DRAGON ECLIPSE

RULEBOOK

AWAKEN REALMS
CHANGE THE GAME

A thousand years ago, a great catastrophe shook the world, nearly destroying human civilization. The few remaining texts from those times tell dreadful stories of large-scale floods, seas withered, and hills suddenly surging upward. All the sources mention ubiquitous darkness. The two moons obscured the sun and cast a deep shadow on the world.

But the world prevailed thanks to the Dragon Guardians, who repelled the darkness and restored balance to nature. Or at least this is what the legends say when they describe the omnipotent Dragons soaring the dark skies and fighting off the waves of evil, whatever the evil was.

Humanity survived and eventually rebounded. Soon, some became interested in mystlings – creatures having the ability to affect elements – and discovered that with a bit of trust and respect a bond could be formed with them. This bond allowed them to cooperate with the creatures and use their abilities to benefit both sides. Those people were named tamers.

Human ingenuity and the mystlings' talent to harness elements began to bear fruit. Villages and cities soon sprouted and flourished, and new, clever machines and installations began to crop up to ease the hardships of life.

Now, hundreds of years later, an unpopular group of scholars – astronomers – portend another twin eclipse. According to their calculations, both moons will line up with the sun, which will lead to another epochal catastrophe. But most people don't look up at the sky when the ground is still full of wonders and mysteries. They ignore the worrying predictions and carry on with their daily routines.

Are the astronomers right? Surely not. Life is peaceful, and it should remain just like that.

TABLE OF CONTENTS

3 Component list

4 Introduction

- 4 Starting the game
- 4 Game order

5 Before the Scenario

- 5 Navigating the World Map
- 5 Choosing a Scenario
- 6 Choosing Mystlings
- 7 Performing the Deck Construction

8 Playing the scenario - Adventure

- 8 Adventure Journal
- 11 Tests
- 12 Exploring Location map

14 Playing the Scenario - Combat

- 15 Player's / Enemy Mystling
- 16 Combat Setup
- 18 Combat rules
- 20 Example of Player's turn
- 23 Example of Enemy's turn
- 24 Other Combat rules
- 25 End of Combat

26 After the Scenario

- 26 Opening Boosters
- 26 Gaining Advancement cards
- 26 Saving the game

27 Additional Game modes

- 27 Hard modes
- 27 PvP mode
- 28 Roguelite mode

32 Advanced rules

- 32 Random Combat
- 32 Corruption and Major Corruption
- 32 Condition tokens
- 32 Summons
- 33 Combat Quest
- 33 Arena maps and cards

34 Index

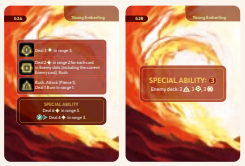
35 Adventure tags

36 Combat tags

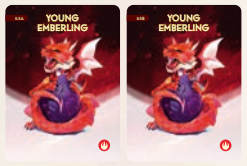
COMPONENT LIST

Standard cards

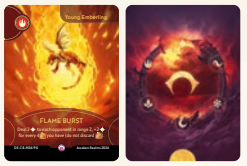
36 Stat card

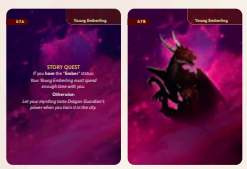

33 Enemy ability cards

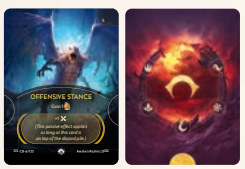
31 Taming cards

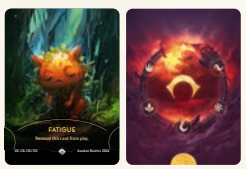

30 Portrait cards

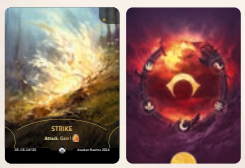
30 Ability cards

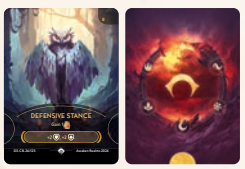

180 Mystling **specific** Action cards

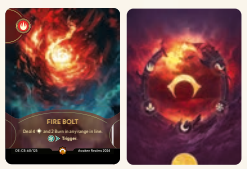

19 Quest cards


20 Starting Action cards


5 Fatigue Action cards

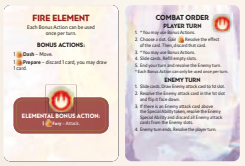

30 Advancement A Action cards


30 Advancement B Action cards


120 Elemental Action cards (inside the foil Boosters in Special Edition)

10 Foil Elemental Action cards (inside the foil Boosters in Special Edition)

35 Arena cards


14 Help cards

13 Mystery cards (Roguelite mode)

Tokens

10 Silver

10 A/B Tokens

1 Taunt

3 Silence

3 Weak

3 Slow

35 Damage tokens

16 Universal Tokens

6 Burn “1”

3 Burn “3”

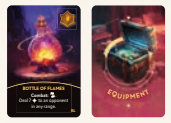
6 Essence tokens

60 Elemental tokens (10 of each Element)

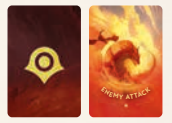
1 Decision token

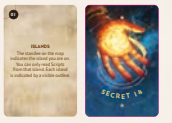
1 Time token

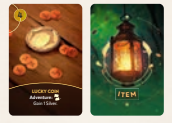
Small cards

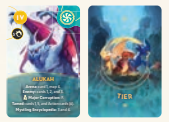

20 Equipment cards

12 Enemy Attack cards


12 Enemy Attack cards


73 Secret cards


23 Item cards


30 Tier cards

10 Artifact cards (Roguelite mode)

17 World Map cards

6 Corruption cards

6 Major Corruption cards

Others

2 Small Dividers

Worldmap cardholder

32 Standees + 5 Standee base

20 Power markers

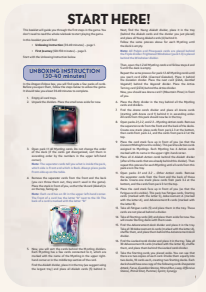
40 Dividers

Mystling tray

10 Boosters envelopes

Arena book

Adventure Journal


Start Here! booklet

Status Sheet

Location book

Special Edition components

10 pre-packed foil Boosters

Mystling Encyclopedia 8 cardholder pages

Mystling Encyclopedia binder

30 Miniatures

60 Elemental markers (10 of each Element)

Cardboard Standees are replaced by models, and Elemental tokens are replaced by acrylic markers in this version.

You are a child of the Moongur caretakers, a talented pair of tamers. They left early to serve the queen in the south, leaving you in the care of your aunt, Christine. Your talent for understanding mystlings manifested itself in your early years, and Christine decided that your best chance in life was to travel to Caerberg, the largest city in the province, to learn the craft there.

Since then, you have grown to become one of the most talented tamers. Some say that you are unique because you are the only one able to maintain bonds with two mystlings at once. Your talent was noticed by the Duchess of Caerberg, and, despite your young age, she nominated you to be chief tamer when the previous one retired. You are in charge of most Caerberg mystlings, and you train other tamers.

You cannot complain about your job or your life, but there is something missing. You yearn for the thrill of adventure, and the satisfaction of discovery. You want to encounter more mystlings, and you cannot stop marveling at those fantastic creatures.

Another secret dream you cherish is to encounter Dragon Guardians. You want to learn more about them. You wish to know if they are godlike beings, as the legends depict, or if they are "just" immensely powerful mystlings. Maybe, someday, you will be able to embark on a journey and see the wide world.

INTRODUCTION

In *Dragon Eclipse*, you take the role of a Tamer befriending and training Mystlings. *Dragon Eclipse* is a cooperative scenario-based game for 1 or 2 players. There are also other game modes – Roguelite and PvP – which are described in the Additional Game Modes section *(page 27)*. The following pages describe the game from the perspective of the campaign, but most rules are applicable to other modes as well.

Dragon Eclipse is played over a series of Scenarios. In a single game session, you aim to complete at least one Scenario. Each Scenario is a 2-2.5 hour, one-time playthrough and is divided into two interconnected parts: Adventure and Combat. During the Adventure part, you explore the world, visit different Locations, make impactful decisions, and progress the story. During the Combat part, you encounter other Mystlings, fight against them, and try to Tame them.

A game session starts with choosing an available Scenario from the World Map. The Scenario will continue until the Adventure Journal informs you that it ends. While there is no way of losing a Scenario, your decisions, as well as failures and wins, influence the story and the outcome of the Campaign.

This rulebook is designed in a way that presents the order of the game. The rules are explained to you when you need to use them for the first time.

The rulebook is written for solo play, with 2-player game exceptions marked with a 2. If you are playing solo, you can skip these sections.

Starting Mystlings

At the beginning of the first Scenario, you'll choose a starting Mystling. You will be able to switch to a different Mystling at the beginning of the second Scenario if you're unhappy with your first choice. Below are the descriptions of the starting Mystlings to help you make your decision.

Young Emberling

Young Emberlings display a strong sense of protection toward those they care about. They are skilled fighters, utilizing both close-range attacks and long-range fiery techniques. Their agility helps them stay safe, despite a lack of defensive abilities.

Young Iceling

Young Icelings prefer to live in solitude within the ice-covered mountains. Yet, some Icelings respond to the call to adventure and embark on thrilling journeys. During their travels, Icelings utilize their defensive abilities, and attacks that can drain their foes' warmth to heal themselves

STARTING YOUR GAME

Dragon Eclipse offers a guide to the first Scenario. You don't need to read this rulebook to start the game. Instead, open the "Start here!" booklet and follow instructions in the First Journey section. However, if you want to play the first Scenario on your own, read the following sections of the rulebook:

- Playing the Scenario – Adventure (*page 8*).
- If you want to play your first Combat on your own, also read the Playing the Scenario – Combat section (*page 14*).

Read the sections you choose, then come back to this page and follow the instructions below.

To start the first Scenario, you need the Adventure Journal. It instructs you when and which components to use. Open the Adventure Journal to page 2 and read the introduction and follow the instructions provided there. You can close the rulebook for now.

GAME ORDER

Each game session is divided into 3 stages: Before the Scenario, Playing the Scenario, and After the Scenario. Each of those stages is divided into steps that must be followed. These steps are also listed in the Adventure Journal, so you don't need to worry about remembering them.

1. **Before the Scenario** *(15-20 minutes)* **– steps to prepare the Scenario:**
   - Exploring the World Map.
   - Choosing a Scenario.
   - Reading the Introduction and hints.
   - Reconsidering or starting the Scenario.
   - Choosing Mystlings.
   - Performing the Deck Construction.

Important: In the first Scenario, the "Before the Scenario" steps are skipped.

2. **Playing the Scenario** *(1.5-2h)* **– the main part of the game:**
   - Adventure.
   - Combat.

Each Scenario consists of the above parts, but their order and number may vary *(e.g., one Scenario might start with Adventure followed by Combat and then end with another Adventure).*

3. **After the Scenario** (*10 minutes)* **– unlocking new components and saving the game:**
   - Gaining access to new Scenarios.
   - Opening a random Booster.
   - Unlocking new Action cards.
   - Saving the game.

All the steps above are listed in the final Scenario Script so you don't have to worry about remembering them.

BEFORE THE SCENARIO

The steps below prepare you for the adventure that awaits you. Before the Scenario, you visit familiar places, befriend wild Mystlings, gather information, choose your next destination, and prepare your Mystlings by constructing Action decks for them.

1. Components Setup

Take out the following components and place them in your play area:

- Item deck: shuffle this deck. Leave space for an Item discard pile.
- Equipment deck: shuffle this deck.
- Secret deck: do not change the order of this deck!
- Adventure Journal.
- Location book.
- Arena book.
- Save sheet.
- Mystling tray.
- All tokens.

Leave some space in front of you for the cards and tokens you will gain during the Scenario.

2. Taking Inventory

You will gather Items, Equipment, Secrets, Silver, and Essence that can carry over to subsequent Scenarios. After each Scenario, you save them behind the *Inventory* divider.

During this step, if you have any cards, Silver, and/or Essence behind the Inventory divider, take them out and place them in front of you.

3. Navigating the World Map

The World Map represents places you may visit. The World Map uses two components: the World Map cardholder and Worldmap cards.

Worldmap cards show specific locations in the world that you can explore before or during Scenarios.

The **World Map cardholder** is a component that holds all available Worldmap cards.

As the game progresses, you will slot more World Map cards into the cardholder, expanding the available options to choose from. The Adventure Journal guides you when and where to slot those cards.

Note: You will gain access to the World Map at the end of the first Scenario.

Navigation

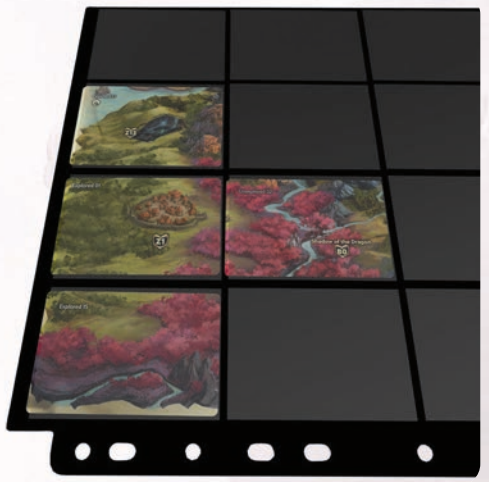
At the start of this step, you are able to visit an Explored location.

To Navigate the World Map:

1. Choose one of the Explored Worldmap cards in the World Map cardholder that shows a "Z" Script.
2. Find the corresponding Script at the end of the Adventure Journal.
3. Read the Script and then choose one of the options listed there. If you choose "Visit another place" option repeat the steps above.

4. Choosing a Scenario

After visiting Explored cards, you are instructed to start a Scenario. To do so, choose one of the Unexplored Worldmap cards from the World Map cardholder with a Scenario name. Then, open the Adventure Journal and go to the Script printed on the chosen card. There, you find a brief introduction and have a chance to reconsider your choice.



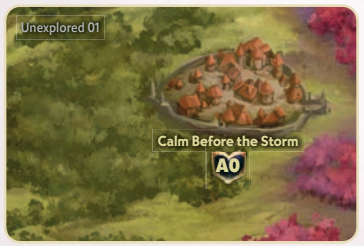
World Map cardholder with slotted Worldmap cards (after Scenario 1).

Worldmap cards

Worldmap cards are slotted in a cardholder with one of the two sides visible:

The Unexplored side

These usually have a Script number and a Scenario name. They allow you to begin a Scenario during the "Choosing a Scenario step."



The Explored side

These usually have a "Z" Script visible. They allow you to revisit a location to shop (), Tame Mystlings (), or learn important story information.

5. Reading Introduction and Hints

The starting Script has an introduction that provides you with a brief insight into your goal for the Scenario. The hints offer useful information on how to prepare for the Scenario.

6. Reconsidering or Starting the Scenario

After reading the introduction and hints, you have the opportunity to reconsider and go back to "Choosing a Scenario."

Note: This reconsideration is not available in the first and second Scenario.

Choose one:

- **Reconsider** – choose another available Scenario from the World Map.
- **Start the Scenario** – read on:

If you wish to reconsider, look at the World Map again and follow the instructions in the "Choosing a Scenario" step. Otherwise, continue reading the Adventure Journal. It leads you to the next step.

7. Choosing Mystlings

You are an exceptional tamer and able to maintain two strong bonds with mystlings at once! You are, however, not a mythical hero – so other mystlings must stay behind in your camp. Otherwise, you won't be able to control them.

For each Scenario, you choose 2 Mystlings from all you have Tamed so far.

At the start of each Scenario, choose 2 Mystlings from those behind the Party divider. The chosen Mystlings must have different main elements (e.g., you may not select two Mystlings).

Leave some space in front of you for the cards and tokens you will gain during the Scenario.

2: Each player chooses one Mystling – Mystlings must have different main elements. Each player controls the chosen Mystling during Combats.

When you choose a Mystling, take all the cards corresponding to the chosen Mystling from behind the Party divider and place them in front of you. The corresponding cards have the name of the Mystling printed in the top-right hand corner and are made up of the following types:

- 1 Stat card.
- 1 Ability card.
- 6 Action cards.
- 1 Quest card (if available).

