

AEON'S END LEGACY

Spoilers for Chapter 1 Contained Inside

PROLOGUE

"You are not breach mages yet," Brama lectures as she paces down the line of students, her frail form belying her immense power. "Breach mages have protected us since the beginning — since the burning of the world and our pilgrimage into the dark. It was they who founded Gravehold, our last bastion, and if you wish to stand beside these living legends, you must listen and learn. The Nameless shall come again, as they always have, and you will need to be ready. You are the hope of our future."

As a young apprentice, you grew up to stories of the breach mages. Brama, the teacher, wisest of the mages. Dezmodia, the prodigy, master of great magic. Mist, the stoic leader and tactical genius. Malastar, the magical craftsman. Rebellious, powerful, and reckless perfectly sum up Xaxos. These mages are your heroes and tomorrow, after your ordeal, you will join their ranks.

"Each of you must overcome your ordeal to learn discipline and focus, the tools you will need to defend Gravehold. We are nothing without Gravehold. To be a breach mage is to sacrifice your life for Gravehold. When you die, it will be in defense of our city. Once you understand this universal truth...only then will you be ready to become a breach mage."

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Missing any components? Email contact@indieboardsandcards.com.

Have rules questions? Visit <https://boardgamegeek.com/boardgame/241451/aeons-end-legacy>.

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Have you played *Aeon's End* before?
If you have, be sure to read through this entire rulebook. While *Aeon's End: Legacy* is mostly the same game, there are a few rules that are not included from the start of the campaign. This rulebook will also serve as a good refresher on how to play.



Unlike most games which fully reset every time they are played, *Aeon's End: Legacy* carries some elements forward from one game to the next. Decisions you make in the first game will affect all future games in your campaign. Different groups will make different decisions which will result in each group having a unique experience. Sometimes you will write on parts of the game. Sometimes you will put stickers on the cards or the playmat. These changes are permanent. Strategic play and thoughtful decision making will be rewarded, while reckless play and rash decision making might prove to be a liability.

As you play, you will learn about other ways the game will change.

Some elements of play are hidden before the first game. At specific points in the campaign, the players will be instructed to open sealed packages that contain hidden information. Do **not** open the packages in the game box until instructed to do so. Some rules, labeled A through Z, are missing throughout this rulebook. As you play, you will gain these missing rules in the form of stickers which you will then be instructed to place into the rulebook. From that point on, the rules will be permanently changed. You may be asked to banish a card. To do that, place that card in the box in the banished section. **Do not use banished cards again unless specifically instructed.**

At the beginning of *Aeon's End: Legacy*, you will start as an adept mage, one that is not very powerful and has much to learn. After each game you will learn additional powers and make choices about which effects and abilities your character will wield. At the end of the campaign, you will have a unique mage that you can play in any other *Aeon's End* games!

Once a campaign is started, it must continue with the same number of players throughout the entire campaign. If a player is missing, try having one of the other players take on the role of the missing player's character as well as their own. Players cannot be added to a campaign once it has started.

OBJECT OF THE GAME

Aeon's End: Legacy is a cooperative deck building game where your deck is never shuffled. Your goal is to defeat the nemesis before your home, Gravehold, is overrun or the players are exhausted.

Each round, the players and the nemesis will take turns in a random order. During a player's turn, they will be able to cast spells, acquire additional gems, relics, and spells from the supply, and manipulate their spell casting breaches. All the different nemeses included in the game are unique in the actions taken during their turns, and will require a different strategy to be defeated.

The following section introduces the game components and the game terms used with those components. Please take some time to become familiar with this section before reading the rules.

CONTENTS



30 "1" life tokens,
10 "5" life tokens:
used to track the life
of the players and
minions.



10 power tokens:
used on certain nemesis
cards to track the
number of turns until a
power resolves.



2 turn tokens:
used when playing with four
players to determine who has
already taken a turn this round.



2 life dials: used to track the life of
Gravehold and the nemesis.

A

Unlocks end of Chapter 2.

B

Unlocks beginning of
Chapter 3.

C

Unlocks
beginning of
Chapter 4.

D

Unlocks end of Chapter 5.

E

Unlocks end of Chapter 3.



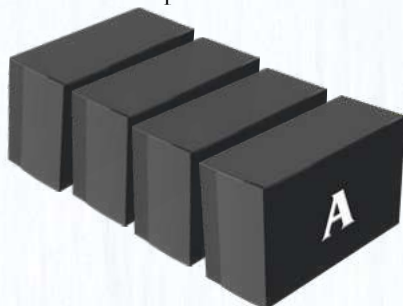
4 player aid cards: used for quick reference of the phases of a turn.
Located in Deck Ib.
Open when instructed to do so.



9 turn order cards: used to determine the order of play during the game.
Located in Deck Ib.
Open when instructed to do so.



12 breaches: used by the players to cast their spells.



4 Boxes: These are labeled A, B, C, and D. Do not open these until instructed to do so. (These are envelopes in the prototype.)



12 Stop decks: These contain all of the cards needed for the game. These decks have the following letters: E, Ia, Ib, Ic, Id, II, III, IV, V, VI, and VII.



4 player mats: used for tracking the important information of each player



First game setup sheet: follow these instructions when setting up the first game.



11 card dividers: Use these when storing the game to keep the different sets of cards separate.



7 sets of mats: These contain all the player and nemesis mats needed for the game. These mats are numbered 1-7.



7 pages of Insights: these contain the stickers that will be used throughout the campaign. Do not open any of the sections until instructed to do so.

