg of their choosing)

Silence Skip a player's turn of the GoW's choosing) cannot be used when there are 2 players

Blood Bond Two players of GoW choosing +5 health)

Divine Armor Two players of GoW choosing +1 armor)

Salamander's Step (Dodge an attack by an enemy and lose both legs can be used as a counterattack without turn cost

Can only use once

"Who said I needed

legs to kill you?"

(steal 4 health from one player) not affected by armor Can only use once

Head and one arm "Such a kind sacrifice...

Life Steal

Can only use once Two arms and head "Look into my eyes. Your soul is mine!"

Flesh Puppet

(Control for one turn)

Can make players hurt

self Players who are

mind controlled lose

their turn

Seventh Sense of Time (go back to the beginning of this turn with all turn actions undone) Mage loses ult, all actions of previous turn are undone (including spending ultimates, restoration cards, actions, etc)

Mage gets to do another action One arm "Time? There is no such thing."

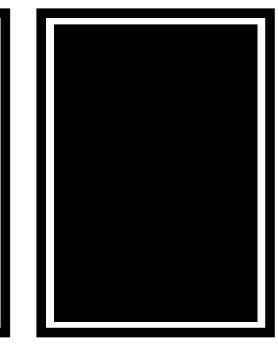
Metamorphosis Swap health of two players of GoW cannot be used when there are 2 players

Blood Sunder 6 health from one player and +3 health to other two players) cannot be used when there are 2 players

Song of Storms First player of GoW choosing -3 health, second player of GoW choosing -2 health, third player of GoW choosing -1 health)

Horn of Triumph First to die is revived with half health Armors and limbs are restored Only activates after being drawn Can't be used when there are only two players





SORCERER Frost Wave (-3 health Petrify (Disable for Arcane Shield Heal (+3 health) if on self; affecting 2 players) **Fire Touch** Heal (+4 health) if on others, (+4 armor for Frost Wave (-5 if there's (-2 armor, (-2 health) but can divy up in any way **Every other turn** one Round) only 1 player) WARRIOR Charge Stun **Sever Arm** Sever Leg (Lose Leg (Disable for one Swing Blade (Lose Arm and Impale (-3 health) and -6 health) (-2 health) -5 health) **Every other Round** ROGUE Gouge Eyes Shank (-6 health) Slash Leg Artery **Shoot arrow** (Damage head Slash (-3 health) (-5 health) (Lose leg, -8 health) and -4 health)

At the twilight of every age, the three greatest heroes of all the known lands are named by the God of War. These champions are summoned to the celestial arena, for the honor of an epic bloodletting. The God of War favors strength and cunning. He will favor one champion to survive the death match. The winners, either the God of War's chosen or the two unchosen, will ascend to Godhood. 1. Four players: 1 God of War and 3 Champions

- 2. 3 Champions close their eyes and the God of War taps his champion
- 3. 3 Champions choose one class each (Warrior, Rogue, or Mage);
- last to choose their class has the first turn and vice versa
- 4. God of War must take their Event Cards, the abilities of which can be hidden from the Champions
- 5. 3 Champions must take their respective specialized cards (3 each), the
- abilities of which can be hidden from other Champions 6. Each Champion has 5 normal abilities which can be used repeatedly. 2 special abilities which can only be used once, 1 ultimate ability which can only be used once, and 1 restore limb ability which can only be
- used once 7. Each Champion begins with an avatar with full limbs; Warrior begins with
- 3 armor 8. Armor: one damage is negated per armor
- 9. Abilities can remove or restore limbs (refer to abilities for details); the use of most abilities are restricted by limb conditions written in red (e.g. Champion must have at least one arm to activate Swing Blade ability)
- 10. On their turn, Champions must activate one non-counterattack ability to affect another champion of their choice (refer to board for details)
- 11. When attacked, Champions with counterattack abilities can activate one counterattack ability without turn cost (refer to board for details)
- 12. At the end of every round (three turns), God of War can activate one Event **Card of their choosing (refer to board for details)**
- 13. When using ultimate abilities, Champions must say an epic line (use provided example for inspiration)
- 14. Disabling Abilities (Petrify, Charge Stun) can only be used every other round 15. God of War's objective is to help their chosen Champion kill the unchosen
- 16. Unchosen Champions' objective is to find and kill the chosen Champion
- 17. The surviving Champions win

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