Quest cards

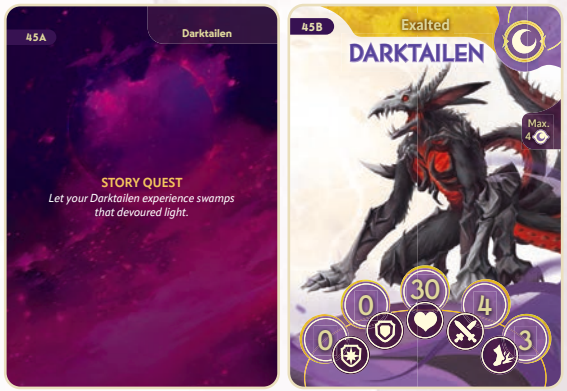
A Quest is a personal goal of a Mystling that, when fulfilled, permanently improves the Mystling's statistics or Special ability, turning them into Exalted versions. It may even make a Mystling grow into a new, more powerful form. However, not all Mystlings have Quest cards. Keep your Quest cards A-side up (you may look at the B-side of the cards). The Adventure Journal or the card itself tells you when to use the other side.

There are two types of Quests: Story Quests and Combat Quests.

Combat Quests: explained in the Advanced Rules section, as you will encounter them later in the game. The game indicates when to read it.

Story Quests: resolved solely in the Adventure Journal. The Mystling description (A-side) often points toward a location (a Scenario or a specific Worldmap card) to visit with your Mystling to fulfill its Quest.

Note: The B-side of the Quest cards might contain different things. The Adventure Journal instructs you how to use them.



After fulfilling the Darktailen Story Quest, the Adventure Journal instructs the player to flip it to the B-side. This way, the player may use the Exalted Darktailen stat card with improved statistics.

You may keep Quest cards of the Mystlings you chose for a Scenario in front of you or in the Mystling tray. The game checks if you have a specific Mystling and then instructs you what to do when your Quest is fulfilled.

8. Performing the Deck Construction

Before each Scenario (except the first one), you are able to build a deck for each of the two Mystlings chosen for a Scenario. Building decks is done using cards that you've unlocked up to that point. You gain Action cards at the start of the first Scenario (Starting decks) and at the end of each Scenario (Advancement deck and Boosters).

You will perform your first Deck Construction at the beginning of the second Scenario.

Note: When you perform the Deck Construction for the first time, it is wise to include the cards you have just unlocked from the Advancement deck and a Booster pack, as they are probably better than the cards in the Starting deck. You may also exchange cards from the Starting decks between Mystlings (e.g., one Mystling may have 2 copies of "Offensive Stance," while the other may have 2 copies of "Defensive Stance").

To perform the Deck Construction, take all cards from behind the Unlocked cards divider and all Mystling cards of the Mystlings that you've chosen for a Scenario.

For each Mystling, create a deck separately following the Deck Construction rules below.

Deck Construction rules

1. A deck may only consist of Action cards.
2. It must consist of 16 Action cards total *(no more, no fewer)*.
3. It must have a minimum of 3 and a maximum of 6 Mystling-specific Action cards matching the chosen Mystling.
4. A deck can only have 1 Legendary card.
5. A deck cannot contain cards that don't match the Element of the chosen Mystling or its subtype element. However, you may always add Neutral cards.

If a Mystling has a subtype element (see the example below), you may add Action cards from that element to your deck, but no more than the number next to the small elemental icon next to its main element

Young Bolb is an Earth Mystling with a Water subtype (numeral 2 next to the Water icon). While creating a deck for Young Bolb, you may add any number of Earth Action cards and up to two Water Action cards.

After creating two 16-card decks (one for each chosen Mystling), place them along with the Mystling cards (Stats and Abilities) in the Mystling tray.

After constructing decks for your Mystlings, begin playing the Scenario. Continue reading the instructions in the Adventure Journal.

Action card types

1. **Neutral cards:** cards without elemental icons. They may be used by all Mystlings. You can find them in your Mystling Starting deck *(marked with an S in the top right-hand corner)* and the Advancement deck *(marked with an A or B)*.
2. **Elemental cards:** cards with elemental icons in the top left-hand corner. They can be unlocked by opening Booster packs. These cards may only be used by the Mystlings of the corresponding elements.
3. **Mystling cards:** cards assigned to a specific Mystling. The name of the Mystling is written in the top right-hand corner of the card. These cards are also Elemental cards *(they have elemental icons)*. They can't be used by other Mystlings.

Card rarity

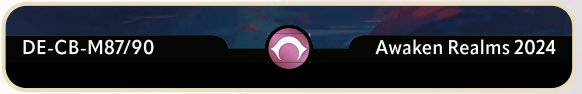
An important aspect of Action cards used in Deck Construction is their rarity, which is used only during the Deck Construction. It is represented by an icon at the bottom of the card.

Common: Neutral cards. There are two copies of each Neutral card in the game. These cards can be found in Starting decks (marked with an S), Advancement A (marked with an A), and Advancement B (marked with an B).

Rare: Elemental cards. There are two copies of each card in the game. They can be found in Boosters.

Ultra Rare: Elemental cards. There is one copy of each card in the game. They can be found in Boosters.

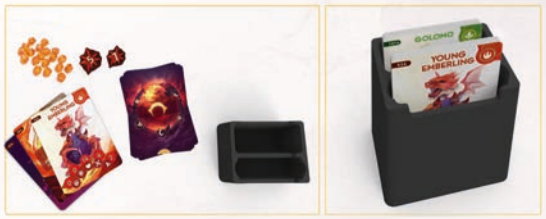
Legendary: foil Elemental cards. There is one copy of each card in the game. You are restricted to using only one Legendary card per deck during Deck Construction. They can be found in Boosters



Mystling-specific: cards with a Mystling's name in the top right-hand corner. They belong to specific Mystlings. They are obtained when Taming a Mystling.

Mystling tray

The Mystling tray consists of two separate pockets. A single pocket is intended for cards (Action, Stats, Abilities, and Quests) of a single Mystling. After Combat, damage tokens that the Mystling received are also placed in the tray. Occasionally, power markers obtained during the Adventure are also placed into it.



Components that may be placed in the Mystling tray (on the left). Mystlings prepared in the Mystling tray (on the right).

PLAYING THE SCENARIO – ADVENTURE

The main stage of the game in which you explore Location maps, make various story choices, and fight and Tame Mystlings is divided into two interconnected parts that might be resolved in different orders:

- Adventure.
- Combat.

The Adventure Journal guides you through the whole Scenario and tells you when Adventure or Combat starts. The Scenario ends when you reach the sentence "Congratulations! You've reached the end of the Scenario" in the Adventure Journal. You will then have the option to either continue or save the game.

Adventure

Adventures immerse you in the Adventure Journal, uncovering the narrative and thrilling adventures. You will be making choices presented by the Adventure Journal and Exploring Location maps.

Adventure Journal

The Adventure Journal is a book that contains the story as well as all the instructions that guide you through the game. The Adventure Journal consists of 12 Scenarios, each designated by a unique letter (A-L). Each Scenario contains Scripts, which are fragments of story text and instructions identified by their unique number and letter corresponding to the Scenario.

For example, all Scripts from the first Scenario have the letter "A" before the Script number.

A2

You finally have time to look around. People are still scared, but there are only a few visible consequences of the tremor – a crumbling wall, a machine grinding unpleasantly, and flowerpots toppled from windowsills. All the mystlings gradually calm down.

Script from the first Scenario.

There are the two common Adventure Journal instructions that guide you from one Script to another:

- **Go to Script X:** open the Adventure Journal to the mentioned Script and start reading it.
- **Choose one:** choose one of the options listed below and follow the instructions. You cannot choose an option if you don't fulfill its requirement given in parenthesis. These options always start with bullet points to differentiate them from other instructions.

Choose one:

- **Buy something** (spend 1 Silver) – draw 3 Items, gain 1 of them, and discard the rest. Then, choose again.
- **Buy some universal equipment** (spend 4 Silver) – draw 3 Equipment, gain 1 of them, and discard the rest. Then, choose again.
- **Speak with Slade** – go to Script C48.
- **Ask about mystlings** – *Maybe someone has an idea on what to do with the wild mystlings?* Go to Script C51.
- **Leave** – continue the Exploration.

If you only have 3 Silver, you may choose the "Buy something" option but you could not choose the "Buy some universal equipment" option as it requires spending 4 Silver.

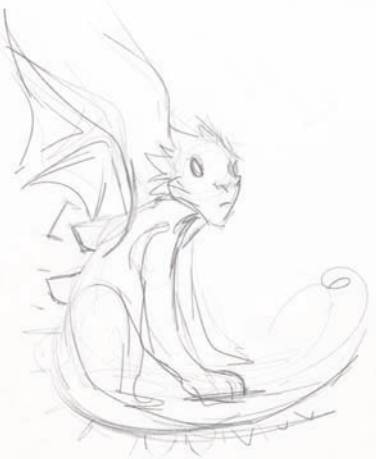
Status sheet and tokens

The game tracks your progress and decisions in various ways, but you will also use the Status sheet often. Each part of a specific status may only be gained once during the game. When a status is marked, you are considered to have that status. Statuses cannot be lost in any way.

- **Gain the "Y" part X status:** take the Status sheet and mark the corresponding part of it *(e.g., gain the "Empathy" part 2 status).*

Empathy _____ 1 2 3 4 5 6 7 8

When you are instructed to "Gain the 'Empathy' part 2 status," you mark it as shown in the example above.



Sometimes statuses don't have parts. When you gain them, mark the empty box next to their names.

The game also tracks your decisions by placing various tokens in front of you or on Location maps. The Adventure Journal always explains what token to place and which side is face up. The side is important, so be sure to place tokens correctly.

You cannot spend or discard these tokens on your own. The game checks if you have a specific token in front of you.

Tokens placed in front of you are not saved between Scenarios. The most common instruction regarding status tokens is:

- **Place token X in front of you:** *place the mentioned component in front of you with the specified side face up. Then, flavor text explains what it means.*

– Place an in front of you – *You stash the pitcher shards in your bag.*

The Adventure Journal often checks if you have a status, if there is a token in front of you, or if you have a certain Secret.

- **If you have the "Example" part 6 status / If you don't have the "Example" part 6 status:** check the Status sheet to see if you have marked the mentioned part of the status. If you match the condition, follow the instructions. If not, check if there is another condition. There are often more than one condition – always check them from top to bottom. If you meet several conditions from the list, resolve only the topmost one.
- **If token X is in front of you:** check if you have the mentioned component and follow the instructions if you do. If there is more than one condition, check them in order from top to bottom.

If you **have** the "**Light in the Shadow**" part **6** status, go to Script J3.
If you **have** the "**Eager Tamer**" part **5** status, go to Script J1.
Otherwise, *you briefly recap your adventures and explain what the purpose of your visit is* – go to Script J4.

Let's assume that the player has already marked the "Light in the Shadow" part 6 status and the "Eager Tamer" part 5 status. In the example above, they go to Script J3, since they meet the condition in the first line. They cannot go to Script J1 even though they also meet the condition from the second line, since the instructions are resolved from top to bottom.

2 : Decision token

Players make choices mutually. However, if they cannot agree, they use the Decision token. All other Adventure rules remain the same as in the solo game. All Secrets, Silver, Essence, statuses, Items, and Equipment belong to both players.

Decision token rules: At the beginning of a game session, give the Decision token to a random player. When players encounter a situation during the game when they cannot agree on something, the player with the Decision token makes the decision and then passes the token to the other player. Try to use the Decision token sparingly.

For example, players may want to use the Decision token when you must choose a Script on the Location map or decide which Mystling receives from a Script.

Rewards and Penalties

During the Adventure, you receive many different rewards (like Items or Silver) and penalties (like damage or Fatigue). Below is a list of various effects you may encounter.

Damage

While most of the time you receive damage during Combat, your decisions or Tests may also expose your Mystling to threats that could result in damage as well. The concept of damage is explained in more detail in the Combat section of the rulebook *(page 9)*.

- is not a limited component. In rare cases when you do not have enough , substitute it with other components.
- When you gain outside of the Combat, take that amount of and place it in the Mystling tray, assigning it to Mystlings (you may split it between Mystlings as you see fit).

  Note: During the Adventure part of the game, you cannot assign to a Mystling if it would equal or exceed its ♥ statistic (a Mystling cannot have fewer than 1♥ remaining during the Adventure). In such cases, you must assign the to the other Mystling. If both of your Mystlings are in this situation, ignore the excess .

- **is not saved between Scenarios.**

Heal

Heal means discarding . It is a common reward during the Adventure and can be found in several other places in the game.

- When you are instructed to **Heal X** outside of Combat, discard that many from the chosen Mystlings. You may split the Heal value between both Mystlings as you see fit.

  For example, when you are instructed to Heal 6, you may discard 2 from one of your Mystlings and 4 from the other.

- When you are instructed to Heal X and your Mystlings have fewer than the Heal value, Heal as much as you can and ignore the rest.

Fatigue

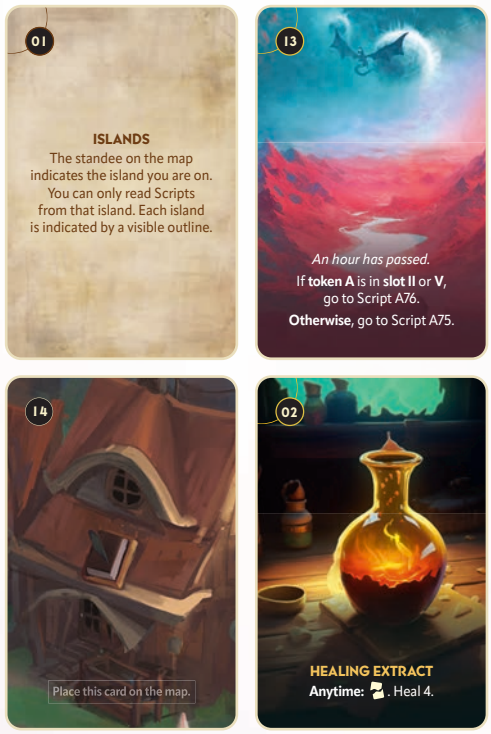
Fatigue cards are negative Action cards shuffled into Action decks. They represent the exhaustion of your Mystling. You receive Fatigue cards during Combat as a result of reshuffling the Enemy deck and also in the Adventure Journal as a result of your choices or Tests.

- Fatigue cards are a limited component and Mystlings can have a maximum of 5 cards in total.
- When you gain a Fatigue, place it in the Mystling tray as a part of the chosen Mystling's Action deck. When you gain more than one Fatigue, you may divide them between your Mystlings as you see fit.
- When there are no more Fatigue cards available (max. 5), and you are instructed to gain another Fatigue, gain 5 instead.
- When you remove a Fatigue, place it back in the Fatigue deck.
- **Fatigue is not saved between Scenarios.**

Secrets

Secrets are important cards directly tied to the story. There are four types of Secrets: overlays, events, rules, and objects.

- When you gain a card that is a fragment of a map, an overlay, place it on the Location map so that it matches the illustration.
- When you gain an event, you will be instructed to place it face down in the Event slot.
- When you gain a rules card, place it next to the Mystling tray – its rules apply as long as the Secret is there.
- When you gain an object, place it next to your Items and Equipment – it works in the same way, but there is no limit to how many of them you can have. Some objects don't have any effects but are important to the story.
- When you discard a Secret, place it back in the Secret deck.
- **Objects are saved between Scenarios.**



Example of different Secrets: rules card (01), event (13), overlay (14) and object (02).

Power

represents your Mystling's inner energy. It is used in Combat to resolve Bonus Actions and to pay for extra effects on Action cards. However, can be gathered during Adventure to prepare for the next Combat.

- Power is a limited component. Each Mystling can have a maximum of 10 at any moment (a Mystling cannot gain if it already has 10).
- When you gain outside of Combat, take that amount of and assign it to the chosen Mystlings (you may split it between Mystlings). Place in the Mystling tray.
- **is not saved between Scenarios.**

Silver

Silver is the currency in the world of *Dragon Eclipse*. You acquire it as a reward for helping people, selling Items, or exploring. It is used during the Adventure part of the game. You may spend it to unlock certain story options and purchase Equipment or Items.

- Silver is a limited component (max. 10).
- 2 : Silver is shared between players.
- When you gain Silver, place it near the Mystling tray.
- When you **discard** Silver, you must return it to the Silver pool. If you don't have the required number of Silver, discard as much as you can and ignore the rest.
- When you **spend** Silver, you must have that number of Silver. If the instructions tell you to "Spend 3 Silver to go to Script X" and you have only 2 Silver, you cannot choose this option.
- **Silver is saved between Scenarios.**

Essence

Essence is the residual energy of the Dragon Guardians, which may be used to gain the attention and trust of Mystlings. It can be acquired while interacting with various arcane locations and Mystlings. It is used in the Adventure part of the game. Essence allows you to Tame Mystlings outside of Combat during the "Navigating the World Map" step.

Note: You may use and acquire Essence starting from Scenario 2.

- Essence is a limited component (max. 6).
- 2 : Essence is shared between players.
- When you gain Essence, place it near the Mystling tray.
- When you spend Essence, return it to the Essence pool.
- **Essence is saved between Scenarios.**

Equipment

Equipment cards are powerful cards that offer unique one-time use abilities and/or permanent symbols that help you during the game (upper right-hand corner).