COMPONENT ANATOMY

PLAYER MATS

- ① **Breach Mage Name:** Players will write the name they choose for their breach mage.
- ② **Breach Setup:** The initial configuration of your breaches.
- ③ **Starting Hand:** The five cards which you will have in your hand at the start of the game.
- ④ **Starting Deck:** The five cards, and the order in which they are placed in your starting deck. Place the leftmost cards at the top of your starting deck.
- ⑤ **Life:** Place your life tokens here.
- ⑥ **Deck:** Place your deck facedown here.
- ⑦ **Discard:** Place your discard pile faceup here.

F
Unlocks end of Chapter 2.

G
Unlocks end of Chapter 3.

BREACHES

Breaches are double-sided tokens used to prep and cast spells. A player may prep a spell during their turn by placing that spell from their hand onto an open breach with no other spells prepped to it. On a subsequent turn, a player's prepped spells may be cast by discarding the spell card.

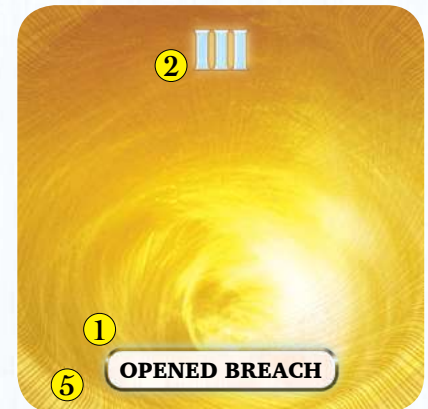
- ① **Open/Closed:** One side of the token is used to indicate that the breach is open, the other indicates a closed breach.
- ② **Breach Number:** The number used during setup to indicate where each breach is placed next to each player mat.
- ③ **Open Cost:** The cost, in aether (⚡), to open the breach. When a breach is opened, flip it to the opened side. Once a breach is opened, it remains opened for the rest of the game.
- ④ **Focus Cost:** The cost, in aether (⚡), to focus the breach. When a breach is focused, rotate the breach token 90° clockwise. A player may prep a spell to a closed breach on their turn if that breach was focused that turn.

You may focus or open breaches in any order. For example, you may focus or open breach III before breach II.

H
Unlocks end of Chapter 2.



Opened Breach (front)



Closed Breach (back)



PLAYER CARDS

All of the various cards that make up the deck and hand of each player as well as the supply piles are player cards. The players will use these cards in an attempt to defeat the nemesis each game. Each player starts with a hand and deck of cards. Players will gain more cards for their deck from the supply piles by spending aether (☉).

- 1 **Cost:** The cost in aether (☉) that a player must spend to purchase this card from the supply.
- 2 **Card Name**
- 3 **Effect:** The effect that is resolved when this card is played. Gems and relics have effects that are resolved immediately. Spells need to be prepped to a breach before they can be **Cast**. If any card contradicts this rulebook, follow the card's effect.
- 4 **Type:** There are three types of player cards: gems, relics, and spells.
 - **Gems** are played to give you aether (☉), the main currency of the game. Aether can be spent to gain more cards, focus, and open breaches. (Breaches are the conduits through which spells are cast.)
 - **Relics** have a variety of useful instantaneous effects.
 - **Spells** are the main way of dealing damage to the nemesis and his minions. Spells must be prepped to a breach (that is, the spell card must be placed on a breach token next to your player mat) before you can cast them.
- 5 **Flavor Text:** Has no effect on play. Provides further lore into the world of *Aeon's End: Legacy*.
- 6 **Card Number**



Player Card

LEGACY DECK CARDS

The Legacy deck contains cards that will describe what happens over the course of all of the games of *Aeon's End: Legacy*. The deck is arranged in a specific order—do **not** look through or shuffle these cards. The Legacy deck should be stored in the game box when not in use. For more information about the Legacy deck consult the back of the First Game Setup sheet.

- 1 **Title**
- 2 **Narrative:** A short passage of narrative that helps to explain what is happening in the story.
- 3 **Instructions:** Functional instructions regarding which decks to open, cards to banish, and stickers to apply.
- 4 **Card number:** The legacy deck is arranged in a specific order—do **not** look through or shuffle these cards. If the Legacy Deck becomes scattered, have someone who is not playing the game put the cards back in order using the numbers in the corner of each card, making sure the back of the card with the highest number is at the back of the deck.

1 CHAPTER 1 INTRODUCTION

- 2 *You are filled with nervous apprehension on the morning of your ordeal. Brama arrives in your chambers to escort you and the others to Chasmwalk—a long, silent journey. The enormity of the ordeal stretches before you, and you wonder what life will be like as a Breach Mage.*

Suddenly, the devastation begins. First it was an earthquake, followed by screams. Now, Gravehold is aflame. A vicious Nameless has emerged from the largest breach Gravehold has ever seen, its terrible minions close behind. You dive to the ground, as Brama commanded before running into battle.

- 3 Read the back of this card.

4 L02Front

Legacy Card (Front)

1 CHAPTER 1 INTRODUCTION

- 2 *You hear the sizzle of fireballs and the cries of the mages as they bring fire down upon this Nameless, but its minions are strong. You are close enough to hear the screams as one mage is torn to pieces by a bladed warrior—another disintegrated with a beam of darkness.*

"We are going to lose this battle!" Brama coughs as she appears out of a billow of smoke, cradling a wounded arm. "We are overwhelmed, and there is no time to spare. Gather your wits and spells and hold off these creatures however you can. Buy us some time before Gravehold falls! This is now your ordeal!"

