



GAME RULES

ENGLISH

1.0
VERSION

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Game Summary

In The Divine Origins, two players command armies of fantasy warriors across a four-lane battlefield, wielding the power of ancient realms to outlast and outmaneuver their opponent.

Invoke warriors, activate Sanctuary cards, equip items and rank up your warriors to gain an edge on the battlefield.

Every decision matters. Every lane tells a story. The last player standing wins the battle.

Your deck is your starting point but the world of The Divine Origins runs deep. With elemental attributes, five rarity tiers, and hundreds of cards to collect, building your perfect strategy is a journey all its own. Booster packs hold rare and powerful cards that can transform your playstyle and give you the edge you need to win.

Read the rulebook before your first game. The tactics are easy to learn, but mastering them? That's where legends are made.

Setup

2
PLAYERS

DECK REQUIREMENTS:

Each player must have at least 35 cards with no maximum for a standard game. There can only be up to 3 copies of each card in a deck.

OTHER ITEMS YOU MAY NEED:

DICE

We recommend using dice to keep track of buffs and debuffs on the field because they will add up quick! As well as tracking counters on certain cards. A pack of 5 dice should be sufficient for a standard game.

COIN

You will need a coin for certain card abilities. Before a game flip a coin. Whoever calls it correctly gets to choose who goes first.

LIFE ESSENCE TRACKER

Pen and paper or two phone calculators works best for keeping track! Each player starts with 100 Life Essence and the first player to 0 Life Essence loses the game.

Game Overview

Each player starts with 100 Life Essence and the first player to 0 Life Essence loses the game. You lose Life Essence by taking Direct Attacks or through card Abilities.

Each player starts the game with 5 cards and can Mulligan any number of cards.

Mulligan - Choose as many cards you would like to keep. Place the remaining on the bottom of your deck and draw that many cards. Do not Shuffle (the game is entirely Shuffle free!)

Each turn the player Draws 1 card. Has one Invoke to spend. Has one Sanctuary Cast to spend and can Equip One Item. These limitations can sometimes be broken but they are your main resource. The order of the turn actions are shown on the next page.

Max hand size is 10 cards. If you have more than 10 cards in your Destiny Step you choose which cards to place on the bottom of your deck (do not shuffle) so that you only have 10 cards. If your deck runs out of cards you continue play until someone gets to 0 Life Essence.

Turn Structure Overview

Draw Step

Normal Draw 1 Card. Players only get one “Normal Draw” per turn. Other card abilities will let you draw but they are not “Normal”.

Move Step

Move 1 Warrior into an Empty Adjacent Lane.
See page 14 for details.

Invoke Step

Use your Invoke to play a warrior or rank a warrior up through a Sacrifice. See page 15 for details.

Ability Step

Use abilities on any card in your control.
Equip an Item to a warrior (max once per turn).
Cast a Sanctuary Card (max once per turn).
See page 17 for details.

Combat Step

Attack your opponent. See page 18 for Details.

Destiny Step

Resolve any card abilities. Put cards on the bottom of deck until only 10 cards in hand.

Warrior Cards

W Played in
Warrior
Spot



- 1 Power** Power and Defense are used to determine which warrior wins in an attack across the
- 2 Defense** lane. See the Combat Section for more details.

3 Rank Each warrior has a rank from 1 to 5. Rank 1 warriors can be Invoked into any empty lane. In order to rank a warrior up you must sacrifice a warrior on the field to invoke a rank higher.

4 Attribute Each attribute has a unique playstyle as they originate from a realm in the lore. Attributes can be identified by the color of the border, the attribute text, or attribute symbol.

5 Attribute Symbol

6 Type Every warrior has a type, these types blend the realms together. Each type has a unique playstyle and some cards call out these Types.