Equipment cards have:

1. **Symbols:** positive passive effects checked in the Adventure Journal.
2. **Name**
3. **Timing of when you can use it:**
    a. **Test:** you may use it anytime during a Test.
    b. **Anytime:** you may use it anytime during a Scenario.
    c. **Combat:** you may use it during your turn in Combat.
4. **Ability:** describes the effect upon use.
5. **Roguelite mark:** This mark is only important in the Roguelite mode. Ignore it during the Campaign.

Both Equipment and Items may have a icon, which indicates that you must discard a card to resolve its effect.

Symbols

Symbols provide advantages during Tests and in the Adventure. Having these symbols may make locked choices available.

There are 4 Equipment symbols:

Light Source: often useful in Scenarios where you explore dark places.

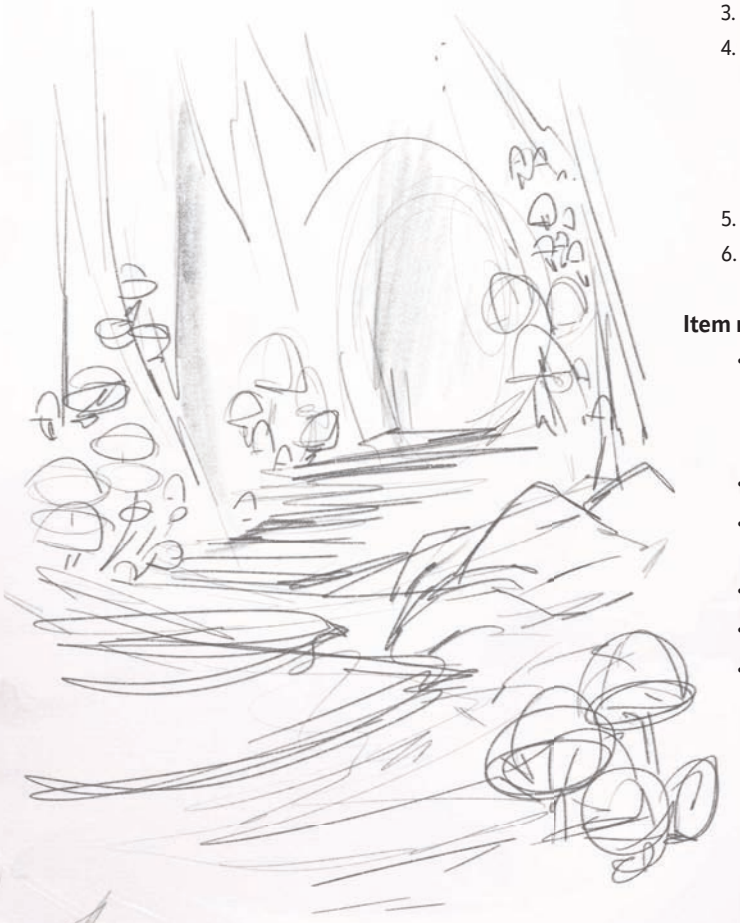
Food: commonly used when you are handling wild Mystlings outside of Combat.

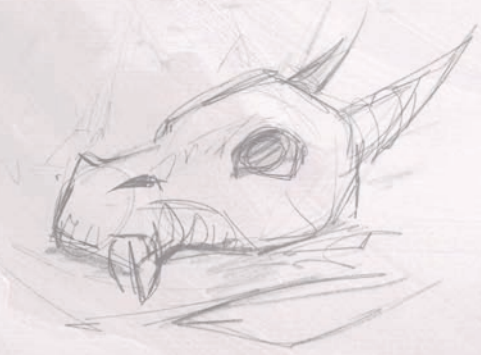
Gear: represents climbing equipment useful when traversing dangerous terrain.

Tools: a wide range of different tools that may be handy while tinkering with machines.

Equipment rules

- **Equipment cards are limited to 2 at any time**. When you gain an Equipment, and you already have 2, you may use any of the 3 Equipment abilities if the timing allows. If you don't, immediately discard one of the 3 Equipment to have 2 remaining.
- 2 : Equipment is shared between the players.
- Equipment is not assigned to Mystlings.
- You are considered to have Equipment symbols as long as you have Equipment with them.
- When you gain Equipment, draw a random card from the top of the Equipment deck and place it near the Mystling tray.
- When you discard or spend Equipment, place it on the bottom of the Equipment deck.
- **Equipment is saved between Scenarios.**





Items

Items cards offer a variety of minor effects. They are similar to Equipment in terms of usage, but are more common and less powerful. Items are used in two different ways: as small useful tools that can slightly aid you in Tests and Combats and to resolve Tests. The use of Items for Tests will be described later in this rulebook.

Item card have:

1. **Test Value:** a number used when resolving Tests.
2. **Misfortune :** a negative symbol used during Tests.
3. **Name**
4. **Timing of when you can use it:**
    a. **Test:** you may use it anytime during a Test.
    b. **Anytime:** you may use it anytime during a Scenario.
    c. **Combat :** you may use it during your turn in Combat.
5. **Effect:** describes the effect upon use.
6. **Roguelite mark:** This mark is only important in the Roguelite mode. Ignore it during the Campaign.

Item rules

- **Items are limited to 3 at any time**. When you gain an Item, and you already have 3, you may use any of the 4 Items if the timing allows. If you don't, immediately discard one of the 4 Items so that you have 3 remaining.
- Items are not assigned to any Mystling.
- When you gain an Item, draw a random card from the top of the Item deck and place it near the Mystling tray.
- When you discard an Item, place it on the Item discard pile.
- **Items are saved between Scenarios.**
- 2 : Items are shared between the players.

Tests

A Test is a quick, push-your-luck part of the game that uses Test values of Item cards from the Item deck (not the cards you have gained). Tests are used to determine the results of some of the character's actions.

For example, you want to sneak into a guarded castle. Depending on the Test results, you may be spotted, or enter quietly.

Every Test has a Test Table (see Test Example). You may read the content of a Test Table before and during the Test resolution.

During the Adventure, you will often find instructions to "Perform the Test." The Test outcomes may be very different, but most often, they progress the story or give you a reward. When something goes wrong during a Test, it may result in penalties.

You use the Item deck during Tests. The only important information on the Item cards during a Test is their Test Value shown in the top left-hand corner and a icon that can be found on several cards.

The above Item has a Test Value of 1 and one .

To perform a Test, look at a provided Test Table. It tells you which results you might want to achieve (as a rule of thumb, you may assume that green outcomes are the good ones, gray are neutral, and you want to avoid the red ones). Above the Test Table are also modifiers that may affect the Test.

Spend : Immediately resolve a chosen Test outcome.

You must spend an Equipment card with a symbol to use this bonus during the Test. However, using this bonus is optional.

, once per Test: You may add or subtract 1.

To use this bonus, you must have an Equipment card with a symbol. You don't discard the card to use it.

Most of the time, there will be negative consequences for drawing cards with . During the Test, you may use your Items with "Test" timing to modify your result.

Test order

1. Reveal an Item card and place it in front of you. Do not resolve its effect!
2. **Choose:** end the Test or go back to step 1.

When the Value of all revealed Item cards reaches the last range in the Test table, and you don't have any means to modify the result, immediately end the Test and resolve its outcome as described below.

When you end the Test:

1. Add up the Values of all Items revealed during this Test.
2. Apply all the "At the end of a Test'' modifiers.
3. Place all Item cards used in this Test on top of the discard pile and resolve the outcome matching the Value of the revealed cards.

Whenever the Item deck becomes empty, take all cards in the Item discard pile, shuffle them, and create a new Item deck.

Test Example

At the end of the Test: If you **have** at least 2 , .

5 or less	*You eventually find a glass bottle with a bright substance. It must belong to Olin.*	. Gain **Secret 02**. Go to Script A79.
6	*You find a glass bottle with a bright substance. It must belong to Olin.*	Gain **Secret 02**. Go to Script A79.
7	*You find a glass bottle with a bright substance. It must belong to Olin. Something else glints among the debris.*	Gain 1 Item. Gain **Secret 02**. Go to Script A79.
8 or more	*Everything here is shattered and useless.*	. Continue the Exploration.

You have 1 Item that might be useful: Glazed Nuts. You are able to use its effect during the Test (but only its effect, not its Value).

1. *You start the Test. You draw the first card (Rope), and it has a Value of 2.*
2. *You decide to draw again, and the new Item, Ripe Nuts, has a Value of 3.*
3. *You decide to draw another card. It is a Bottle of Magic with a Value of 3 and a . Now, the total Value is 8, which would result in a negative outcome – it is not something you wanted.*
4. *You decide to use the effect of the Glazed Nuts: discard a card you just drew (Bottle of Magic).*
5. *You decide to draw again. The new Item, A Leather Pouch, has a Value of 1 and a . The total Value of cards is 6 – not the best outcome, but you decide not to push your luck and you end the Test.*
6. *You remember to check the modifier at the end of the Test – it would apply if you had at least 2 . You fortunately have only 1 , so you don't (the Time track and Time token are explained further in the rulebook).*
7. *You place all Item cards used in this Test on top of the discard pile and resolve the outcome matching your result: you gain **Secret 02** and go to Script A79.*

Exploring Location map

When playing a Scenario, you will be presented with an opportunity to explore different Location maps. The number of Explorations during a Scenario may differ, but each Scenario has at least one Exploration.

Exploration setup

Each map Exploration starts with a short setup. The Adventure Journal indicates which Location map to open.

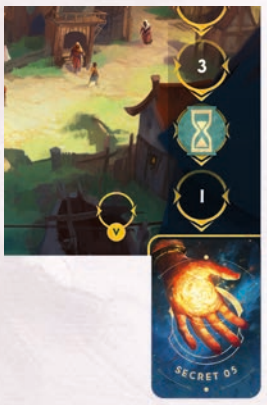
Open Map X – take the Location map book and open it so that only map X is visible. Then, place the Location map book into your play area.

Location maps show you the area you are currently exploring. Each Location map consists of:

1. **Location map number:** used during Exploration setup to find the correct map.
2. **Script numbers:** possible places for you to visit.
3. **Slots:** used to place A/B tokens in them and track your decisions/changes during the Scenario.
4. **Time track:** used to track the passage of time.
5. **Event slot:** space for the Event *(Secret card)* connected to the Time track.

After opening a map, the Adventure Journal instructs you to set up an Event using the following instructions:

Place Secret X face down in the Event slot. Set ⌛/⌛ to Y: find the mentioned Secret in the Secret deck. Place it face down (without looking at it) in the Event slot. Then, take the Time token and place it showing the correct side (red or blue) in a slot with the number Y.



Secret 05 is placed in the Event slot, and ⌛ is set to 2.
Then, the Adventure Journal will tell you to "Begin the Exploration." To do so, close the Adventure Journal and follow all Exploration rules below.

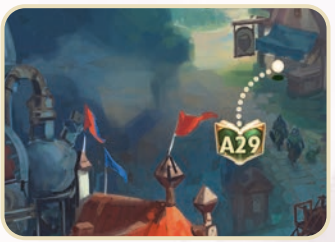
Exploration rules

There is no specific round or turn structure during Exploration. You are free to take actions unless the Adventure Journal instructs otherwise. However, your time in each Exploration is limited. The Time track is used to track the time you have left.

During Exploration there is only one type of Action available – Read a Script.

Read a Script

Scripts are indicated by a letter and a number. You may go to and read any script visible on the map. Usually, but not always, Scripts are inside booklet icons. Others might be hidden in the illustration.



Script in a booklet icon.

Once you start reading a Script, you must follow all instructions written there. When the Script instructs you to "Continue the Exploration," close the Adventure Journal, and return to the Location map.

Reading Scripts is "free," meaning it does not consume any time or other resources, and the Adventure Journal often gives you the option to leave a Script and choose a different one. However, some options within the Scripts may require you to spend time (⌛). In rare cases (e.g., when your task is to track someone), checking the wrong Scripts may force you to spend time.

Choose one:

- **Search the rubble** – gain 1 Item. ⌛. Continue the Exploration.
- **Leave** – continue the Exploration.

If you choose the "Search the rubble" option, you gain an Item, but you also spend time. After that, you are instructed to continue the Exploration.

Time

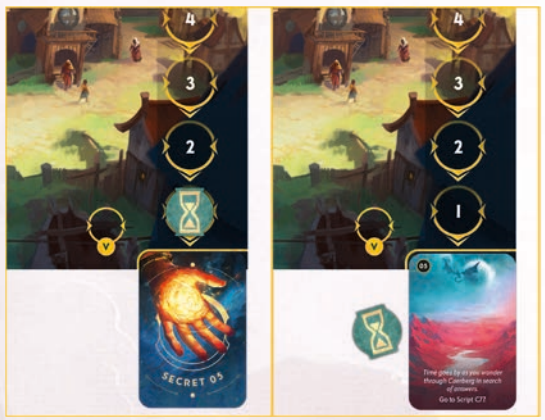
During Exploration, you may be instructed to spend time ⌛. This will, in turn, reveal the Event card, altering the situation on the map or even bringing the Exploration to an end.

When you are instructed to ⌛:

- **If the Time token is not in the last space**, move it one slot down *(e.g., from 4 to 3).*
- **If the Time token is already in the last space** (with the number 1), place it on the Event card.
- **If the Time token is on the Event card**, ignore that time progression.

Whenever the Adventure Journal instructs you to "Continue the Exploration" and the Time token is already on the Event card – discard the Time token and flip and resolve the Event card. Events often instruct you to go to a specific Script, progressing the story or bearing the consequences.

The instructions in the Script may often instruct you to discard the Secret you just drew. Whenever Secrets are discarded, they are always placed back in the Secrets deck.



You are instructed to ⌛ in the Adventure Journal. You move the ⌛ from space 1 to the Secret card (Event) and continue reading the Adventure Journal until it tells you to Continue the Exploration. Then, you discard the ⌛, flip the Secret, and follow the instructions written there.

The story provides hints about what might occur when the Event card is triggered. Event cards may alter the situation on a Location map and may even bring an Exploration to an end. Additionally, the side of the Time token also serves as a hint about whether or not you should hurry.

⌛ – the current Event ends the Exploration.

⌛ – current Event changes something (the story might hint at what might happen) but does not end the Exploration.

Slots

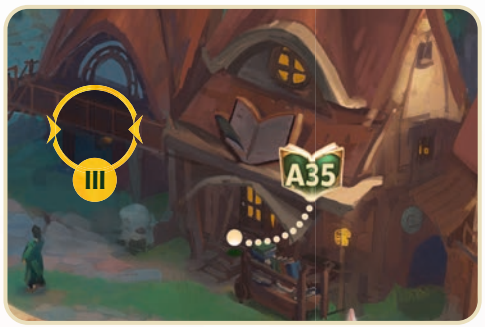
Often, you will find slots printed on the Location maps. A slot always consists of a circular space for a token (A or B) and a Roman numeral. Slots might be situated next to a specific Script (hinting that the token placed there changes something in this location) or next to the Time track (this placement is used for global or secret changes).

The instructions in the Adventure Journal may tell you to:

- **Place token X in slot Y:** place the mentioned token (A or B) in the correct slot on the Location map.

Having a token in a slot changes the interactions in the Adventure Journal. The Adventure Journal may check if you have a token and redirect you accordingly.

- **If token X is in slot Y:** check if the mentioned token is in the slot. If it is, follow the instructions there. If there is more than one such sentence, check them in order from top to bottom.



Slot III in the example above is situated next to the A35 and the library building. Having a token in this slot may change interactions in Script A35.

Lock/Unlock Script

Some of your decisions may unlock new options (e.g., you found a passage and are now able to reach the other side of the river) or lock the available ones (e.g., you offended a merchant, and they are no longer willing to talk to you).

- **Lock Script X:** take a Universal token and place it on the mentioned Script so that the token covers the Script. Such Scripts are considered Locked. You cannot choose Locked Scripts during Exploration.
- **Unlock Script X:** discard the Universal token from a Script. It becomes available again.

Resolving Combat in Exploration

During Exploration, you may also be instructed to start a Combat – this doesn't end the Exploration (unless the Adventure Journal tells you to end the Exploration beforehand). Instead, when this happens, set aside the Location map with all tokens and Secrets on it (including the Event) and resolve the Combat.

End of Exploration

The Exploration ends when you encounter the "end the Exploration" instruction. You may find it on an Event card, as a part of the story in the Adventure Journal, and sometimes, you'll have a choice to end the Exploration on your own. When you end the Exploration, follow the steps below:

- Discard all Secrets from the Location map – place them back into the Secret deck.
- Discard the Event – place it back into the Secret deck.
- Discard all tokens from the map.
- Do not discard tokens and Secrets placed in front of you!
- Close the Location map book.