- 3 Read the front of L03.

4 L02Back

Legacy Card (Back)

NEMESIS MAT

- 1 **Nemesis Name**
- 2 **Life:** Starting life of the nemesis. The nemesis's life is tracked on its life dial. If the life of the nemesis ever reaches zero, the players win.
- 3 **Unleash Effect:** The effect that occurs when the Unleash keyword resolves. Each nemesis has a unique Unleash effect.
- 4 **Additional Rules:** Any additional rules that pertain only to this nemesis.
- 5 **Increased Difficulty:** Some nemeses will have information about increasing the difficulty of the nemesis in this section. This is an optional rule that can be used to adjust difficulty when this nemesis is played outside of the campaign of *Aeon's End: Legacy*.
- 6 **Difficulty Level:** How difficult this nemesis is compared to the other nemeses. The difficulty level ranges from 1 (easiest) to 10 (most challenging).
- 7 **Setup:** Additional information required during setup for this nemesis.
- 8 **Nemesis Story:** Has no effect on play. Provides further lore into the world of *Aeon's End: Legacy*.



Front of Nemesis Mat

Back of Nemesis Mat





Minion Card



Power Card



Attack Card

NEMESIS CARDS

Nemesis cards are the attacks, minions, and powers the nemesis uses to fight against the players and Gravehold. The nemesis deck is constructed at the beginning of each game from a mixture of basic nemesis cards that can be used in any nemesis deck, and a number of unique cards that are only used with that particular nemesis.

- ① **Card Name**
- ② **Type:** There are three types of nemesis cards: attacks, minions, and powers.
 - **Attacks:** Attacks are resolved immediately and then discarded.
 - **Minions:** Minions enter play with life tokens and stay in play until defeated. They have persistent effects which are resolved during the nemesis's main phase. If the life of a minion reaches zero, it is immediately discarded.
 - **Powers:** All power cards have "POWER X:" on them. When a power card enters play, place X power tokens on it. Unless discarded, power cards stay in play for X nemesis turns before resolving. During the nemesis main phase, remove one power token from every power card in play. When a power card has no power tokens left, resolve its effect and then discard it.
- ③ **Life:** Minion cards have life which can be depleted by dealing damage to the minion. If the life of a minion reaches zero, it is immediately placed in the nemesis discard pile.
- ④ **Effect:** The effect that is resolved for this nemesis card.
- ⑤ **TO DISCARD effect:** Some power cards have a "TO DISCARD:" effect. During any player's main phase, that player may fully resolve the effect listed to discard that power card. If a power card is discarded this way, its effect is not resolved.
- ⑥ **Nemesis:** The nemesis to which the card belongs. Cards that say "Basic" may be used with any nemesis.
- ⑦ **Tier:** There are three tiers of nemesis cards. Tier 1 cards are less dangerous than Tier 2 cards, which are less dangerous than Tier 3 cards. Some unique nemesis cards are marked as Tier 0. These cards are covered in the additional rules section of the nemesis to which they belong.
- ⑧ **Card Number**

SETUP

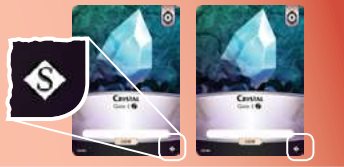
FIRST GAME SETUP

Before you read any further, read the first game setup sheet. That sheet will walk you through setting up your first game. Then follow the setup instructions below.

PLAYER SETUP

- 1 Each player takes their playmat and places it in front of them.
- 2 Each player builds their starting hand and deck as shown on their playmat. The cards should be in the order shown with the leftmost card(s) being the top card(s) of their deck and the rightmost card(s) being the bottom card(s) of their deck.

Starter Cards: To differentiate the starter cards from the cards used in the supply, the cards used to form your initial hand and deck are denoted with a  in the lower right corner.



J

Unlocks beginning of Chapter 5.

- 3 Each player receives one breach of each type shown on their mat. Players arrange their breaches as indicated on their player mat.
- 4 Each player starts the game with 10 life. Set the Gravehold life dial to 30. The players and Gravehold can never have more than their starting life.

TURN ORDER DECK

- 5 The turn order deck is always composed of four player turn order cards and two nemesis turn order cards. Once the players have determined how many of each turn order card they will need for the turn order deck, each player writes their character's name on the number of turn order cards specified. Be sure to write your name on the turn order cards that correspond to the color of your character. The configuration of player turn order cards is as follows:

- For **one player**, place four turn order cards in the deck for that player.
- For **two players**, place two turn order cards for each player in the deck.
- For **three players**, place one turn order card for each player plus the wild turn order card in the deck. When the wild turn order card is drawn, the players decide which one of them will take that turn. The wild turn order card is a player turn order card. When an effect refers to the wild turn order card, the players choose who is affected.
- For **four players**, use the turn order cards that are two colors. Each player will write their name on two cards. Each card will have two names on it. You will also need to set out the two turn tokens. When an effect refers to one of the turn order cards with two player names on them, the players choose which of those two players is affected.
- Regardless of the player count, add two nemesis turn order cards to the deck and shuffle it.

When the turn order deck is empty and a new turn order card must be drawn or revealed, shuffle all of the turn order cards together and place them facedown to make the turn order deck again.