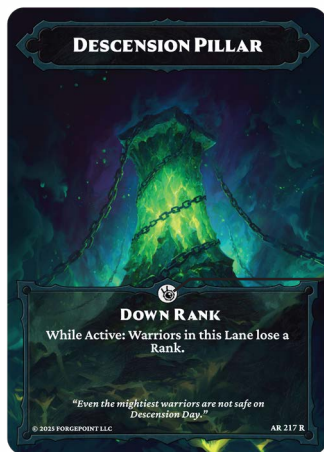
7 Ability Name Every warrior has a unique ability and ability name. These abilities are either always active, one time use, once per turn use, or trigger activated.

8 Ability

9 Flavor Text Lore based flavor text bring the cards together in the realms!

10 Set Number Rarity Each card will have a Set name and Card Number. Next to the Card Number there is a letter denoting the Rarity of the card. The Rarities include Common (C), Uncommon (U), Rare (R), Legendary (L), and Divine (D).

Sanctuary Cards



Spell Type **I**



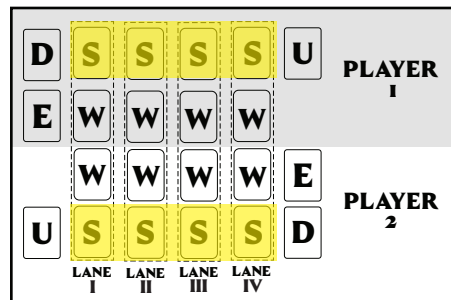
Relic



Mageia



Chant



S Played in
Sanctuary
Spot

I Spell Type



Mageia

Single use spell that still needs a Sanctuary spot to be played. Goes directly to Elysium once resolved.



Chant

Channeled spell that stays active in a Sanctuary spot until it resolves or gets Interrupted by a Direct Attack in that lane.



Relic

Channeled spell that stays active in a Sanctuary spot until it resolves or is Destroyed. They are unaffected by Direct Attacks.

Items

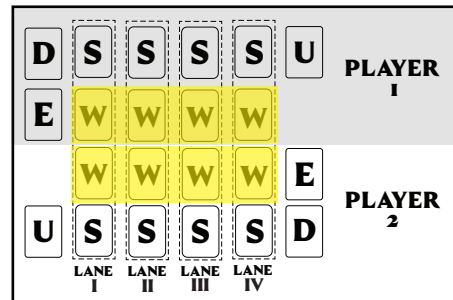
OLD BORDER



NEW BORDER



Items



W Equipped to a Warrior

When a warrior is Defeated, the equipped item goes to Elysium unless otherwise specified.

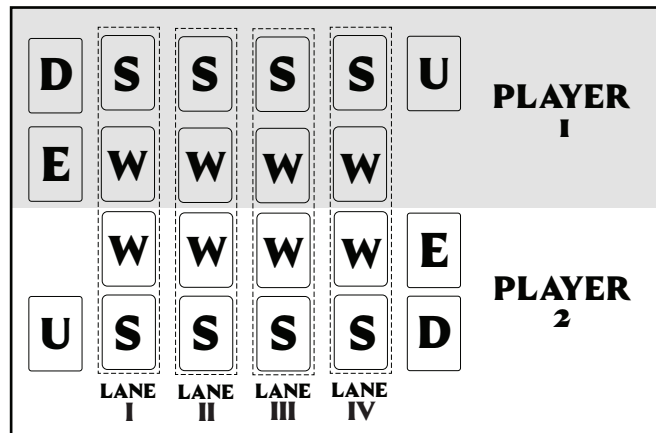
Each warrior can only have one item Equipped at a time.

You can only equip one item per turn unless otherwise specified.

You can only equip items to warriors in your control unless otherwise specified.

Battlefield

The battlefield has four lanes. Each lane has a Warrior spot and a Sanctuary spot for each player. Warriors can move between lanes during a turn or when they Dodge attacks.



Warrior Spots

W

Players may Play warriors into these spots by Invoking or Conjuring them on their turn or when a card is triggered. You must have a free warrior spot to Play a warrior. Items are equipped on top of warriors in these spots.

Sanctuary Spots

S

Players may Play Sanctuary cards into these spots only once per turn unless otherwise specified. Sanctuary cards include Relics, Chants, and Mageia. An empty Sanctuary spot is required to play a Sanctuary card.