When the Exploration ends, the Adventure Journal instructs you what to do next.

PLAYING THE SCENARIO – COMBAT

Combat

Combat in *Dragon Eclipse* is a turn-based confrontation that takes place in an Arena between your Mystling and an Enemy. Throughout a single Scenario, you may participate in multiple Combats. The Adventure Journal always provides you with information on when a Combat begins and which components to use.

Combat may occur during the "Exploring Location maps." When this happens, set aside the Location map with all tokens and Secrets on it (do not discard them) and resolve the Combat. This doesn't end the Exploration.

Combat Components

The description of the most important components used in Combat are below:

- **Arena maps.**
- **Arena cards.**
- **Player's Mystling:** Stat and Ability cards.
- **Enemy Mystling:** Stat and Enemy Ability cards.

Arena maps

Arena maps can be found in the Arena book. Each Combat, in which you fight and try to Tame an Enemy, is played on an Arena map. While there are a few Arena maps, each Arena has spaces to which you and your Enemy can move. Some of the Arena spaces are marked with icons: , , , I, and II (and III for 2 players) that are used during Combat Setup and may be checked by some Enemy Attack or Action card effects. These spaces do not have an effect on their own.

Each Arena has slots for the following components:

1. **Enemy sheet:** place for two *(or more)* cards that create an Enemy sheet.
2. **Enemy deck:** place for Enemy Attack cards, which you prepare before each Combat. To the right of that space, are five spaces for resolved Enemy cards.
3. **Enemy discard pile:** place for discarded Enemy Attack cards.
4. **Arena card:** place for an Arena card. Each Combat has its own Arena card, and the Adventure Journal indicates which one to prepare.
5. **Your deck:** place for your deck.
6. **Action slots:** four slots for your available Action cards.
7. **Your discard pile:** place for your discarded Action cards.

2: Always use the Arena designated for 2 players (marked with 2). That Arena has a slightly different layout and doesn't have a space for the Enemy sheet.

Arena cards

You use an Arena card in each Combat. Arena cards modify the Arena maps by placing Terrain and they instruct you which Script to read when Combat ends.

An Arena card.

Arena cards consist of several elements:

1. **ID:** a number specific to each Arena card.
2. **Name**
3. **Setup, Rules, and Bonus Actions:** some Arena cards may have additional Setup, Rules, or even Bonus Actions available for you to use. Make sure to read them before starting Combat and apply Setup rules if there are any.
4. **End of Combat:** Scripts to read upon ending Combat. If you are involved in a Random Combat with an Enemy, follow the "End of Random Combat" instructions. Otherwise, follow the "End of Combat" instructions.

Terrain /

Arena cards often instruct you to place Terrain on the Arena map. They block spaces or have other effects connected to the environment you are fighting in. Use the Universal tokens shown on the Arena card. The use of suggests that the Terrain effect is beneficial to you, while the indicates the opposite. Terrain rules are described in the "Rules" section of an Arena card.

Advanced Terrain rules are described on page 33 (Arena maps and cards).

Player's Mystling

To better understand what you will be doing during Combat, it is important to get a look at your Mystling. Your Mystling is represented by a standee which you move around the Arena and a Mystling sheet that describes its abilities and statistics.

You use your Mystling's Special Ability and Action cards to deal Damage to your Enemy. Damage is not discarded from your Mystlings after Combat (it is, however, discarded at the end of each Scenario).

Note: Make sure to use the Stat card without the PvP layout since the PvP version has different statistics used only in the PvP mode.

Both the Ability card (left) and Stat card (right) create a Mystling sheet, as shown below:

A Mystling sheet consists of several parts:

1. **Mystling name.**
2. **Mystling Element:** determines the Element of your Mystling. The Adventure Journal and some opponent attacks check it. It also defines what type of Action cards you can use when Performing Deck Construction

Some Mystlings may have subtype elements. Mystlings with subtype elements are treated as if they had those elements in addition to their main type for the purpose of Adventure Journal, Actions cards, and Enemy Attack effect checks.

However, you cannot use Bonus Actions related to subtype elements, and you may choose a Mystling for a Scenario even if its subtype matches the main element of your other Mystling.

The Young Bolb is considered to have both Earth and Water Elements.

3. **Mystling Statistics:** Willpower, Defense, Health, Attack, and Swiftness values. Some effects may temporarily modify the statistics of your Mystling either by increasing or decreasing them, although no statistic can be reduced below 0.

Willpower: indicates how much is mitigated during the Enemy "Deal " effects.

Defense: indicates how much is mitigated during the Enemy Attack.

Health: indicates how much a Mystling can gain before losing the Combat.

Strength: indicates how much a Mystling deals during Attack.

Swiftness: indicates how many spaces a Mystling can be moved during Move.

4. **Mystling Special Ability:** a unique action of a Mystling that can be used following the Bonus Action rules.
5. **Elemental token limits:** some Mystlings use Elemental tokens and have special rules regarding them. If your Mystling uses Elemental tokens, their sheet will contain information about the token limit – **you can never use more Elemental tokens than described by the sheet**. Stat cards are used by both players and Enemies, so the token limit icon is usually depicted as half-white and half-black, and the limit applies for both players and Enemies. If the icon is only white or only black, it applies only to players or Enemies respectively.

A Mystling stat card with the Elemental token limit.

Enemy Mystling

Your Enemy during Combat is represented by a standee in the Arena and an Enemy sheet that describes its abilities and statistics.

An Ability card (sometimes more than one) and a Stat card create an Enemy sheet.

Note: Both Players and Enemies use Stat cards.

Some Enemies may have more than one Enemy Ability card. In such cases, place them next to each other. Some Enemies may also use cards with Summons. Summons are described in the Advanced Rules section of this rulebook *(page 15)*.

These cards together create an Enemy sheet. It consists of several parts:

1. **Enemy name.**
2. **Element.**
3. **Enemy token limit:** indicates how many Elemental tokens the Mystling can place/gain.
4. **Enemy Statistics:** works in the same way as the Player's Mystling statistics.
5. **Enemy Passive:** permanent ability of an Enemy that lasts throughout the Combat.
6. **Enemy effects:** tells you what an Enemy can do during their activation. The Enemy resolves its action based on the current Enemy Attack card.
7. **Enemy Special Ability:** an Enemy Special Ability resolved every few turns, after reaching the Special Ability token.

8. **Setup Special Ability:** indicates in which Enemy slot you must place the Special Ability token.
9. **Setup Enemy deck:** informs you which Enemy Attack cards you must use to create the Enemy deck at the start of Combat.

Combat setup

The Adventure Journal tells you which components to use for the Arena and your Enemy. In Random Combats, a Tier card tells you which components to use. Random Combats are described in the Advanced Rules section *(page 32)*.

Solo Combat Setup.

Two Player Combat Setup.

– Setup Combat:
  - **Arena:** card **8**, map **3**.
  - **Enemy Darktailen:** cards **40**, **41**, and **42**.
  - 2 **Major Corruption: C**.

Setup instructions in the Adventure Journal.

To setup a Combat, follow the steps below:

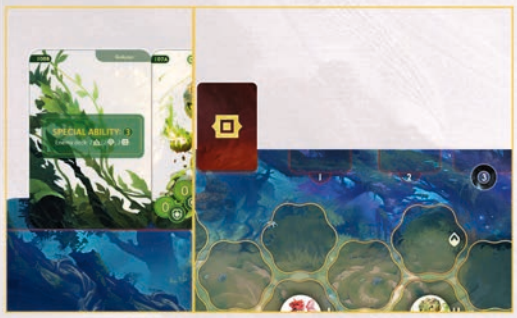
1. **Prepare the Arena:** open the Arena book to the Arena map indicated by the Adventure Journal.

   2: Use the Arena designated for 2 players (marked with 2).

2. **Setup the Arena card:** take the Arena card indicated by the Adventure Journal out from behind the Arena divider. If the Arena card has "Setup" rules, resolve them now.
3. **Prepare tokens and markers:** place all damage tokens, Elemental tokens, Power markers, and condition tokens near the Arena so you can easily reach them.
4. **Prepare the Enemy**
   a. Assemble the corresponding Enemy standee and place it in space I in the Arena.
   b. Take all Enemy Ability, Stat, and Taming cards listed by the Adventure Journal from behind a divider with an Enemy name *(e.g., the Golomo divider)*.
   Note: You will not always use a Taming card.
   c. Flip the Enemy Ability card to its B-side, then set up the Enemy for Combat *(steps d-f)* using the information there.
   d. Place a ○ on a space of the Enemy track, indicated by the number on the Enemy Ability card next to "Special ability".
   e. Create an Enemy deck using Enemy Attack cards listed on the B-side of the Enemy Ability card. Shuffle these Enemy Attack cards and place them face up in the Enemy deck space *(see the example below)*.

   2: Use the Enemy deck marked with 2. This deck has a slightly different layout containing information about the target. 2-player versions of Attack cards with the same symbol are not identical – when you set up an Enemy Attack deck using multiple cards with the same symbol, choose them randomly.

   For example, when you set up a deck with 2 ◎ cards, take all 4 cards with ◎ and randomly choose 2 of them. Try not to look at their fronts while preparing the rest of the Enemy deck.



The Golomo Enemy has its Special Ability in the third slot.
The Enemy deck consists of 2△, 2◎, and 2□ shuffled together.

   f. If the Enemy has "Additional setup" instructions, resolve them now.
   g. Flip the Enemy Ability card to the A-side and place both the Enemy stat card and Enemy Ability card in the Enemy sheet slot creating the Enemy sheet. Some Enemies may have an additional card for its Special Ability or its Summons. Place such cards near the Enemy sheet.

   2: Place these cards next to the Arena, since there is no Enemy sheet slot.

   h. If the Enemy has a Taming card, place it next to the Arena so that you can easily read it.

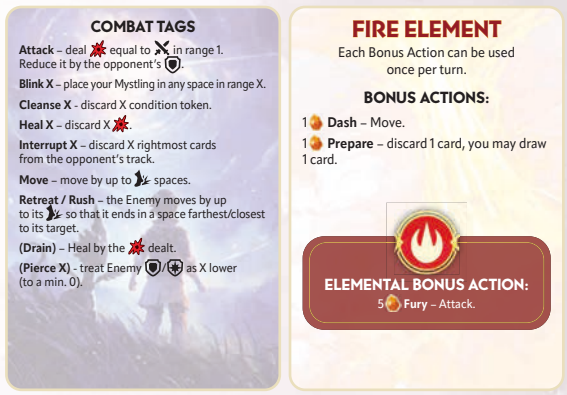
2: Find and attach a Major Corruption card listed in the Adventure Journal to the opponent. Major Corruptions increase Enemy stats.

5. **Prepare your Mystling:**
   a. Choose one of the Mystlings you chose for the Scenario. Place the chosen Mystling's standee in starting space II.

   2: One player places the Mystling they chose at the start of the Scenario in starting space II. The other player takes the remaining chosen Mystling and places it in starting space III. Players should sit on the opposing sides of the Arena. Each player resolves the steps below (b-g) for their Mystling.

   b. Take the chosen Mystling's Stat card and Ability card from the Mystling tray. Then, connect them face up in order to create a Mystling sheet and place it nearby.
   c. Take all ✸ and ● from that Mystling's tray and place them on the Mystling sheet.
   d. Take the Mystling's Action deck. Shuffle it and place it face down in the deck slot.
   e. Draw four Action cards *(one by one)* and, starting from slot 4, place one card in each slot to the right of your Action deck.
   f. Take a Combat tags Help card as well as a Help card with the same Element as the main Element of your Mystling.

   2: Use Help cards marked with a 2 icon.



Combat tags and Elemental Help card.

6. **Mulligan:** you may choose to redraw the Action cards once. To do so, take all cards from your slots, put them aside, draw four new cards, and shuffle the previous ones back into the deck.
7. 2: Assign the Taunt token: choose a player to receive the Taunt token.

8. **Modifiers:** Adventure Journal often has modifiers that change the setup conditions. Check if there are modifiers in the Combat setup and apply them if needed. Some of them may affect previous steps.

Combat rules

Combat in *Dragon Eclipse* is played in turns. Turns are taken alternately, starting with the player. Combat ends with you losing, winning, or Taming the Enemy. It's worth noting that not all Enemies can be Tamed; the Adventure Journal provides information about whether the Enemy is valid for Taming or not.

Combat ends immediately when one of the following three conditions is fulfilled:

- **LOSE:** your Mystling has as many or more than its .

  2: Players lose when one of their Mystlings has as many or more than its .

- **TAME:** when you fulfill all Taming conditions from the Taming card.
- **WIN:** when the Enemy has as many or more than its .

Actions

During your turn, you resolve Action cards and use Bonus Actions. You can never act with your Mystling unless the effect on a card or Bonus Action allows you to do so (e.g., you may only Move with your Mystling when you resolve a card/Bonus Action with the Move keyword).

2: Each player controls their own Mystling. The turn order is slightly different, as the player with the Taunt token resolves their turn first, followed by the other player, and then the Enemy has its turn. Then, back to the player that currently has the Taunt token, and so on.

During a Player's Turn, resolve the following steps in order

1. Use Bonus Action*(s) (optional)*.
2. Resolving an Action card.
3. Use Bonus Action*(s) (optional)*.
4. Draw cards.
5. End your turn and proceed to the Enemy turn.

Golden Rules of Combat

1. The effects on cards may overwrite some of the rules described in this rulebook. The rules on cards always take priority.
2. When more than one effect takes place at the same time *(e.g., at the start of your turn)*, you may decide which one to resolve first – you also decide for the Enemy's effects.
3. When, during an Enemy turn, an effect leaves you with more than one option *(e.g., the Enemy may move to two different spaces)*, you may decide which option to choose.
4. Mystling standee can never be moved to or placed in a space with another Mystling standee.
5. Treat the Enemy as your opponent for the purpose of all your effects. The Enemy treats you as the opponent for the purpose of its effects.

Action card effects

During Combat, you use your Action cards to act with your Mystling.

There are three different types of Action card effects in the game:

1. **Active effects:** most Action cards have effects that are resolved immediately. These effects are not distinguished by any additional frame.

Strike only has an active effect.

2. **Passive effects:** some Action cards have effects that last as long as the cards are at the top of your discard pile. When a passive card gets covered by another card, the passive effect no longer applies. Cards that have passive effects may still have active effects *(see below)*. Passive effects are inside a frame *(see example below).*

Defensive Stance has an active effect that gives a player 1 and a Passive effect that increases a Mystling's Defense and Willpower.

Note: You may discard Action cards (e.g., by using the Prepare Bonus Action) to benefit from their Passive effects.

3. **Upgrade effects:** some Action cards have long-lasting effects that apply as long as you do not reshuffle your deck. When you play an Action card that has an Upgrade frame *(see example below)*, attach it by placing it under your Mystling sheet so that the effect in the frame is visible. From this moment on, the effect applies. When you reshuffle the deck, discard your upgrades and reshuffle them with the rest of your Action cards. You may only have 1 Upgrade card attached to your Mystling sheet at any time. If you already have an Upgrade attached and you resolve another card with an Upgrade, you must discard one of them. Cards that have Upgrade effects may still have Active effects. Resolve them before attaching Upgrade to your Mystling sheet.

Reach has both Active and Upgrade effects.

Basic keywords

Most effects in the game use keywords to describe the Action in a shortened way. Keywords on Action cards are **bolded**.

At the start of the first Scenario, you gain the Starting deck (marked with an "S" in the top right-hand corner). The keywords in the Starting deck are explained on cards to make it easier to learn. More Advanced keywords are explained at the end of the rulebook (Combat keywords are also listed on the Help card), but you don't need to learn them for now; they are slowly introduced throughout the game.

- **Range:** many effects in the game use the term range. While range is not a keyword on its own, it often modifies other keywords and effects. When range is mentioned, it always assumes a maximum range of a given Action. Actions and effects may always target spaces that are closer than the maximum range. You may count range through any space, even if it's occupied by a Mystling or a token (i.e., nothing blocks range unless the effect states otherwise). The range is measured in spaces.

Spaces marked in green are within range 1 of the Young Iceling (located in the space). All spaces marked in orange are within range 2 of the Young Iceling. All spaces marked in red are within range 3 of Young Iceling. The space with the Young Iceling on it is considered to be within range 1, 2, and 3.

- **Move:** check the Mystling's value and move to an adjacent space up to X times (where X is your value). You move a Mystling one space at a time, but in one Move action, you may move several spaces. Some effects during the game may modify Move. When you are instructed to "Move +1 " consider your movement value to be 1 greater for this movement.