TURN ORDER DECK EXAMPLE FOR TWO PLAYERS

(5) Abby and Bob are playing a two-player game, so they will make a turn order deck that contains two turn order cards for each player. While following the instructions on the first game setup sheet, Abby chose to name her character "Claire." Abby writes "Claire" on two turn order cards. Bob named his character "Dax," so he writes "Dax" on two turn order cards. They combine those four cards with two nemesis turn order cards to make the turn order deck.



TURN ORDER DECK EXAMPLE FOR FOUR PLAYERS





2 Player Starting Hand

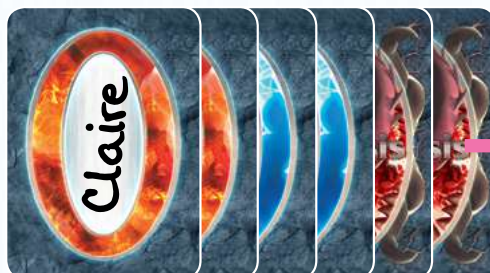
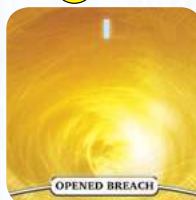


Bottom of deck



Player Starting Deck (not shuffled)

3 Breaches I, II, III, (aligned as shown on the mat)



5 Turn Order Deck (shuffled)



NEMESIS SETUP

- 6 Set the nemesis life dial equal to the number shown on the nemesis mat. The nemesis can never have more than its starting life total.
- 7 Setup the nemesis deck based on the instructions in the Legacy deck.
- 8 Read the back of the nemesis mat for all of the setup instructions specific to this nemesis.

K

Unlocks beginning of Chapter 3.

This sticker will replace steps 7 and 8.

L

Unlocks beginning of Chapter 3.

Tier 0

Depending on the nemesis, there may be other cards used besides the nemesis deck. These cards are marked as tier 0. Refer to the nemesis mat for specific instructions.

MAELSTROM'S RALLY

"Hold on!" Brama cries out. "We need a little longer! Weaken Maelstrom. Dezmodia can deliver the final blow. The reactor glows for a moment and our wounds mend on their own. The player gains 2 life."

MAELSTROM

0

SUPPLY SETUP

- 10** The supply piles are the player cards that can be gained during the game. The supply is composed of nine supply piles. Each pile contains several copies of the same card. Players will have access to the nine cards found in Deck 1A at the start of the campaign.

SUPPLY UPGRADES

After every game, the players will be presented with card piles that they can add to the supply. Players must add two of those card piles to the supply, but they must also banish two card piles from the supply. Players will also banish the cards that they did not choose to add.

M

Unlocks end of Chapter 3.

SUPPLY

Place each card of the same name in its own separate pile, in the middle of the table.

Gems are the primary source of gaining aether (⚡). Spending aether (⚡) is how you gain new cards, focus, and open breaches.

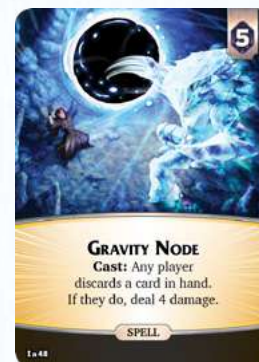
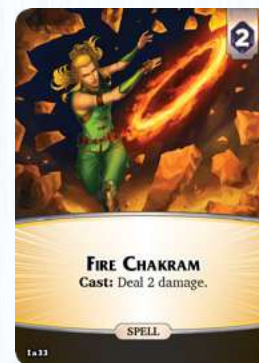
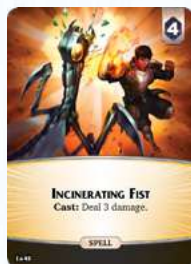
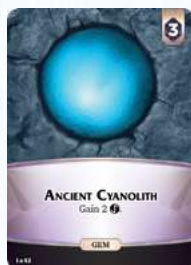
- There are seven gem cards in each gem supply pile.

Spells are the primary source of damage to the nemesis and its minions. They must be prepped to a breach on one turn in order to be cast on a later turn.

- There are five spell cards in each spell supply pile.

Relics have a wide variety of effects and are resolved as soon as they are played.

- There are five relic cards in each relic supply pile.



Empty Supply Piles

If a supply pile runs out, it is empty. Do not replace it.

Tip: It is recommended that the supply has at least one gem that costs 3 ⚡ so that players have the ability to buy more expensive cards on subsequent turns.

GAMEPLAY

TURN ORDER

Aeon's End: Legacy has a variable turn order which is determined by the turn order deck. At the start of the game and after each player or nemesis turn ends, draw a card from the turn order deck to determine who takes the next turn. Place that card on the top of the turn order discard pile.

When playing with four players, each player will have two turn order cards with their name on it. When one of these cards is drawn, the players choose which one of those two players will take the turn. That player places the corresponding turn marker on their playmat and takes the turn. When the matching turn order card is drawn later in the round, the other player must take the turn and the turn order token is returned to the middle of the table.

If you need to draw or reveal a card from the turn order deck and that deck is empty, shuffle the discarded turn order cards together facedown to replenish the turn order deck.

PLAYER TURN OVERVIEW

1. Casting Phase

You may Cast any of your prepped spells in opened breaches.

You must Cast any of your prepped spells in closed breaches.

Place cast spells on top of your discard pile as they are cast.

2. Main Phase

You may resolve the following actions in any order and as many times as you want:

1. Play a gem or relic card
2. Gain a card
3. Focus a breach
4. Open a breach
5. Prep a spell to a breach
6. Resolve a "While prepped" effect
7. Resolve a "TO DISCARD:" effect

N

Unlocks end of Chapter 2.