Deck Spot

D

Place your shuffled decks here. Fun fact: there is no need to shuffle during a match. Deck must start with at least 35 cards and a max of 3 copies of each card

Elysium Spots

E

The Elysium spot is where all cards go when they are either defeated or used in battle. Many cards reference this spot and some cards can be used from this spot.

Underworld Spots

U

The Underworld spot is where cards go when they are exiled from play. Think of it as a secondary Elysium. Cards can be exiled from the field, hand, and from Elysium.

Battlefield Continued

Adjacent Lane Example:

- Lane 1 is Adjacent to Lane 2.
- Lane 2 is Adjacent to Lane 1 and Lane 3.
- Lane 3 is Adjacent to Lane 2 and Lane 4.
- Lane 4 is Adjacent to Lane 3.

Lane 1 and 4 are called “Outer Lanes”.

Lane 2 and 3 are called “Inner Lanes”.

PLAYER 2

PLAYER 1



Move Step

In the Move Step players have the option to Move one warrior in their control to an empty Adjacent Lane.

Relics and Chants must be played into a Sanctuary Spot and cannot move spots (unless otherwise specified).



Invoke

Each player can Invoke only **one** warrior per turn. There are two ways to Invoke a warrior: a Regular Invoke, or a Sacrifice Invoke.

Players can Invoke a warrior into any empty warrior spot on their side of the Battlefield by Playing a Rank 1 Warrior. This is a regular Invoke.



Rank 1



Conjure

Players can also Conjure warriors meaning Play them to the battlefield without any cost through card Abilities. Players can Conjure as many warriors as they want as long as they have empty warrior spots for them. Warriors can be conjured into any lane.

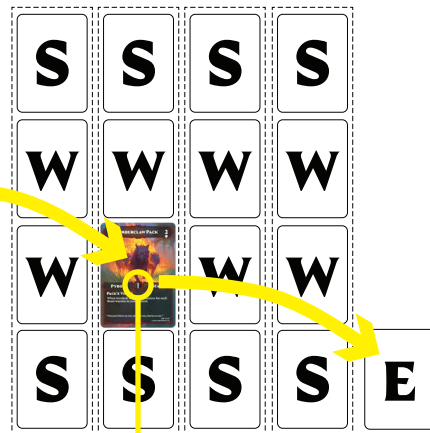
Sacrifice

A Sacrifice takes your Invoke for the turn. It is the main way for players to Rank warriors up. To Sacrifice you must send a warrior in your control as a Sacrifice to play the next rank up. The new warrior goes in the same warrior spot as the Sacrificed warrior.

You can Sacrifice a warrior of the same rank. (i.e. a Rank 3 for another Rank 3, or a Rank 4 for a Rank 4, etc.)



Rank 2



Rank 1

Ability Step

You may play ONE Sanctuary card per turn (unless otherwise specified).
You may equip ONE Item card per turn (unless otherwise specified).

Activate any Ability on any card you control or in your hand (as many as you want). Abilities can be activated in any order. Some Abilities have multiple parts. All conditions on the cards must be met to activate the card. If the ability triggers another card's ability, the initial card must fully be resolved before the next card is resolved.



For example, when using Altar of Lux to discard Solara the player must first discard Solara and draw a card before activating Solara's Conjure ability. The player must be able to fully activate the card ability, which in this case, means the player must be able to draw to activate the Altar of Lux.

Combat

The attacking player chooses the attack order of Warriors. Each warrior attacks once per Combat unless otherwise specified. The order matters! If you attack Directly deal damage equal to attacking warriors Power.

Warriors attack straight ahead in the lane they are in (unless otherwise specified). Warriors can only attack a warrior if their Power is greater than or equal to the opposing warriors Defense.