The player resolves Move with their Young Emberling, allowing them to move up to two spaces. The player decides to move as far away as possible from the Golomo.

- **Attack:** check if the opponent is within range 1 of your Mystling. If they are, subtract the opponent's from your (to a minimum of 0), and deal to the Enemy equal to the result. Otherwise, nothing happens.
- **Deal X in range Y:** check if the opponent is within the mentioned range of your Mystling.

  If they are, subtract the opponent's from the mentioned *(to a minimum of 0)* and deal to the Enemy equal to the result. Otherwise, nothing happens.

  For example, if you "Deal 2 to opponent in any range" and the targeted Enemy has 1 , you would deal 1 to them.

  For effects that state "For each *(...)* deal X " add all before subtracting the Enemy's .
- **Trigger:** you may only use Trigger once per turn. Ignore all Trigger effects after the first one. When you Trigger, resolve another card from your slots (do not gain from its slot) and discard it. Then, end resolving the card that caused the Trigger and discard it. See the Trigger example in "Example of Players Turn" (*page 20*).
- **Slot X:** if this card is in slot X, you resolve an additional effect.

  For example, the card has an effect: "Gain 1 . Slot 3: Gain 2 ." If this card is in slot 3, you get 1 and then also 2 .

Modifiers

Effects and keywords on cards may be modified. Modifiers commonly increase or decrease the values of Mystling's statistics for the purpose of that singular effect (e.g.," Attack +2 "). Modifiers may also be applied to effects on other cards (e.g., "Your Attacks have +1 range").

Example: A player resolves the effect "Move +1 " with a Mystling that has 2 . As a result, they may move up to 3 spaces.

Player's Turn

Each Player's Turn consists of resolving one Action card, which in turn allows you to act with your Mystling. Additionally, you may use Bonus Actions by spending .

2: Turn order is slightly different, as the player with the Taunt token resolves their turn first, followed by the other player, and then the Enemy has its turn. Then, back to the player that currently has the Taunt token, and so on.

During a Player's Turn, resolve the following steps in order

1. Use Bonus Action*(s) (optional)*.
2. Resolving an Action card.
3. Use Bonus Action*(s) (optional)*.
4. Draw cards.
5. End your turn and proceed to the Enemy turn.

1. Using Bonus Actions

Bonus Actions are players' Actions that may be performed by spending their cost in Power . Bonus Actions are found on Elemental Help cards, Ability cards, and sometimes, even on Action cards or Arena effects. Bonus Actions found on Help cards are always available.

All Bonus Actions follow the same rules:

- **Each Bonus Action may only be resolved once per Player's turn.** E.g., if you used the Dash Bonus Action in step 1 of your turn, you cannot resolve it again during this or any other step. However, you may still use the Prepare Bonus Action if you haven't used it yet.
- All Bonus Actions cost . You must spend the number of indicated to the left of the Bonus Action to resolve its effect.

2. Resolving an Action card

The main part of a Player's Turn is resolving an Action card. To resolve an Action card, follow the instructions below in order:

a. Choose an Action card slot with a card in it.
Note: You may choose any card from your slots. Even if the effect of the card wouldn't do anything (e.g., the effect of the Action cards is Attack, but there is no opponent in range 1).

b. Gain as many as shown above that slot.

If a player chooses slot 4 with an Offensive Stance Action card, they gain 3 before Resolving the Offenisive Stance effect.

c. Resolve the effect of the card from the chosen slot *(reading the card from top to bottom, left to right)*. You must resolve all effects on cards unless you are unable to do so *(e.g., there is no opponent in range)* or the effects stated otherwise *(e.g., "You may…")*.

d. Place the resolved card face up on top of the Action cards discard pile.

2: Taunt change – whenever a player deal to an Enemy during their turn, and they don't have the Taunt token, they take it from the other player. Dealing Conditions or interacting with the Enemy in other ways does not give you the Taunt token. The Enemy will (most likely) target the player with the Taunt token during their next activation. Using this effect intentionally is a great strategy.

Taunt token.

3. Use Bonus Actions

Follow the rules from step 1. Remember that each Bonus Action may only be used once per turn.

4. Draw new cards

Slide all Action cards in the slots from left to right to fill empty slots. Then, draw new Action cards to fill the remaining empty slots, starting from the rightmost empty slot.

There are a few keywords connected to deck manipulation:

- **Draw:** whenever you draw a card during Combat, slide all cards in the slots from left to right to fill empty slots (if any). Then, take the topmost card from your deck and place it in the rightmost empty slot. When you need to draw a card and your deck is empty, you must reshuffle.
- **Reshuffle:** when you must draw a card and your deck is empty, discard all your attached Upgrades, shuffle your discard pile, and create a new deck. Some card effects may also allow you to reshuffle your deck.
- **Shuffle:** some in game effects tell you to shuffle your deck. Do this by taking your deck and shuffling it. Do not take cards from your discard pile and do not discard your attached Upgrades.

5. End your turn and proceed to the Enemy turn

a. Resolve end of turn effects in an order of your choice.

b. Discard 1 Condition token of each type, if you have any *(for details about Condition tokens, see page 32)*.

c. Start the Enemy turn.

Power

A useful resource used by players. It is mainly gained during Combat by resolving Action cards from specific slots in step 2 and from Action card effects, but it can also be gained during the Adventure part of the game. Usually, you start Combat without any unless you gain it during the Adventure.

Additional rules regarding :

- When you **discard** , return it to the pool. If you don't have the required amount of , discard as much as you can and ignore the rest.
- When you **spend** , you must have that amount of . If the instructions tell you to "Spend 2 to Trigger" and you only have 1 , you cannot activate this effect.
- All is discarded after Combat.
- When you **gain** during Combat, place that many on your Mystling sheet.
- When you **gain** during Adventure, divide it between your Mystlings as you wish and place it inside the Mystling tray. gained during Adventure is used in the next Combat.
- Power is a limited component. Each Mystling can have a maximum of 10 at any moment (a Mystling cannot gain if it already has 10).
- is not saved between Scenarios.

List of common Bonus Actions:

BONUS ACTIONS:

1 **Dash** – Move.

1 **Prepare** – discard 1 card, you may draw 1 card.

Bonus Actions on a Help card.

Dash: spend 1 to resolve the Move action following movement rules.

Prepare: spend 1 to discard an Action card from a chosen slot. Slide Action cards to the right to fill the empty slots. You may draw a new Action card and place it in the rightmost empty slot (usually, slot 1).

Elemental Bonus Action – each Element has 1 unique Bonus Action listed on that element's Help card. Elemental Bonus Actions are available only to Mystlings with a matching main element.

ELEMENTAL BONUS ACTION:

5 **Fury** – Attack.

Fire Mystlings may spend 5 to resolve an Attack as a Bonus Action.

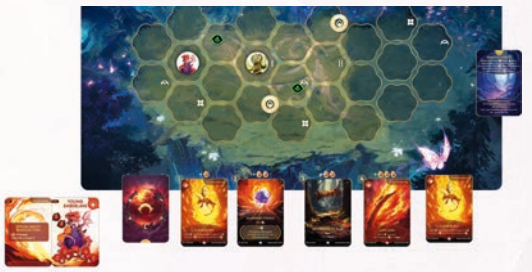
Special Ability Bonus Action – each Mystling has 1 or more unique Bonus Actions that are available only to them. You can find it on the Ability cards.

SPECIAL ABILITY BONUS ACTION:

8 **Firenova:**
Deal 6 in range 3.

A player controlling the Young Emberling may spend 8 to resolve Firenova, which allows them to Deal 6 in range 3.

Example of a Player Turn



The player resolves Combat. They have the Young Emberling and fight against Golomo. The player is about to resolve their second turn in Combat. They have 2 and 2 , while the Enemy Golomo has no yet.

First, the player may use Bonus Actions, but they decide not to. The player then chooses a Lava Lash Action card in the 4th slot.

First, the player gains 3 from the slot.

Then, they resolve the Lava Lash effect from top to bottom, left to right. The first part of the effect (marked with blue) allows the player to "Deal 3 in range 3". Since Golomo is within that range and has 0 it receives 3 .

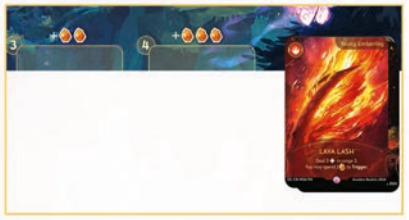
The second part of the effect is optional as it says "You may spend 2 to ***Trigger***". The player decides to use this option. They spend 2 and choose to Trigger the According to Plan in the 3rd slot (they do not gain from its slot).

As before, they resolve the card from top to bottom left to right. The first part of the effect allows the player to Move. Young Emberling has 2 , so the player can move up to 2 spaces. The player decides to move 1 space to be within range 1 of Golomo.

The second part of the effect states "Slot 3: Attack". This effect may only be resolved if a card is in slot 3. Luckily, that's the case, and the player resolves the Attack.

Young Emberling has 4 and Golomo's stat is 0. But Golomo has a Passive ability that gives it +1 for each Quake in range 1. So Golomo has a total of 2 now.

This means that Young Emberling Attack is reduced by 2 and deals a total of 2 .

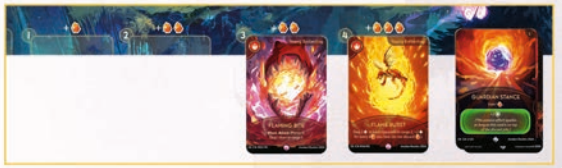


The player fully resolved the Triggered Action card (According to Plan), so they discard that card. Then, they discard the Action card that caused the Trigger (Lava Lash).

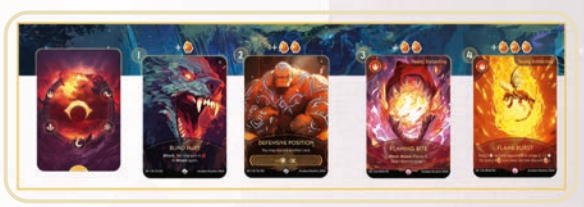
The player cannot resolve more Action cards this turn, but they may still use Bonus Actions. The player decides to use the Dash Bonus Action. They spend 1 to Move.

They can move up to 2 spaces and decide to use their full this time, moving as far as they can.

Then the player also decides to use the Prepare Bonus Action, spending 1 to discard a card and draw 1 card.



They discard Guardian Stance, slide all cards to the right and draw 1 new card to slot 3. The passive effect of the Guardian Stance card applies, so Young Emberling has 2 now.



The player decides to end their turn since there is nothing more they can do: they cannot afford their Special Ability and Elemental Bonus Action, and they already used both Prepare and Dash Bonus Actions this turn. They have 1 left, which may be used during their next turn.

The player would normally slide the cards to the right to fill the empty slots, but their Action cards are already in the rightmost slots because they used the Prepare Bonus Action. So the player only refills the empty slots by drawing new cards. The player's turn ends. Now the Enemy resolves its turn.

Enemy Turn

After the player's turn, it's time for the Enemy to act.

2: Remember that the turn order is different. First, it is the turn of the player with the Taunt token, then the other player, and finally the Enemy. After the Enemy turn, the player with the Taunt token has their turn, and so on.

Enemies have several different effects that can be resolved based on their Enemy Ability card. The Enemy is going to resolve an effect matching the top Enemy Attack card that is always visible to the player.

Enemy Turn Order

During its turn, an Enemy resolves one of their effects. Every few turns, the Enemy resolves its Special Ability. To resolve an Enemy turn, follow the steps below.

a. Slide cards. Draw an Enemy Attack card.
b. Resolve the Enemy Attack card
c. Check and resolve the Special Ability.
d. Enemy turn ends. Resolve the player turn.

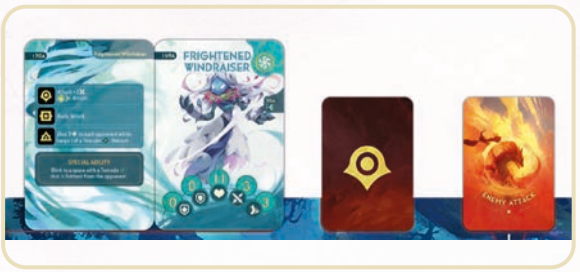
1. **Slide cards. Draw an Enemy Attack card:** slide all Enemy Attack cards by one slot to the right *(in rare cases, when you would need to slide the card from slot 5, place it on the discard pile instead)*. Then, take an Enemy Attack card from the top of the deck and place it in the 1st slot.

If the Enemy deck becomes empty at any moment:

- You gain 1 Fatigue and place it on the top of your discard pile – Fatigue cards are not removed after Combat. They are placed in your deck during a single Scenario and may be removed either by playing them during Combat or by various effects during the Adventure.
- If there are no more Fatigue cards available, gain 5 instead.
- Reshuffle the Enemy Attack discard and create a new Enemy deck – do not discard Enemy Attack cards from the track.

2: When the Enemy Attack deck runs out, only the player with the Taunt token takes the Fatigue card (regardless of the Enemy target).

2. **Resolve the Enemy Attack card:** check the Enemy Attack card in the 1st slot. Resolve the corresponding effect from the Enemy Ability card. Then, flip the resolved Enemy Attack card face down. When resolving the Enemy Attack, treat your Mystling as the "opponent".



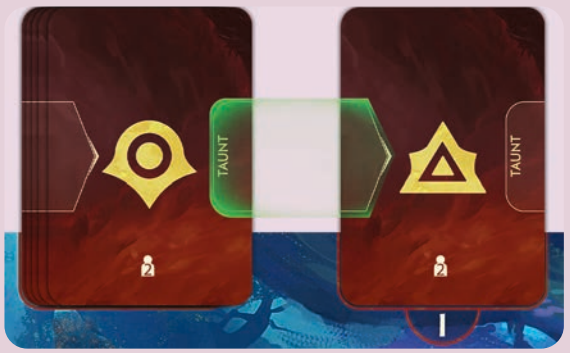
The Enemy will resolve the effect during their next turn: "Attack +2 . Attack." This happens after sliding the cards and placing the topmost one in the 1st slot.

2: Use the Enemy Attack cards with 2. These cards show you what the Enemy does, but you won't know which player will be the target. The target is chosen after sliding and drawing cards – it is shown by the card that is on the top of the Enemy Attack deck.

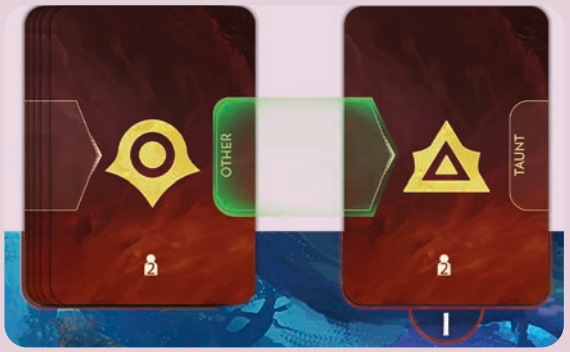
The Enemy resolves its attack treating the target as an opponent. If the Enemy effect says "Each opponent" then the effect applies to both players (otherwise, the non-target player is ignored by all the Enemy's actions).

The target can be:

- *Taunt*: the Enemy targets the player with the Taunt token.



- *Other*: the Enemy targets the player who doesn't have the Taunt token.



3. **Check and resolve Special Ability:** if there is an Enemy Attack card above the Special Ability token, resolve the Enemy Special Ability and discard all Enemy Attack cards from the Enemy slots.
4. **Enemy turn ends. Proceed to the Player's turn.**
   a. Resolve end of turn effects in the order of your choice.
   b. Discard 1 Condition token of each type from the Enemy, if it has any *(for details about Condition tokens see, page 32)*.
   c. Start the Player's turn.

Enemy Keywords

Many keywords you use as a player are also used by the Enemy and they work in the same or similar way (e.g., ***Attack*** and ***Deal***). However, there are two keywords connected to movement that are specific to Enemies:

Retreat:

- Enemy Retreat is resolved in a similar way to your Mystling's Move.
- During Retreat, the Enemy always moves to a space farthest from you *(i.e., space that is the highest range from you)*, using the fewest number of possible moves.
- When an Enemy Retreats and they are already in the farthest reachable space, they don't move.
- If there are several spaces meeting these conditions, you may choose to which of those spaces the Enemy Retreats.

The Frightened Windraiser Retreats. It has 3 . There are 3 spaces where the Frightened Windraiser can go to end its movement farthest from its opponent (Young Emberling). The player decides to move it to the top space.