3. Draw Phase

Place all the gems and relics that you have played this turn on the top of your discard pile in any order you choose.

Draw cards from the top of your deck until you have five cards in hand.

OOPS!

What happens if you forget or miss a rule? In most cases, minor slips will not really matter. A little rule confusion here or there, or something forgotten, will not greatly impact your game.

Just make sure you remember for next time.

In some cases, a missing or confused rule will result in the game being too easy or too hard. In the end, it is just a game, and the true object is to have fun.

TURN ORDER EXAMPLE

Now that Abby and Bob have the game set up, they start the game by drawing the top card of the turn order deck. Claire's turn order card is drawn, so Abby will take the first turn.



On Abby's turn, she will play through the following phases in order: casting phase, main phase, and draw phase.

During the casting phase, she will be able to cast spells that she prepped on a previous turn. Since it is the first turn of the game, Abby will skip this phase and move straight to the main phase.

FOUR PLAYER TURN ORDER EXAMPLE

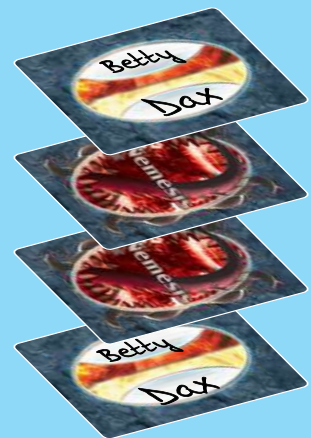
When the Betty/Dax card is drawn, the players decide that Betty will take the turn.



Betty places the Red/White turn token on their playmat and takes a turn.



A couple of turns later, the other Betty/Dax card is drawn. Since Betty has already taken a turn this round, Dax will take this turn. The Red/White turn token is returned to the middle of the table.



PLAYER TURN: 1 – CASTING PHASE

Cast prepped spells:

- Any spells that are prepped in an opened breach may be **Cast** during this phase.
- Every spell prepped in a closed breach (that is, a spell that was prepped to a focused breach in the previous turn) must be **Cast** now.
- You choose the order in which you **Cast** your spells.

When a spell is Cast:

- Discard it to the top of your discard pile immediately, then resolve the effect after the word “Cast:” on the card.
- That spell can only deal damage to a single minion or the nemesis unless otherwise specified.

O

Unlocks end of Chapter 2.

When you deal damage:

- To a minion, remove life tokens from that minion card equal to the damage you dealt. If a minion has no life tokens remaining, it is immediately discarded.

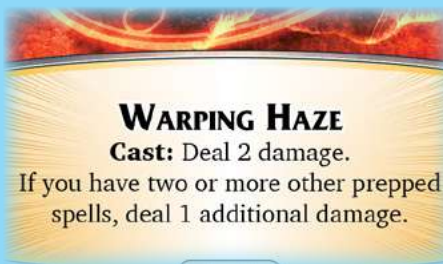
P

Unlocks beginning of Chapter 3.

- To the nemesis, reduce its life total on the dial by the amount of damage you dealt. If the nemesis has zero life remaining, the players immediately win.
- When a spell or effect causes a spell to deal additional damage, that damage is added to the initial amount of damage. Therefore, the additional damage must be dealt to the same minion or nemesis as the initial damage. That damage is one instance of damage. If a spell says “Deal 2 damage. Deal 1 damage,” that damage may be dealt to two different minions or a minion and the nemesis. It may also be dealt to the nemesis or a minion with both instances of damage counted separately.

CASTING PHASE EXAMPLE

For this example, we have skipped ahead a few turns in the game to a point where Bob has gained a few spells. He starts the turn with two Sparks and a Warring Haze prepped as shown below. His Spark spells are prepped on breaches I and II, which are opened, so he has the option of casting them now or waiting to cast them later. Warring Haze is prepped on a closed breach III. Since that breach is closed, Warring Haze must be cast this turn.



Bob decides to cast Warring Haze first. He immediately places the Warring Haze in his discard pile. Then he resolves the Cast effect. Warring Haze deals 2 damage. It deals 1 additional damage if you have two other prepped spells. Bob has two Sparks prepped so Warring Haze deals 3 damage. There are no minions in play so Bob deals 3 damage to the nemesis.

Finally, Bob decides not to cast his Sparks this turn because he wants to be ready for when a minion is drawn. He is allowed to not cast them because they are prepped to opened breaches.

There are some effects in *Aeon's End* that will allow you to cast another player's prepped spells. When casting a spell other than your own, you are the “you” referred to on the spell card. You make all decisions pertaining to that spell. When that spell is discarded, it is placed on top of the discard pile of the player who had it prepped.

PLAYER TURN: 2 – MAIN PHASE

The following actions can be done in any order, any number of times during a player's main phase.

For example, you could play a gem, gain a card, prep a spell, play another gem card, and gain another card.

1. Play a gem or relic card:

- When you play a card, you must execute all of the text on that card, if possible.
- If there is an "OR," choose exactly one of the options listed. If you can only complete one of the two options, you must choose that option.
- You may gain aether (🌀) even if you choose not to spend it.
- Any aether (🌀) gained on a turn that is not spent is lost. Aether does not accumulate over turns, nor can it be given to other players.
- At the end of your turn, any gem or relic cards you played are placed on top of your discard pile in any order.