Attacker		Defender	
7 FLAME ORACLE 7 PHOS II SHAMAN FLAME EXCHANGE Once per turn: Discard a Sanctuary card to your opponent's hand. "The light burns in our shadows. It is not here, it is there." AR 111 U		8 SHA-BA YUBABA 11 NYX II ARTIFICER FLAME POWER When this warrior has no items equipped: Discard one of your Equipment until you Agree (cannot be cancelled) "The light burns in our shadows. It is not here, it is there." AR 111 U	Flame Oracle has a lower Power (7) than Sha-ba Yubaba's Defense (11) and thus cannot attack.
8 SHA-BA YUBABA 11 NYX II ARTIFICER FLAME POWER When this warrior has no items equipped: Discard one of your Equipment until you Agree (cannot be cancelled) "The light burns in our shadows. It is not here, it is there." AR 111 U		10 GOLDEN STAG 7 PHOS II BEAST LIGHT BURNING Once per turn: Discard a card. Conjure a Rank I or lower Phos from your Hand. "The light burns in our shadows. It is not here, it is there." AR 111 U	Sha-ba Yubaba's Power (8) is greater than Golden Stag's Defense (7). If Golden Stag does not Dodge it will be sent to Elysium.
7 FLAME ORACLE 7 PHOS II SHAMAN FLAME EXCHANGE Once per turn: Discard a Sanctuary card to your opponent's hand. "The light burns in our shadows. It is not here, it is there." AR 111 U		10 GOLDEN STAG 7 PHOS II BEAST LIGHT BURNING Once per turn: Discard a card. Conjure a Rank I or lower Phos from your Hand. "The light burns in our shadows. It is not here, it is there." AR 111 U	Flame Oracle's Power (7) matches Golden Stag's Defense (7). If Golden Stag does not Dodge this attack both warriors would be Slain and sent to Elysium.

Dodge Mechanic

When a warrior is attacked, they have the option to Dodge to an empty adjacent lane. This allows players to opt into taking Direct Damage equal to the attacking warriors Power to save their warrior. Warriors can only Dodge one time per turn unless otherwise specified. Dodges are not moves and Moves are not Dodges.



LANE I LANE II LANE III LANE IV

In this instance, when Golden Stag attacks, Flame Oracle has an empty adjacent lane to Dodge into.

Flame Oracle can choose to Dodge into the lane to the right.

If the attack is Dodged, Player 1 would take Direct Damage from Golden Stag equal to its Power and their Altar of Lux Chant would be Interrupted and sent to Elysium.

If Flame Oracle does not dodge, Flame Oracle is sent to Elysium, the Altar of Lux stays active, and the player takes no Direct Damage.

Dodge Mechanic Cont.



LANE I LANE II LANE III LANE IV

In this instance, Flame Oracle has no Adjacent warriors.

If Golden Stag attacks Flame Oracle, Flame Oracle can Dodge into either lane.

If Flame Oracle Dodges, Player 1 would take 10 Direct Damage but their Relic stays active. Relics are unaffected by Direct Attacks.

Dodge Mechanic Cont.

When a Warrior has no empty Adjacent lane if it gets attacked it has no option to Dodge and it will be sent to Elysium. No Direct Damage is dealt.



LANE I LANE II LANE III LANE IV

In this instance Sha-ba Yubaba blocks Flame Oracle's only adjacent space.

If Golden Stag attacks Flame Oracle, Flame Oracle cannot Dodge and will be sent to Elysium. However, Player 1 would take no Damage and the Altar of Lux Chant stays active.

Outer lanes only have 1 available Adjacent Lane and are more dangerous.

Inner Lanes have 2 available Adjacent Lanes.

Dodge Mechanic Cont.



LANE I LANE II LANE III LANE IV

If Golden Stag attacks Flame Oracle, Flame Oracle cannot dodge and will be sent to Elysium. Player 1 would take no Direct Damage.

Warrior Modifiers

Some warriors have a Warrior Modifier below their ability. These modifiers add a layer of strategy to the cards.

Modifiers are usually innate to the warrior but can also be added to a warrior with card abilities.