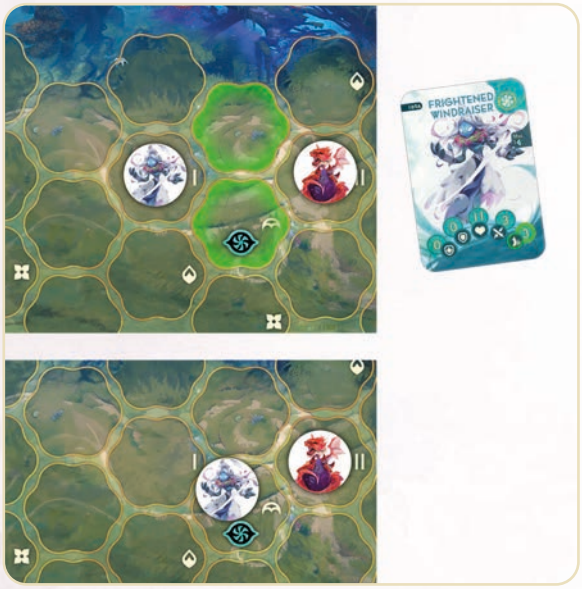
Rush:

The Enemy's Rush is resolved in a similar way to your Mystling's Move.

During Rush, the Enemy always moves to a space closest to you (i.e., to end within range 1 of you if possible), using the lowest number of possible moves.

When an Enemy Rushes and they are within range 1 of you, they don't move.

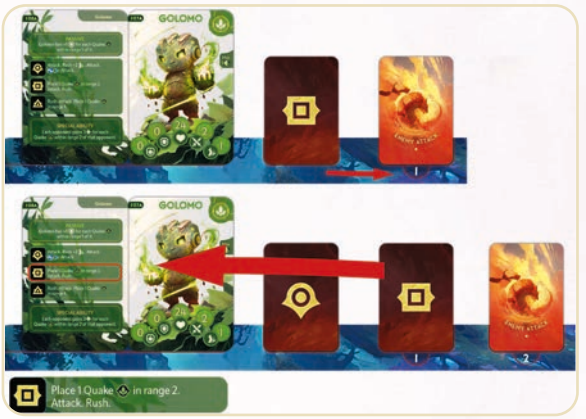
If there are several spaces meeting these conditions, you may choose to which of those spaces the Enemy Rushes.



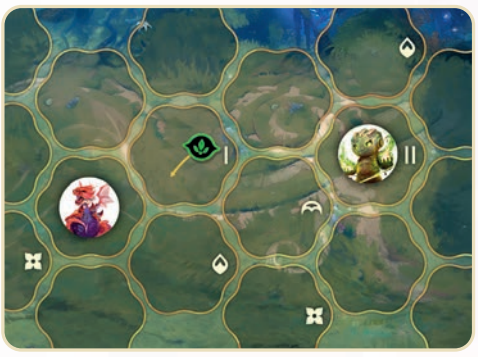
The Frightened Windraiser Rushes. It has 3 . It wants to end its movement as close to the opponent (Young Emberling) as possible so it won't use its full . There are 2 spaces where the Frightened Windraiser can move. The player decides to move it to the bottom space.

Example of Enemy Turn

Note: The Enemy turn example uses the Placing Elemental Token rules, which you are not familiar with yet (see page 24). You may read the example without learning them right now.

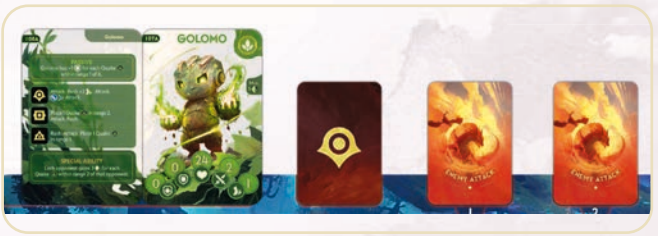


It's the Enemy Golomo's turn. First, slide all Attack cards in Enemy Attack slots to the right, making space in slot 1 for a new card. Then place the top card of the Enemy Attack deck in slot 1 and compare its symbol to the Golomo Enemy Ability card. Then, resolve the corresponding effect.



The effect is to "Place 1 Quake in range 2. Attack. Rush." Resolve these effects from left to right, top to bottom. Place 1 Quake in range 2 in the space closest to the player's Mystling (Young Emberling). There are two matching spaces (the space with I and the space with). In such cases, the player chooses where to place the token. They decide to place it in the I space. Then, the effect says "Attack." Since the Golomo is not in range 1 of the player's Mystling, the Attack has no effect.

The last part of the effect is "Rush." The Golomo moves toward the player's Mystling by 1 space since the Golomo has 1 . There are two spaces (marked with green circles, see above) where the Golomo could move. In such cases, the player decides where the Enemy moves. The player chooses the top space.

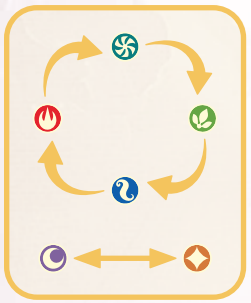


The Enemy Attack card is now resolved – flip it face down. There is no Enemy Attack card above the Special Ability token, so the Enemy does not resolve the Enemy Special Ability. The Enemy's turn ends.

Other Combat Rules

Elemental advantage

The Elements in *Dragon Eclipse* interact with each other (each Element has an advantage over another). This is represented by additional effects that can be found on certain Action cards/Enemy Ability cards.



The diagram above shows Elemental advantage. Light and Dark are each other's opposites. Fire uses Air as its fuel. Air can penetrate cracks in Earth's armor. Earth is the only power that can stop Water. Water is perfect to quench Fire. You don't need to remember this – it is always stated in the effect.

Advantage icons

Advantage icons are always followed by an effect. Resolve the effects only if your opponent's Element matches the shown icon (this also applies to subtype Elements).

For example, when you resolve the Storm card and your opponent's Element is Fire, you also resolve the "Deal 3 in any range" effect.

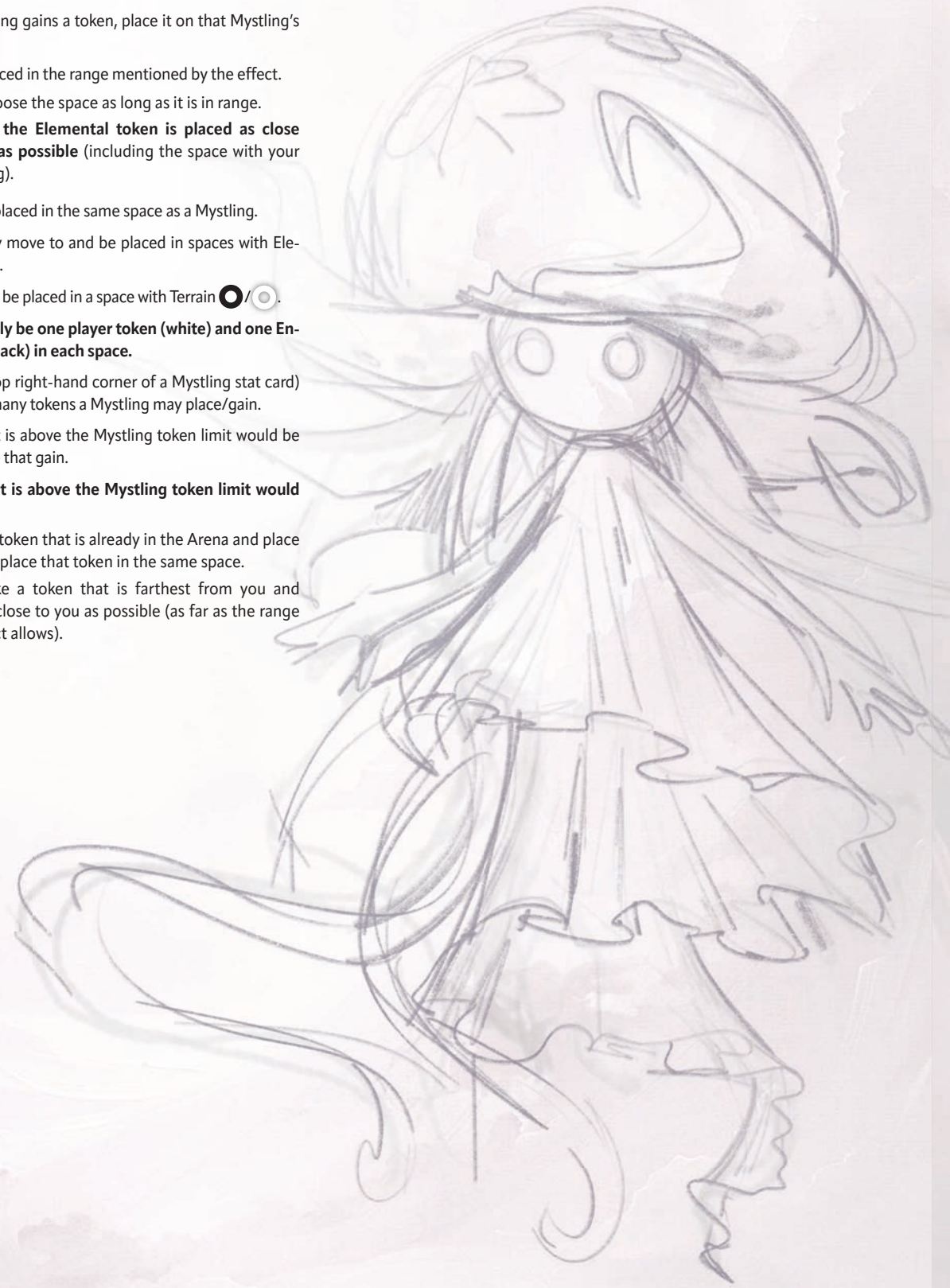
Advantage icons used by Enemies work in the same way. Apply these effects only if your Mystling has an Element that matches the shown icon (this also applies to subtype Elements).

2 : Resolve the Advantage icon effect only if the current target has a matching Element.

Elemental tokens

Some Action cards, Bonus Actions, or Enemy effects can place Elemental tokens in the Arena or gain the tokens for Mystlings. The name of the token is always followed by the Elemental token icon (*e.g., place 1 Quake in range 2.*) Elemental tokens are double-sided. The white side of the token is reserved for you and the black side is used by the Enemy. Tokens do not have effects on their own but they might be utilized by Special Abilities, Action card effects, or Enemy Ability cards.

- When a Mystling gains a token, place it on that Mystling's sheet.
- Tokens are placed in the range mentioned by the effect.
  - You: choose the space as long as it is in range.
  - Enemy: **the Elemental token is placed as close to you as possible** (including the space with your Mystling).
- They may be placed in the same space as a Mystling.
- Mystlings may move to and be placed in spaces with Elemental tokens.
- Tokens cannot be placed in a space with Terrain / .
- **There may only be one player token (white) and one Enemy token (black) in each space.**
- Token limit (top right-hand corner of a Mystling stat card) defines how many tokens a Mystling may place/gain.
- If a token that is above the Mystling token limit would be gained, ignore that gain.
- **If a token that is above the Mystling token limit would be placed:**
  - You: take a token that is already in the Arena and place it. You may place that token in the same space.
  - Enemy: take a token that is farthest from you and place it as close to you as possible (as far as the range of the effect allows).



End of Combat

Combat ends immediately when one of 3 conditions is fulfilled:

LOSE

If, at any moment, there are equal to or more ✸ on your Mystling sheet than the Mystling's ♥, you immediately Lose the Combat.

2: If only one of the players' Mystlings has equal to or more ✸ than their ♥, you immediately Lose.

WIN

You may end Combat by defeating the Enemy. If at any moment there is equal to or more ✸ on the Enemy sheet than its ♥, and you didn't fulfill all Taming conditions, you Win the Combat.

For example, when you resolve a card with an effect: "Deal 2✸ in range 2. Heal 2." If the "Deal 2✸ in range 2" part of the effect fulfills the win condition, you must immediately end the Combat and cannot resolve the "Heal 2" effect.

TAME

Taming is more challenging than winning, but after you Tame an Enemy, it will join your ranks. However, if a Taming card wasn't placed during Combat Setup, the Enemy Mystling cannot be Tamed.

To Tame an Enemy, you must fulfill all conditions on its Taming card in the presented order (from the first to the last). This means that you cannot fulfill the third Taming condition if you haven't fulfilled the 1st and 2nd ones yet.

When you fulfill a condition, place token A in a slot next to it. Conditions remain fulfilled even if the game state changes (e.g., if the condition was to reduce the Enemy's ♥, you fulfilled it, and it Healed, the condition remains fulfilled).

When you fulfill the last condition on the Taming card, you immediately Tame the Enemy, and Combat ends. This happens even if an Enemy has equal to or more ✸ than its ♥.

A Taming card.

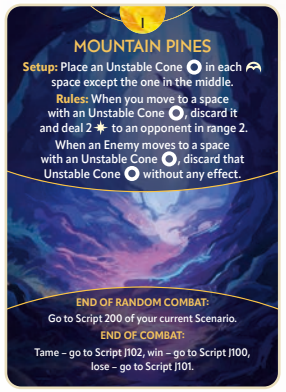
Conceding

We do not recommend it, but you can also decide to concede a fight at any time during the Combat. If you do, deal ✸ to your Mystling so that their ✸ equals their ♥, and resolve the LOSE outcome. If you do concede you cannot continue the Combat, even if the instructions in the Script states otherwise.

2: Deal ✸ to both players' Mystlings.

After Lose/Tame/Win

When one of the conditions above is reached, look at the bottom section of the Arena card below "END OF COMBAT." Go to the Script matching the result and follow the instructions there. If you took part in a Random Combat, follow the instructions in the "END OF RANDOM COMBAT" sections of the Arena card.

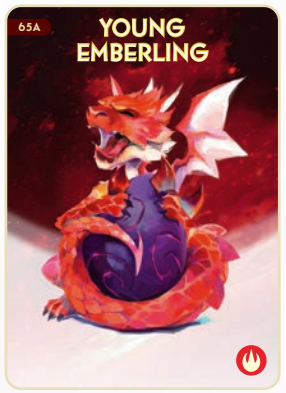


Mystling Encyclopedia

Behind the Mystling Encyclopedia divider, you gather Portraits and Trivia of Mystlings you came across and Tamed during your journey. These cards have no gameplay significance, but you track your progress and knowledge about Mystlings with them.

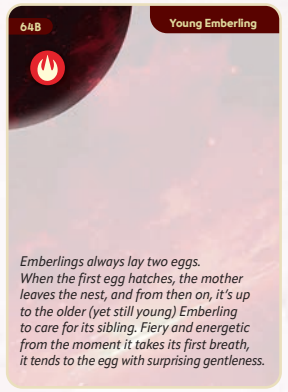
In the Special Edition of the game, use the Mystling Encyclopedia binder instead of the divider. Slot Portrait and Trivia cards in the slots matching the cards' IDs.

- **Portrait cards:** if you were fighting against a Mystling for the first time (regardless of the Combat outcome), you will be instructed to take its Portrait card and place it in the Mystling Encyclopedia. Place this card behind the *Mystling Encyclopedia* divider.



Young Emberling Portrait card.

- **Trivia:** Mystling trivia can be found on the B-side of the Taming cards. If you Tame an Enemy, you will be instructed to take its Taming card, flip it B-side up, and place it in the Mystling Encyclopedia. Place this card behind the *Mystling Encyclopedia* divider.



Young Emberling Trivia.

Adding cards to Random Combats

The Adventure Journal often instructs you to add a Tier card to Random Combats. Almost every Mystling that you didn't Tame will end up in Random Combat, so you have a chance to Tame it using Essence (during the Navigating the World Map step) or encounter it again during Random Combats. The Random Combats and Tier cards are described in detail on page 32.

- **Add the X Tier card to the Random Combats:** find the mentioned Tier card in theTier deck, and place it behind the *Random Combat* divider.

Removing Enemy cards

When you Tame a Mystling, you no longer have a chance to see it as your Enemy. That's why the Adventure Journal instructs you to place the Enemy Ability of the Tamed Mystling behind the *Removed* divider. This way, you can also use the Tamed Mystling dividers to organize Mystlings in your Party.

Clear the Arena

The Adventure Journal tells you when to Clear the Arena after Combat. To do so, follow the steps below:

1. Place your Action deck in the Mystling compartment *(along with all gained Fatigue cards)*.
2. Place your Mystling's Stat and Ability cards with all its ✸ in the Mystling tray.
3. Discard all your 🔥 and Elemental tokens *(they are not saved between Combats)*.
4. Place the Enemy cards behind the corresponding divider.

   Note: If you Tamed the Enemy, skip this step.
5. Take all Enemy Attack cards and shuffle them together.
6. Discard all components from the Arena.
7. Close the Arena book.

AFTER THE SCENARIO

This phase starts when you reach a Script in the Adventure Journal that says: "**Congratulations!** You've reached the end of the Scenario." The text that follows contains instructions on how to end a Scenario. The following steps are also listed in the Adventure Journal, so don't worry about remembering them.