2. Gain a card:

- You may gain a card from the supply by spending aether (🌀) you have gained this turn equal to the cost shown in the upper right-hand corner of the card.
- When you gain a card, it is immediately placed on top of your discard pile.

3. Focus a breach:

- You can focus a closed breach by paying the focus cost shown near the center of that breach token.
- When you focus a breach, rotate the breach token 90° clockwise.
- Breaches may be focused any number of times per turn. Any number of breaches may be focused per turn. You may focus a breach without prepping a spell to it.
- A breach that has been rotated so that the yellow quadrant is at the top can be opened by an effect that would otherwise focus that breach.

4. Open a breach:

- You can open a closed breach by paying the open cost currently indicated on the top of that breach token. The open cost decreases each time you focus the breach.
- When you open a breach, flip the breach to the opened side. Opened breaches stay opened for the rest of the game. A spell can be prepped to a breach on the turn that breach is opened as well as any subsequent turn.

Discard Order

When a spell is cast, it is immediately placed in your discard pile before resolving its effect. Cards gained are immediately placed in your discard pile.

Any gem or relic cards that you play are placed in your play area. At the end of your turn, during the draw phase, played gem and relic cards will be placed in your discard pile in any order you choose.

FOCUS OR OPEN A BREACH

EXAMPLE

For this example, we'll jump ahead to Abby's second turn. Abby chose not to cast her prepped Spark during her casting phase. Now, she has four Crystals and one Spark in her hand. It is her main phase, so she will need to either open or focus another breach if she wishes to prep the Spark in her hand.

Abby starts her main phase by playing all four of her Crystals for 4 aether (🌀). She now has three options that will allow her to prep the Spark in her hand.

- (1) She could focus her II breach for 2 aether (🌀).
- (2) She could open her II breach for 4 aether (🌀).
- (3) She could focus her III breach for 3 aether (🌀).

She decides to open her II breach (option 2). Abby flips the II breach token over to show that it is now opened. This breach will remain opened for the rest of the game. She will be able to prep spells to this breach this turn and subsequent turns without paying any further aether (🌀) costs.

Finally, Abby preps the Spark in her hand by placing it on top of her Breach II. Both Spark spells will be available to Cast during her casting phase next turn.



MAIN PHASE: GAIN AND SPEND AETHER EXAMPLE

On Abby's first turn, she has four Crystals and one Spark in her hand.

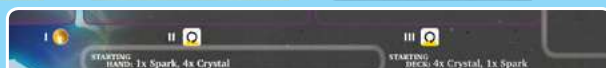
She plays her four Crystals to gain 4 aether (⚡).

Abby has many options as to what she can do with this aether. She chooses to spend all 4 aether (⚡) to gain a Branching Radite. She immediately places it on top of her discard pile.



OR

Abby could have chosen to spend her 4 aether (⚡) to open her Breach II.



OR

Alternatively, she could have chosen to gain a Fire Chakram spell from the supply,, which costs 2 aether (⚡) and focus her Breach II with the remaining 2 aether (⚡).



5. Prep a spell to a breach:

- To prep a spell, play a spell card from your hand onto an opened breach or a closed breach that has been focused this turn. A breach may only have one spell prepped to it at any time. Your spells cannot be prepped to the breaches of other players.
- Prepped spells can be Cast during the casting phase of that player's next turn.

6. Resolve a "While prepped" effect:

- You can use the effect of any of your prepped spells that have a "While prepped" effect that is specific to the main phase. Such effects may be used the same turn that the spell is prepped or any subsequent turn if the spell is still prepped.
- Some "While prepped" effects do not occur during the main phase.

7. Resolve a "TO DISCARD:" effect:

- Some nemesis power cards have a "TO DISCARD:" effect. During your main phase, you may fully resolve the effect listed to discard that power card. If a power card is discarded this way, its effect is not resolved.



Unlocks end of Chapter 2.

PLAYER TURN: 3 – DRAW PHASE

Once you have finished your main phase, place all of the gem and relic cards you played this turn on top of your discard pile in any order.

Then, keeping all unplayed cards in hand, draw cards from the top of your deck until you have five cards in hand.

If at any time there are not enough cards in your deck to draw or reveal a card, draw/reveal as many as you can then flip over your discard pile to form a new deck and draw/reveal. At no point in the game do you shuffle your deck.

Notes:

- You may not choose to discard cards during your turn. Unlike other deck builders, you do not discard your hand at the end of each turn.
- You may look through your discard pile at any time, although you may not rearrange it.
- You may not look through your deck.
- There is no maximum hand size.

No Deck Shuffling

Unlike many other deck building games, you do not shuffle your discard pile when your deck is empty. Simply flip your discard pile over to form your deck.

DRAW PHASE EXAMPLE

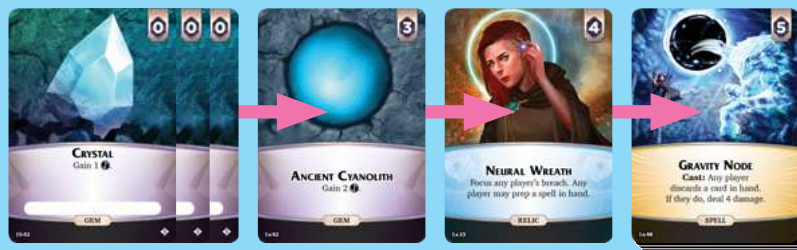
It is the end of one of Bob's turns. During his casting phase, he Cast a Warping Haze, which was immediately placed on top of his discard pile.