Modifier

Modifiers:

- Apex (cannot be Sacrificed)
- Immobile (cannot change lanes)
- Unarmed (cannot attack)
- Overloaded (cannot be buffed)
- Slow (cannot attack the turn they are invoked)
- Swift (can dodge twice)
- Seduction (opponent warrior in this lane cannot move)
- Silence / Silenced (cannot use their ability)
- Stationary (cannot change lanes or attack)
- Reach (can attack adjacent lanes)
- Tactician (free extra move in ability step)
- Bleed (excess Power when slaying a warrior is dealt directly to opponent)

Spell Modifiers



Modifier

Chants, Relics, Items, and Mageia can also have a modifier below their ability which helps balance the cards.

Modifiers:

- Exclusive (only one copy can be active on your side of the field at a time)
- Limited (you may only use this card once per game)
- Dark Spell (send to Underworld when used)
- Drain (you cannot use this card if you invoked this turn)
- Desperate (you may only use this when outnumbered)

Keywords

The Divine Origins uses keywords to keep ability text boxes clean and easy to read. This next section will supply all of the keywords in this first run. More will be added in the future.

Actions:

Invoke

Play a Rank 1 warrior to the field or Sacrifice a warrior to play a warrior with the same rank or 1 higher. Standard way to deploy a warrior.

Conjure

Play a warrior to the field from your Hand or Elysium without paying an Invoke cost.

Deploy

A warrior entering the field by any means - Invoked or Conjured.

Attack

A warrior initiates combat against the opposing warrior in its lane, or attacks Directly if the lane is empty.

Direct Attack

An attack against the opponent's Life Essence when no opposing warrior is in that lane.

Sacrifice

Send a warrior you control to your Elysium, usually as an Invoke but not always.

Destroy

Remove a warrior from the field and send it to the Elysium. Destroyed cards can still be Recovered.

Keywords

Actions:

Exile (send to Underworld)

Send a card to the Underworld from hand, battlefield or even Elysium.

Unexile (from your Underworld to Elysium)

Move a card from your Underworld to your Elysium.

Recover (from your Elysium to Hand)

Move a card from your Elysium back to your Hand.

Return (from your Underworld to Hand)

Move a card from your Underworld back to your Hand.

Recall (from Battlefield to Hand)

Move a warrior from the Battlefield back to its owner's Hand.

Discard

Send a card from your Hand to your Elysium.

Mill

Send cards from the top of a deck to the Elysium.

Play

Put a Warrior, Relic, Item, Chant, or Mageia card on the battlefield from your Hand.

Negate

Cancel an attack or ability so it has no effect.

Buff / Debuff

Increase / decrease a warrior's Power and/or Defense. 'Permanently' persists; otherwise lasts until end of step or turn. If a warrior is Defeated or Recalled its Buffs are removed.

Keywords

Triggered

Divine Offering (when discarded or milled)
A triggered ability that activates the moment this card is discarded from your Hand or milled to your Elysium. The effect happens even though the card never entered the field.

Warrior's Fate (sent from Battlefield to Elysium)
A triggered ability that activates when this warrior leaves the Battlefield for your Elysium (defeated, sacrificed, or sent by an ability).

When Deployed (invoked or conjured)
Triggers whenever this warrior enters the field by any means.

When Invoked
Triggers only when this warrior enters the field through a standard Invoke, not through Conjure.

When Slain (by combat)
Triggers when this warrior is defeated specifically by an Attack in Combat. (Slay / Slain / Slew refer to combat defeat only.)

Defeated (combat or ability)
When a warrior is removed from the field by either combat or an ability. Broader than Slain.

Destroyed (by ability)
When a warrior is removed from the field to Elysium due to being destroyed by an ability.



Keywords

Outnumbered (opponent controls more warriors)
A condition that is true while your opponent controls more warriors on the field than you do.

Halt (temporarily negate)
Temporarily negate an attack or ability.

THANKS FOR PLAYING

If you have any questions please join the discord! We are always happy to answer questions.

To join, go to our website and click the discord logo on the front page.

**<https://www.thedivineorigins.com>
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