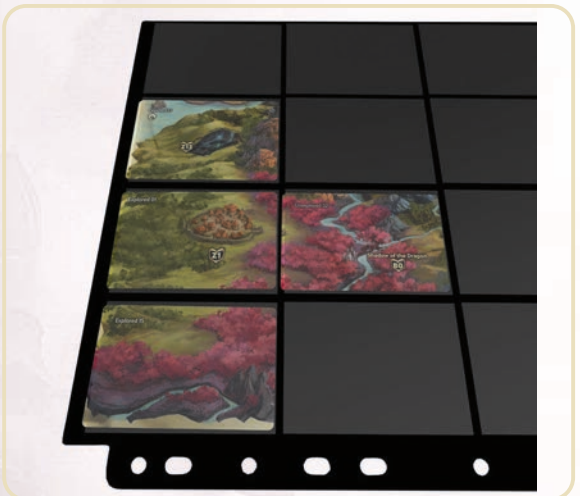
1. Gaining access to new Scenarios

Take the World Map – take it out of the box and place it in front of you.

You may be instructed to perform several steps:

To flip a Worldmap card, take it from the slot and flip it to its Explored side. This often means that a once available Scenario is now locked.

You also gain new Worldmap cards and slot them in the cardholder. Pay attention to which side up the cards should be and where to slot them. Those cards offer new Scenarios or new Scripts to explore during the Navigating the World Map step.



World Map cardholder with slotted card (after Scenario 1).

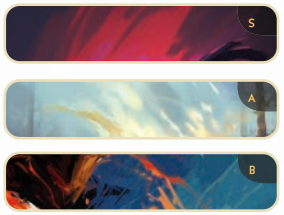
2. Opening Boosters

When you are told to open a Booster, choose a random Booster from the game box and open it. Place all cards from the opened Booster behind the Unlocked cards divider. These cards can be added to your deck during the Deck Construction phase in subsequent Scenarios.

In the Special Edition of the game Boosters are sealed. To open a Booster, you tear the foil package. After the Campaign, you may reset the Boosters using the Unboxing instruction and Booster envelopes.

3. Gaining Advancement cards

In addition to the starting cards (S) obtained in the first Scenario, there are other neutral cards that can be unlocked after each Scenario. These cards are included in the Advancement deck. There are two Advancement decks: Advancement deck A, which is used at the beginning of the game, and the more powerful Advancement deck B, unlocked later in the Campaign.



Gain an Advancement card:

1. Take all Advancement cards from your current Advancement deck *(in the first few Scenarios, it will be Advancement deck A)*.
2. Draw 8 cards, with 1 fewer for each Fatigue in both Action decks, to a minimum of 3 cards. Place them face up in front of you.
3. Choose 3 cards and place them behind the Unlocked cards divider. These cards can be added to your deck during the "Performing the Deck Construction" phase in subsequent Scenarios. Shuffle the rest of the cards back into the Advancement deck.

4. Discard all Fatigue Cards

Fatigue is not saved between Scenarios. Remove all Fatigue cards from both Mystlings' Action decks and place them with the rest of the Fatigue cards.

5. Fully Heal your Mystlings

is not saved between Scenarios. Discard all from both Mystlings.

6. Saving the game

The game can be saved only after finishing a Scenario. The Adventure Journal tells you when you can save the game.

To save the game, follow the instructions below:

1. Place both Mystlings behind the Party Divider with the Action cards assigned to them. If you want to save the decks you've constructed for them at the beginning of this Scenario, you may place them here as well.
2. Place the rest of your Action cards behind the Unlocked cards divider.
3. Place your Equipment cards *(remember that you are limited to 2)*, your Item cards *(max. 3)*, and all your Secrets, Essence, and Silver behind the Inventory divider.
4. Return all remaining components to the box.

ADDITIONAL GAME MODES

Hard modes

Available during the campaign.

If you want to make your game more challenging, you can apply the following rules. The Hard mode only affects the Combat part of the game. You can switch to Hard mode at any time during the game (except during Combat). You can also resign from this mode at any time if you feel it doesn't suit you. We advise you to play the first Scenario without hard mode.

There are three ways to modify your game. We highly advise using only one of them at a time.

Corruption hard mode

Available in solo and 2-player games.

This mode increases the opponent's stats and may increase the Combat duration.

Rules: Before each Combat, draw one random Corruption card *(see page 32)* for your Enemy and place it under its stat card. During Combat, add the stats from the Corruption card to the Enemy. This may cause the Enemy to have more than 1 Corruption card.

2 : Slot the Corruption card under a Major Corruption.

Unpredictable hard mode

Available in solo games.

This makes Combat less deterministic.

Rules: Play with the Enemy Attack deck face down. During the "Resolve the Enemy Attack card" step, flip the topmost Enemy Attack card and then resolve it.

Steel hard mode

Available in solo and 2-player games.

This mode lowers the amount of Healing after Combat, making each consecutive Combat during a Scenario more dangerous.

Rules: Whenever you encounter this instruction: "Each Mystling that took part in this Combat Heals up to half (rounded down) of their ♥," instead resolve "Each Mystling that took part in this Combat Heals 5. They cannot Heal to more than half (rounded down) of their ♥."

PvP mode

Not available during the Campaign.

In the PvP mode you can challenge your friends to an epic duel. All Mystlings can compete with each other in PvP mode. Depending on how much time you have, you can choose to play the following:

- Quick battle (30-45 minutes).
- Challenge (90 minutes).

Both *Quick* battle and Challenge use the Combat *(page 18)* and Deck Construction rules *(page 7)*. You must be familiar with them to play this mode. You can find the rule changes for PvP below:

- You cannot Tame the opponent. To Win the Combat you must make the Enemy have equal to or more ✸ than its ♥.
- Use the PvP side of the Arena cards.
- When placing Elemental tokens, the first player must use the white side, and the other player uses the black side of the tokens.
- Interrupt cannot affect the cards in slot 1 (they cannot be discarded this way).
- Use the B-side of Stat cards (with "PvP" at the bottom).

A PvP Stat card.

Quick battle

In Quick battle, each player controls one chosen Mystling, constructs the deck for it, and fights with it. Players play their turns alternately until one player wins.

Quick battle setup

1. Randomly choose the first player.
2. The first player chooses any Mystling and takes its Stat, Ability, and Action cards. Then the other player do the same thing.
3. Simultaneously players construct decks for their chosen Mystlings, following all the Deck Construction rules with the following exceptions:
    a. Divide all neutral cards into two piles so that each pile has one copy of each card.
    b. Divide all Elemental Action cards into piles with cards of each Element.
    c. Players receive one neutral card pile each *(players may also agree to trade some of the neutral cards)*.
    d. If players chose the same Element type Mystling and they cannot agree about who takes which cards, they choose them one by one starting with the first player.
    e. If one of the Mystlings has a subtype Element, they can choose Action cards for their subtype after the other player finishes their deck construction *(they use the cards that are left)*.
4. Players randomly select one of the Arena maps *(use 2 side)*.
5. Players randomly draw one of the PvP Arena cards and follow all Setup instructions on it.
6. The first player places their Mystling in starting space **I**. The other player chooses to place their Mystling in starting space **II** or **III**.
7. Players take their Action decks, shuffle them, and place them in the Player's deck slot face down.
8. Players draw four Action cards *(one by one)* and places them in slots 1-4 to the right of their Action deck.
9. Starting with the first player, each player may decide to perform a mulligan *(see page 17)*.
10. The second player gains 1 .
11. The first player starts their turn.

Challenge

In Challenge, players fight each other in a series of rounds with each player competing with 3 chosen Mystlings. Players have a chance to switch Mystlings between rounds. Players perform their turns alternately until one player wins the round. To win a Challenge, a player must win 2 out of 3 rounds. This means that during a Challenge, you play 2 or 3 rounds. The winner of the round cannot use the Mystling they used in subsequent rounds.

Challenge setup

1. Randomly choose the host player.
2. The host player chooses one Mystling and takes its Stat, Ability, and Action cards. Then, the other player does the same thing and immediately chooses their second Mystling. The host player chooses their second and third Mystling. Finally, the other player chooses their third Mystling. Players cannot choose a Mystling with a main Element they already have.
3. Divide all neutral cards into two piles so that each pile has one copy of each card.
4. Divide all Elemental action cards into piles with cards of each Element.
5. Players receive one neutral card pile each *(players may also agree to trade neutral cards)*.
6. Simultaneously, players construct decks for one of their chosen Mystlings, following all the Deck Construction rules with the following exceptions:
    a. If players chose the same Element type Mystling and they cannot agree about who takes which cards, they choose them one by one starting from the host player.
    b. If one of the Mystlings has a subtype element, they may choose Action cards for their subtype after the other player finishes their deck construction *(they use the cards that are left)*.
    c. Repeat this process for the remaining Mystlings until each player has constructed 3 decks.

Round set up:

- Only during the first round: Randomly choose the first player.
- Players randomly select one of the Arena maps (use 2 side).
- Players randomly draw one of the PvP Arena cards and follow all the Setup instructions on it.
- The first player chooses one of their Mystlings for this round. Then, the second player chooses their Mystling.
- The first player places their Mystling in starting space I. The other player chooses to place their Mystling in starting space II or III.
- Players take the Action deck of their currently chosen Mystling, shuffle it and place it in the Player's deck slot face-down.
- Players draw four Action cards (one by one) and place them in slots 1-4 to the right of their Action deck.
- Starting with the first player, each player may decide to perform a mulligan *(see page 17)*.
- The second player gains 1 .
- The first player starts their turn.

After the round:

- If one player wins 2 rounds, they are the winner of the Challenge and the Challenge ends.
- Otherwise:
  a. The player that won the round places the Mystling standee that won the round aside *(marking that they have 1 won round)*. They cannot use this Mystling in subsequent rounds.
  b. Both players discard all and from their Mystling sheets.
  c. The player who lost the round decides who is the first player in the next round.
  d. Clear the Arena.
  e. Set up the next round following the Round set up steps.

Roguelite mode

Available solo or with 2 players.

Not available during the Campaign.

Before starting the Roguelite mode, it is recommended to complete the Campaign.

Game overview

Players select one Mystling each and attempt to reach the 3rd Boss by fighting their way through a map. Each map features three stages. Each stage ends with a boss fight. After each Boss, players are able to save their game or continue playing. If you don't succeed, don't worry! With the Silver and Essence you have collected during a Run, you are able to unlock additional perks and Mystlings that can help you move through the maps.

The main loop of a roguelite session (called a Run) is choosing a space on a map, resolving its effect (gaining a reward or resolving a Combat), and then choosing another space until you win the Run by defeating the 3rd, final Boss. If the Mystling of any player has equal to or more than its , you succumb to wounds and exhaustions and lose the Run. In both cases, go to the Run Resolution.

Roguelite Setup

You only need to perform this setup once before beginning your very first Roguelite Run.

- If you haven't already, open all boosters.
- Separate the Advancement cards into decks A and B.
- Prepare the Elemental Action cards, dividing them into separate decks for each Element.
- Place all Mystling cards (Stat, Ability, Enemy Ability, Taming, Portrait, and Action) behind their corresponding dividers.
- Prepare the Tier cards, dividing them into separate decks for each Mystling Tier.
- Take the Equipment and Item decks and remove all cards without the RL mark in the bottom right corner – these aren't used in this mode. Leave the remaining cards in the play area.
- Prepare the Enemy Attack deck

  2 : Use the Enemy deck marked with 2 .
- Prepare Universal tokens, Condition tokens, Elemental tokens, Damage tokens, and Power markers.
- Prepare standees.
- Take a new Roguelite sheet.
- **Take all components exclusive to this mode:** Roguelite maps, Artifacts, and Mystery cards.

Artifacts cards

A locked Artifact (left) and an unlocked Artifact (right).

Artifacts are a new type of card, similar to Items and Equipment. You unlock them during Roguelite Runs.

- Each Artifact card has locked and unlocked sides.
- Artifacts are one-time-use cards.

  2 : Artifacts are shared by players.

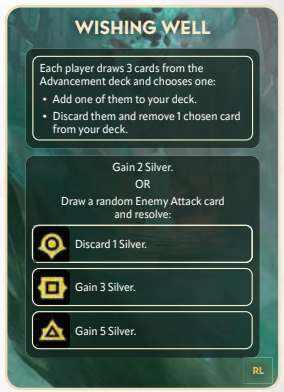
  After use, they are exhausted *(rotate them 90 degrees to mark that you can't use them)* until you reach the next Campsite after Combat with a Boss.

Before your very first Run, all Artifacts are locked – their unlocked sides should not be read.

To unlock an Artifact, a player must fulfill the Achievement present on the locked side of the card. After that, this Artifact is flipped and placed to the side until the Run resolution (you cannot use it during this Run).

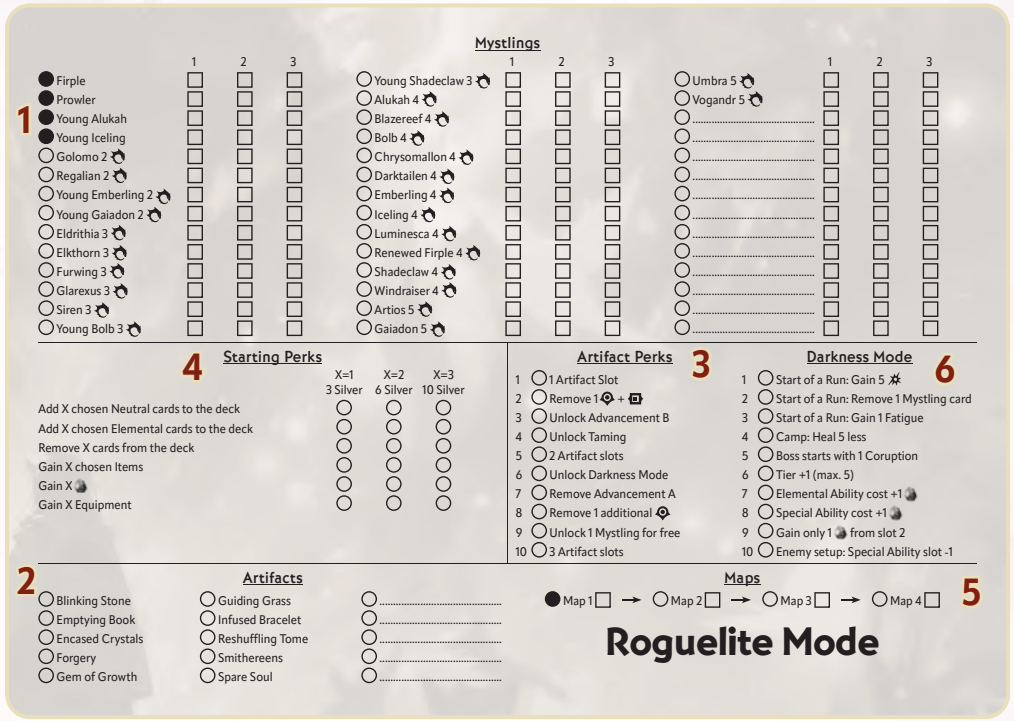
2 : Players cannot unlock each other's Artifacts.

Mystery cards



Mystery cards represent random encounters and adventures. In between Combats, players resolve at least one of those cards. Mystery cards are split into two sections: the top section allows players to improve their Action decks by adding or removing cards, and the bottom section has various effects that can grant Items, Equipment, and other advantages.

Save Sheet



This mode features a Save Sheet to track progress and achievements. It is divided into 6 sections:

1. **Mystlings**
   - Track which Mystlings are available to play.
   - Before your very first Run, you have four Mystlings unlocked (indicated by a black dot). You unlock more Mystlings in your Runs.
   - Each Mystling has three boxes next to them, which you mark after defeating Bosses.
   - The first box allows players to start Runs from Campsite 1 with that Mystling. The second box allows players to start Runs from Campsite 2 with that Mystling. The third box shows that the 3rd Boss was defeated by this Mystling.
   - During a Run resolution, players may spend Essence to unlock Mystlings.
2. **Artifacts**
   - You mark which Artifacts you've managed to unlock on the Save sheet.
3. **Artifact Perks**
   - Every time a player unlocks an Artifact, they mark the first available slot on the Save sheet under Artifact Perks, unlocking this perk for future runs.
   - **Types of Artifact perks:**
     - **X Artifact Slots:** At the beginning of each run, players collectively choose as many unlocked Artifacts as they have unlocked slots.
     - **Remove + :** When resolving a Mystery card, remove 1 and 1 Enemy card before drawing a card, increasing your chances for a positive effect. Shuffle them back into the Enemy deck after resolution.
     - **Unlock Advancement cards B:** During game setup, players shuffle all B cards with A cards to make a better Advancement deck.
     - **Tame Unlock:** Players may now Tame Mystlings in the Roguelite mode. While setting up Combat against a Mystling that isn't already unlocked, set up Combat using the Arena and Taming cards listed on the Tier card of the Enemy.
4. **Starting Perks**
   - These perks help players start off stronger. **Each** perk tier must be unlocked in order, meaning you must first buy the one that costs 3 Silver before buying the 6 Silver one and so on. However, you may buy different perks of the same cost in any order.
5. **Maps**
   - After completing a map (by defeating the 3rd Boss), players unlock an additional Roguelite map, which they can explore during future runs.
   - Upon completing a map for the first time, players receive 3 Essence.
6. **Darkness Mode**
   - Each time, you mark all 3 boxes next to a Mystling, unlock the next tier of Darkness by marking the topmost unmarked Darkness tier. When you start a Run, you may decide to play with all unlocked Darkness modifiers; this is an optional step that makes the difficulty of the game progressively harder.
   - You are not required to use the Darkness rules at all, although it is recommended if you want more of a challenge.