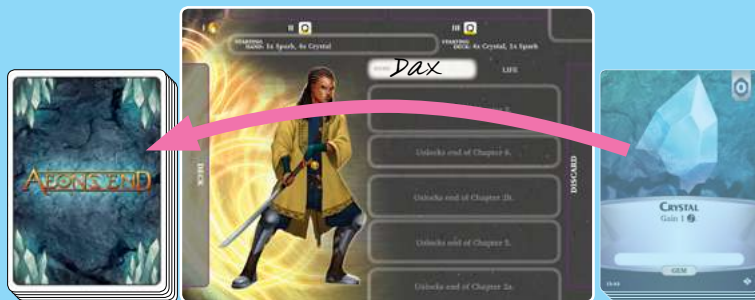
On this turn, he played a Neural Wreath, three Crystals, and a Ancient Cyanolith. He used the Neural Wreath to focus his III breach. He used the 5 from the Ancient Cyanolith and the Crystals to gain a Gravity Node.

When he gained the Gravity Node, he placed it directly on top of the Warping Haze in his discard pile. Bob is now done with his main phase.

At the start of his draw phase, he places the Neural Wreath, the Crystals, and the Ancient Cyanolith on top of his discard pile in any order. Bob chooses to place the Neural Wreath first, then the Ancient Cyanolith, and finally all of the Crystals.



Next, Bob draws cards from the top of his deck until he has five cards in hand. His deck only has two cards in it. Bob draws those two and then, without shuffling, flips his discard pile over to form his new deck. Finally, he draws three more cards so that he has five cards in hand.



NEMESIS TURN OVERVIEW

1. Main phase

From oldest to newest, resolve the effects of each minion and power card the nemesis has in play.

2. Draw phase

Draw a card from the nemesis deck and resolve it based on its type.

- If it is an attack card, resolve its effect immediately.
- If it is a minion card or power card, place it into play with the appropriate number of life or power tokens. Resolve any effects following “**IMMEDIATELY:**” on the card. The rest of its effects will not be resolved this turn.

If at any time a player's life is reduced to zero, that player is exhausted. Read the exhausted section on page 19 for details.

MAIN PHASE

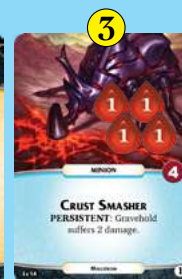
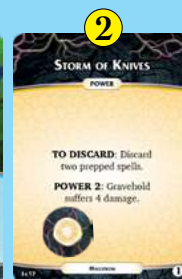
Starting with the minion card or power card that has been in play the longest, the players will resolve the effects of each minion card and power card in play.

- **PERSISTENT** effects are resolved now.
- Each power card in play will lose 1 power token. After removing a token, if a power card has no tokens on it, resolve the effect that is shown after “**POWER X:**” and discard it from play.

NEMESIS MAIN PHASE EXAMPLE

For this example, we'll fast forward a few rounds into the game. The nemesis turn order card has been drawn. Maelstrom starts its turn. It has Eye Grinder, Storm of Knives with one power counter, and Crust Smasher in play. Those cards came into play in that order, so Abby and Bob will resolve them in that order.

- 1 First, Eye Grinder's persistent effect is “Any player suffers 2 damage.” Abby is still at 10 life, so she decides to suffer the damage. Abby removes two life tokens. Her life is now 8.



EYE GRINDER
PERSISTENT: Any player suffers 2 damage.



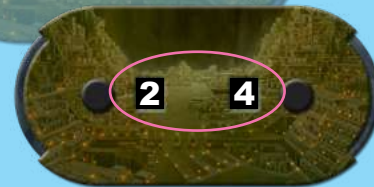
- 2 Next, they remove one power token from the power card Storm of Knives. There are no power tokens remaining on that card, so it resolves. Storm of Knives effect is “Gravehold suffers 4 damage.” Gravehold currently has 30 life. Bob grabs the Gravehold life dial and adjusts it so that it has 26 life. Storm of Knives is now discarded.

TO DISCARD: Discard two prepped spells.

POWER 2: Gravehold suffers 4 damage.



- 3 Finally, they resolve Crust Smasher. Crust Smasher's persistent effect is “Gravehold suffers 2 damage.” Bob adjusts the Gravehold life dial down by 2, from 26 to 24.



NEMESIS TURN: 2 – DRAW PHASE

Draw a nemesis card:

- If the nemesis deck is empty and the nemesis would draw a card, instead Unleash three times.

If the drawn card type is:

- **Attack card**

Resolve the card's effect immediately in the order that it appears on the card. Then, place the card in the nemesis discard pile.

- **Minion card**

Resolve any effect that follows the word “**IMMEDIATELY:**.” Then place the minion card into play with the number of life tokens indicated on the card.

R

Unlocks beginning of Chapter 3.

- **Power card**

Resolve any effect that follows the word “**IMMEDIATELY:**.” Then place the power card into play with a number of power tokens as indicated on the card.

Resolving card effects:

- When resolving an effect that cannot be fully completed, resolve as much as possible. If you are given an option between two effects, you must choose an option you can fully resolve.
- Persistent and power effects only occur during the nemesis's main phase. These effects are ignored for newly placed minion and power cards until the nemesis's next turn.

Ambiguity

Nemesis cards may have ambiguous situations where it is not clear what or whom should be affected. In these cases the players make that determination.

For example, if you are resolving a nemesis card that makes the player with the lowest life suffer damage and two players are tied for having the lowest life, the players decide who suffers the damage.

