

All the base rules for Yggdrasil still apply when playing with this expansion except for the transe and Hel's effect.

TRANCE

*In renouncing my divinity,
My brothers' power grew mightily.
For, by the magic of the Seidr,
These worlds and I are now bound.*

In a selfless act of sacrifice, a God can enter a trance to increase all of the other Gods' power.
This expansion adds a new action in addition to the original nine.

For one action, the active God can enter or leave a trance. Simply turn the God sheet over to the other side (normal or trance).

The active God cannot enter and leave a trance during the same turn.



Trance

As long as a God is in a trance,

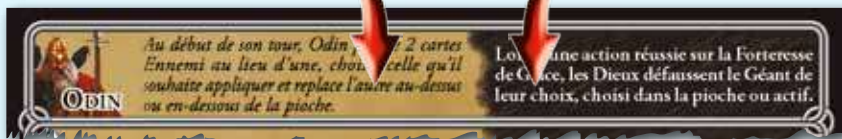
- he and all the Gods get a new power: the Trance Power of the God under the trance. The Trance Power can be used by any of the Gods, including the one under the trance.

However

- This God under a trance loses his Personal Power and
- the God under a trance cannot perform an action in Asgard, i.e., the God under a trance cannot attack one of the six enemies.

PERSONAL POWER

TRANCE POWER



HEL

The Viking counters that Hel removes from the bags are not placed on the World of the Dead any more, but are permanently discarded. The Gods cannot use them again during the game.





ODIN

At the beginning of his turn, Odin draws 2 Enemy cards instead of one, chooses which one he wants to play and puts the other one back on or under the deck.

When they play on the Ice Fortress and defeat a Giant, the Gods discard the Giant of their choice, one who is active or one who is still in the deck.



THOR

Thor has a permanent bonus of +1 for combat.

The combat strength of each Giant is reduced by 1.



FREY

Frey can perform 4 actions (instead of 3) during his turn, but they still have to be different.

On the Sacred Land, the Gods apply all the effects of the track up to and including the point where the Vanir is. Then, it is put back on the first space of the track.



FREYJA

Freyja can perform 2 of her 3 actions on the same world. She can enter and go out of the Trance during the same turn.

When they fight, only half of the Vikings used (rounded down) is placed in the World of the Dead. The other half is given to Freyja.



TYR

Tyr can roll the die twice and choose one of the results in any situation.

When fighting, the Gods do not discard Vikings until after rolling the die.



HEIMDALL

Heimdall can take 4 counters instead of 3 when he looks for souls in Midgard.

All the Gods (including Heimdall) now have Heimdall's Personal Power as the Trance Power.



FRIGG

When Frigg looks for souls in Midgard, she places all the Fire Giants she finds in the Kingdom of Fire.

When they play on the Kingdom of Fire, the Gods remove 5 Fire Giants from the bag of their choice. If there are less than 5 Fire Giants left, all of them are removed.



VIDAR

In combat, every Elf that Vidar uses before rolling the die counts for 2 Elves.

When they play on the World of the Elves, the Gods can discard an Elf and take 4 Vikings from the World of the Dead, instead of taking an Elf.



MAGNI

The Vikings that Magni uses in combat are put in the bag of his choice instead of on the World of the Dead.

When the active God is fighting, one other God can help him by giving him any number of his own Elves, Vikings or any combination of the two groups.



SIF

Sif can play three times on the Dwarven Forge for only one action.

All the Artifacts' bonus increase by 1.



NJORD

When Njord looks for souls in Midgard, he can choose the counters in the bag instead of taking them at random.

When they look for souls in Midgard, the Gods can ignore the Valkyrie and take counters in the non-Submerged island of their choice.



IDUNN

When Idunn draws an Enemy card, the power of its effect is reduced by 1. (Fenrir with 0 lightning is calmed down automatically for 1 action.)

At the beginning of each God's turn, the God rolls the die. If the result is white or blue, that God gets 1 additional action for this turn.