Another card may have the player with the most charges suffer damage when no players have any charges. In this case also, the players choose who will suffer the damage.

If a nemesis card forces you to resolve an effect that cannot be fully resolved, resolve as much of that effect as possible.

For example, if a nemesis card says “Any player destroys five cards in hand,” and no player has five or more cards, then the player with the most cards in hand must destroy all of their cards in hand.

NEMESIS DRAW PHASE EXAMPLES

After fully resolving the nemesis main phase, Abby and Bob proceed to the nemesis draw phase. During this phase, they will draw a card from the nemesis deck and resolve it. Here are examples of the three types of nemesis cards, along with how they would be resolved.

ATTACK CARD EXAMPLE

In this example, Abby and Bob draw *Slice*, an attack card, from Maelstrom's nemesis deck.

Attack cards resolve immediately. *Slice*'s effect is “Unleash.”

Maelstrom's Unleash effect is “Gravehold suffers 3 damage.” Bob adjusts Gravehold's life counter down 3 life from 24 to 21.

Finally, *Slice* is discarded to the nemesis discard pile.



MINION CARD EXAMPLE

In this example, Abby and Bob draw *Mantle Auger*, a minion card, from Maelstrom's nemesis deck.

Mantle Auger is placed into play and its immediate effect is resolved. Its immediate effect is “Assist.” According to the Maelstrom playmat, that means that Abby and Bob will draw and resolve an assist card. They do that. Then, since *Mantle Auger* has 8 life, Abby and Bob place 8 life tokens on it.

They also read *Mantle Auger*'s persistent effect so they know what it will do in the next nemesis main phase. This effect doesn't resolve this turn because persistent effects are only resolved during the nemesis main phase, which has already happened.



POWER CARD EXAMPLE

In this example, Abby and Bob draw *Acid Fog*, a power card, from Maelstrom's nemesis deck.

Since *Acid Fog* is a power card, it is placed directly into play. It has a power of 2. Therefore, Abby and Bob place two power tokens on it. It has no immediate effect, so there is nothing else that Abby and Bob have to resolve this turn.

They read the card's effect so they know what it will do when it resolves. Power tokens are removed and powers resolve during the nemesis main phase – neither of these actions happen this turn as the nemesis main phase has already passed.

Acid Fog has a “TO DISCARD:” effect. Any player may resolve the effect listed here during their main phase to discard this power card.



S

Unlocks beginning of Chapter 2.

EXHAUSTED

If a player's life is reduced to zero, that player is exhausted.

T

Unlocks beginning of Chapter 3.

U

Unlocks beginning of Chapter 4.

The exhausted player continues to participate in the game as usual with the following exceptions:

- Exhausted players cannot gain life.
- When a card deals damage to the player with the lowest life, it always deals that damage to the non-exhausted player with the lowest current life.
- When an exhausted player suffers damage, instead deal twice that amount of damage to Gravehold. This includes excess damage when a player initially becomes exhausted.

If all players become exhausted, the game ends immediately and the players lose.

GAME TERMS

Ally: An ally is any player other than you.

Banish: To banish a card, place it in the banished section of the game box. Do **not** use these cards again unless instructed to do so.

Destroy: Cards which are destroyed are permanently removed from the current game and are not used or interacted with in any way once they are destroyed. Destroy is different from banish because destroyed cards are returned to their supply pile or a player's starting deck/hand at the end of each game.

"OR" effects: When a card gives two options separated by an "OR", you may choose either option, unless you cannot fully resolve one of them. In that case, you must choose the effect that you can fully resolve.

"To Discard:" Some nemesis power cards have "TO DISCARD:" effects on them. During a player's main phase, that player may resolve the text following "TO DISCARD:" to discard that power card from play. If a player does discard a power card this way, that card has no effect.

Unleash: Some nemesis cards will say "Unleash." Each nemesis has a unique effect that is resolved when this happens. This effect is listed the mat of each individual nemesis.

W

Unlocks end of Chapter 3.

X

Unlocks beginning of Chapter 5.

GAME END

- The game ends when any of the following conditions are met.
- The players are victorious if either of the following conditions is true:**
- The nemesis has 0 life.
 - The nemesis has no cards in its deck and no minions or powers in play at the end of any turn.

- The players lose if any of the following conditions are true:**
- All the players are exhausted (have 0 life).
 - Gravehold has 0 life.

In addition, a nemesis may have a specific victory condition listed on the nemesis mat that causes the players to lose immediately.

At the end of each game, players will:

- Return to the supply all of the cards in their deck that cost more than 0 aether(🌀) placing them in the corresponding piles.
- Reset their starting decks and hands so that they match those written on their player mats.
- Reset their breaches to their starting positions.

Y

Unlocks end of Chapter 2.

Z

Unlocks beginning of Chapter 3.

SOLO PLAY

You can play solo as multiple separate mages where you control all of those mages. If you choose to play like this, just follow the rules as normal for the player count related to the number of mages you chose to play. It is recommended that you don't play with more than two mages.

In solo play, you are your own ally. For example, if a card gives a charge to an ally, you instead gain that charge yourself. If an effect affects you and another player, you resolve that effect twice.

You don't lose the game when you are exhausted. Instead, you lose the game when Gravehold has 0 life. Otherwise, play the game as normal.

SCORE CHART

At the end of each game, record the result (win or loss) and other information here.

Game	Chapter	Nemesis	Result	Date
1	1			
2	2			
3	3			
4				