– Types of Darkness Mode modifiers:

- **Start of a Run:** during the Run setup, resolve the corresponding effect. Remove 1 Mystling card means that you should remove one random Mystling specific card from your Action deck.
- **Heal 5 less:** when you should fully Heal your Mystling during the Camp phase, leave 5 on the Mystling sheet.
- **Boss starts with 1 Corruption:** attach 1 Corruption card to the Enemy sheet at the start of Combat with a Boss.
- **Tier +1:** when you draw a Tier card, draw a Tier card from one higher Tier. The maximum Tier is 5.
- **Elemental/Special Ability cost +1 :** the cost of those abilities is increased by 1 *(to a max. of 10)*.
- **Gain only 1 from slot 2:** use to cover one of the symbols above Action card slot 2. You only gain 1 when resolving a card from this slot.
- **Special Ability slot – 1:** when you set up an Enemy, place the Special Ability token one slot to the left *(min. slot 1)*.

Map

Roguelite maps are divided into 3 parts – each starting with a Campsite and ending with a Boss. Players move on the map, their current position marked with a . Each time they move to a new space on the map they must resolve an appropriate effect (described in detail in the Roguelite Gameplay section – see page 31). There are 2 to 4 slots marked with letters for Mystery cards on the map. Some space effects use cards placed in those slots.

Run Setup

To start a game session of the Roguelite mode, you must perform the steps below. If this is your very first Run, you must perform a Roguelite setup beforehand.

1. Choose an unlocked Roguelite map and place it in the middle of the play area. Place a in the starting space – it represents your position on the map.
2. Prepare the components:
   a. Shuffle the Advancement A cards *(along with B cards, if you've unlocked them in Roguelite mode)* and place them next to the map.
   b. Place Enemy Attack, Item, Corruption, and Equipment cards next to the map.
   c. Shuffle the Mystery cards. Place one face up card on each lettered slot on the map. Place the remaining cards face down next to the map.
3. Players collectively choose unlocked Artifacts up to the number of available Artifact slots. These Artifacts are available during this Run.
4. Each player performs the following steps:
   a. Choose one of the unlocked Mystlings.

      2 : Players must choose Mystlings with different main Element.

   b. Remove the Tier card of the previously chosen Mystling from the Tier deck.
   c. Take the chosen Mystling's Stat, Ability, and Action cards, a set of 10 different Starting cards *(marked with S in the upper right-hand corner)*, and a Help card matching their Mystling Element.
   d. Place the Elemental decks matching the chosen Mystling's main and sub Elements next to the map.
   e. Resolve the effects of unlocked Starting perks.
   f. Choose one of the locked Artifact cards and place it face down in your play area *(Achievement side up)* – you are able to unlock the artifact if you fulfill the condition during this Run.

Roguelite Gameplay

Each round of a Roguelite Run consists of moving to a space on the Roguelite map and resolving the space's effect. This continues until the Run's resolution.

To move to a space, players first choose where they want to move their on the Roguelite map following arrows. You cannot move backward or in any other way than following arrows. They place the in this space, and then resolve the space's effect. All effects are described below:

- **Tier X:** Draw a random opponent from the indicated tier, and then prepare and resolve Combat according to the rules described in the rulebook with the following exceptions:
  - Do not place a Taming card unless you have unlocked the Artifact Perk that allows you to Tame Mystlings.
  - When you win, don't go to the Script on the Arena card, but instead place the defeated Mystling's Tier card next to the map (it won't be used until you reach the Camp space). Then, choose another space on the map to move to. If you defeat the 3rd boss, you win the Run!
  - When you lose, don't go to the Script on the Arena card, but instead immediately move to the Run Resolution.

- **Boss:** A battle with a Boss plays like a regular Combat with the following modifications:
  - Combat setup: Shuffle the Corruption deck and place it next to the Enemy Attack deck. Each time the Enemy Attack deck is reshuffled, draw a Corruption card and place it under the Enemy Mystling sheet. A Boss may have more than 1 Corruption card.
  - Bosses cannot be Tamed, even after unlocking the Artifact Perk that allows you to Tame Mystlings!

- **Mystery card with a number or a letter:**
  - If the space has a letter, resolve the card in the matching slot that was set up at the beginning of the game. Do not discard this card afterward!
  - If the field shows an outline of 1 card or 2 cards, players draw that many cards, choose one of them, and place the rest back at the bottom of the deck. After resolving a card, place it to the bottom of the deck.
  - If a card instructs you to draw a random Enemy Attack card, shuffle all Enemy Attack cards (if you have unlocked the Artifact Perks, you remove some of the cards beforehand), and draw one at random.

- **Camp:** Resolve the steps described below:
  - Each Mystling Heals all .
  - Mark boxes on the Save sheet next to the Mystlings who defeated the Boss for completing a section of the map (e.g., for defeating the 1st Boss mark box 1 near the Mystling's name).
  - Gain 1 Essence for each box that you marked in the previous step.
  - All Exhausted Artifact cards become available again (rotate them back). Players may choose to change the Artifact cards for other unlocked Artifacts.
  - If any Player does not have a Locked Artifact card, they may pick one now.
  - You may continue or save the game (see below).

Run Resolution

When you lose a Run (i.e., one of your Mystlings has equal to or more than its), win a Run by defeating a 3rd Boss, or decide to end the Run without saving, resolve the following steps:

- Discard all and locked Artifacts.
- **Gain Silver:**
  - Take all Tier cards of the Mystlings you have defeated during this Run. For each card, gain X Silver, where X is the Tier of this card.
  - Players spend collected Silver to unlock Starting perks for subsequent Runs on the Save sheet. This may be done at any time during the Run Resolution, even in the middle of gaining Silver from the Tier cards.
  - Silver is a limited resource, and you may never have more than 10 Silver.
- **Gain Essence:**
  - 1 Essence: for each Artifact unlocked during this Run.
  - 3 Essence: if players completed the map for the first time.
  - Players use gathered Essence to unlock new Mystlings for subsequent Runs on the Save sheet. This may be done at any time during the Run Resolution.
  - Essence is a limited resource, and you may never have more than 6 Essence.
- Move all Artifact cards set aside to the unlocked Artifact pool. They are available for the next Run.
- Return all Action cards, Tier cards, and other components to their decks. Nothing carries over to subsequent Runs except for bonuses and unlocks marked on the Save sheet.

Saving game (optional)

After each Campsite, you may decide to save the game and return to it later. To save the game, follow these steps:

- Each player puts their deck in the Mystling tray.
- Players place their Silver and Essence in the Mystling tray. If they play with Darkness, also place unhealed in the tray.
- Take in the number of defeated Bosses and place them in the Mystling tray (as a reminder of where you ended the game).
- Place the rest of the components in the box.

Resuming a Saved Run

To resume a saved game, follow these steps:

- Prepare the game components as described in Run Setup.
- Each player take their saved Action deck from the Mystling tray along with the Stat, Ability, and Help cards.
- Each player takes all Silver and Essence from the Mystling tray and places it in their play area.
- Players collectively choose a number of unlocked Artifact cards according to the available Artifact slots.
- Each player takes one Artifact card and places it, Achievement side up, in their play area.
- Place the on the map in the Campsite space of which they ended the game (1st, if they have 1 , or 2nd, if they have 2). Then, discard all from your Mystling tray.

Shortcuts

This mode allows players to start from the 1st or 2nd campsite. This is only available if each of the chosen Mystlings have enough marked boxes. You follow the standard Run Setup rules with the following exceptions:

- You cannot play with the Darkness rules.
- If you have 1 marked box, place the on Campsite 1, take 3 Mystery cards, resolve the top sections of them one by one, and discard them.
- If you have 2 marked boxes, place the on Campsite 1 or 2, take 3 or 6 Mystery cards respectively, resolve the top sections of them one by one, and discard them.

Expansion compatibility

Mystlings from all expansions can be used in Roguelite mode. Write their names on the Roguelite Save Sheet in empty spaces. Next to their names, write the Essence cost that you can find on their Tier cards. Then, add those Tier cards to the rest of the base game Tier cards.

ADVANCED RULES

The rules below are used in later Scenarios. Read them when you encounter an unfamiliar term for the first time.

Random Combat

Random Combats use Tier cards for a randomized setup. At the start of the game, the Random Combat deck is empty – there are no Tier cards behind the Random Combat divider. The Adventure Journal often instructs you to add Tier cards to the Random Combats. Almost every Mystling that you fail to Tame ends up in the Random Combats, so you will have a chance to Tame it using Essence (the Exploring Location Map step) or encounter it again in a Random Combat.

You may find the following instructions regarding Random Combats:

- Add the **X** Tier card to the Random Combats – take the Tier card deck, find the mentioned card, and place it behind the Random Combat divider.
- Set up a Random Combat – take all the cards from behind the Random Combats divider, shuffle them, and draw 2 cards at random (if there is only 1 card in the Random Combats, draw that card). Then, choose one of the drawn cards and set up a Combat using the components listed on the Tier card, following all the Combat Setup rules.
- Set up a Random Combat, adding **X** to the pool of Enemies to choose from – after drawing 2 Random Combat cards, add the mentioned card from the Tier deck to the pool to choose from. Choose one of them, and set up a Combat.

After the Random Combat, the bottom part of the Arena card instructs you to go to Script 200 of your current Scenario (e.g., if you are playing a Scenario with all Scripts starting with the letter A, you should go to Script A200). Then, the Adventure Journal uses the information on the Tier card (Tamed, Mystling Encyclopedia) to give you the right cards.

Tier cards

Each Mystling Tier card consist of:

1. **Mystling Tier** *(I-V)*: describes how powerful the Mystling is. Sometimes used in the Navigating the World Map step and in Roguelike mode.
2. **Mystling Essence cost:** tells you how much Essence you must spend to Tame a Mystling during the Navigating the World Map step.
3. **Mystling Element**
4. **Mystling cards:** tells you which component to use during Random Combats or Roguelite mode.

Corruption and Major Corruption cards

Since the Eclipse, the elements are out of balance – *and many wild mystlings are corrupted by the intensified influence of one or more of them.*

Corruption cards make your Combat slightly harder and are used to increase the power of weaker Mystlings you encounter during the game by increasing their stats. Major Corruptions work in the same way regarding the rules but are only used in 2 games.

When you are instructed to "Add X Corruption card to this Combat," take all Corruption cards, draw the indicated number of them at random, and attach them to the Enemy sheet. Corruption cards increase the statistics of the Enemy. Shuffle used Corruption cards back into the deck after Combat.

2 : During Combat Setup, both in the Adventure Journal, as well as on the Tier cards, you will find " 2 Major Corrption: X". This means that you must find a specific Major Corruption card and attach it to the Enemy sheet. Return the used Major Corruption back into the deck after Combat.

Summons

Summons are weaker and simpler opponents used by some Enemies. They are only used by Enemies and never by players' Mystlings. Even when you Tame an Enemy that uses Summons, you simply place Elemental tokens without using the Summon rules. Summons are represented by their individual Stat cards and Elemental tokens placed in the Arena.

Summons rules:

- You may treat Summons as an opponent for the purpose of any effects dealing .
- Summons cannot gain any Condition tokens.
- Both you and the Enemy cannot move to or through a space with a Summon.
- Summons don't act on their own – they always follow the rules on the Enemy Ability card.
- Only Enemy abilities or Setup rules place the Summons in the Arena.
- When there is more than one Summon in the Arena, you may choose in which order Summons are activated.
- Corruptions and Major Corruptions cards do not apply to Summons.

A Summon Stat card. It can be recognized by the Summon label above its name.

Condition tokens

Each Mystlings discards 1 Condition token of each type at the end of its turn. When you/Enemy deals a Condition token, place the token on the Enemy/your Mystling sheet. Ignore dealing Condition tokens that exceed the Condition token limit.

Burn (max. 5): before Burn is discarded at end of a turn, gain 1 for each Burn.

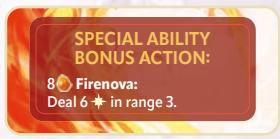
Slow (max. 1): applies to Rush/Retreat/Move. The value is reduced to 1 and it cannot be increased by modifiers.

For example, if an Enemy with 3 would "Rush+2" while having Slow, it would only move by 1 space.

Weak (max. 1): Attacks are reduced to 1 and it cannot be increased by modifiers.

For example, if your Mystling with 3 would "Attack +2" while having Weak, its Attack value would be considered 1. With this effect, it deals 1 to an opponent with 0 .

Silence (max. 1): Mystlings with Silence cannot use Special Abilities and Elemental Bonus actions. The Enemy with Silence doesn't resolve its Special ability and doesn't discard cards from its slots.



Combat Quest

These Quests may only be fulfilled during Combat. You may only fulfill the Mystling Combat Quest when you use the Mystling in Combat.

Conditions to fulfill are listed on the front of the card. After Combat, if you fulfilled the conditions, flip the Quest card to the other side (B). This reveals an exalted version of the Ability or Stat card for your Mystling. From this point onward, use that card (Stat or Ability) as your Mystling card. Place the replaced card behind the Removed divider.

A Combat Quest card and Exalted Young Alukah on the other side of this card.

Arena maps and cards

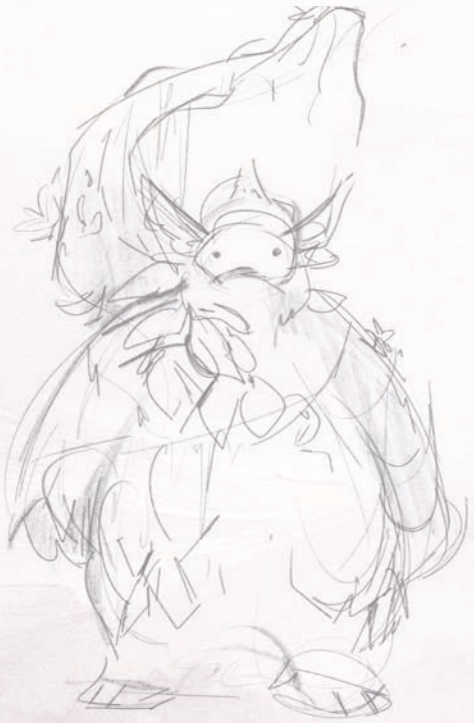
- **Arena map 05** has an empty space *(see below)*. You and the Enemy cannot move or be placed in this space. Tokens also cannot be placed in or moved to this space. However, you can count range using this space. This space does not block in line effects.

- **Attacking Terrain:** some Arena cards place / tokens that may be targets of your Attacks/effects that deal . You can treat these tokens as opponents for the purpose of such effects. These tokens cannot gain condition tokens. Damaging Terrain with (Drain) does not Heal your Mystling.

  For example, if you "Deal 2 and Weak to each other Mystling (including allies) in any range," you must damage the tokens but you ignore dealing Weak to them.

- **Enemy moving through Terrain:** when Terrain in the Arena is discarded when moving into spaces with it, Enemies may move through it following the standard movement rules (Terrain is discarded). However, when the Terrain rules state that an "Enemy can't move to or be placed in a space with a Terrain," Enemies treat spaces with Terrains as blocked and move around it (choosing the shortest path).
- **In line:** some effects may only be used in lines starting from a space with your Mystling. A line is a straight connection of spaces in the Arena. Allies block in-line effects. Effects that deal in line, deal it to the closest opponent that is in the chosen line. Some Arena card rules may block in-line effects. Some effects may tell you to move/Rush in line. Resolve these moves following the standard rules, but you/Enemy must move in a chosen line.

Young Emberling used a Projectile Action card to "Deal 4 in any range in line". The player chooses the line as in the example above and deals 4 to the Windraiser.



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Dedicated to the memory of Łukasz Orwat, the best of us.
May we meet again.

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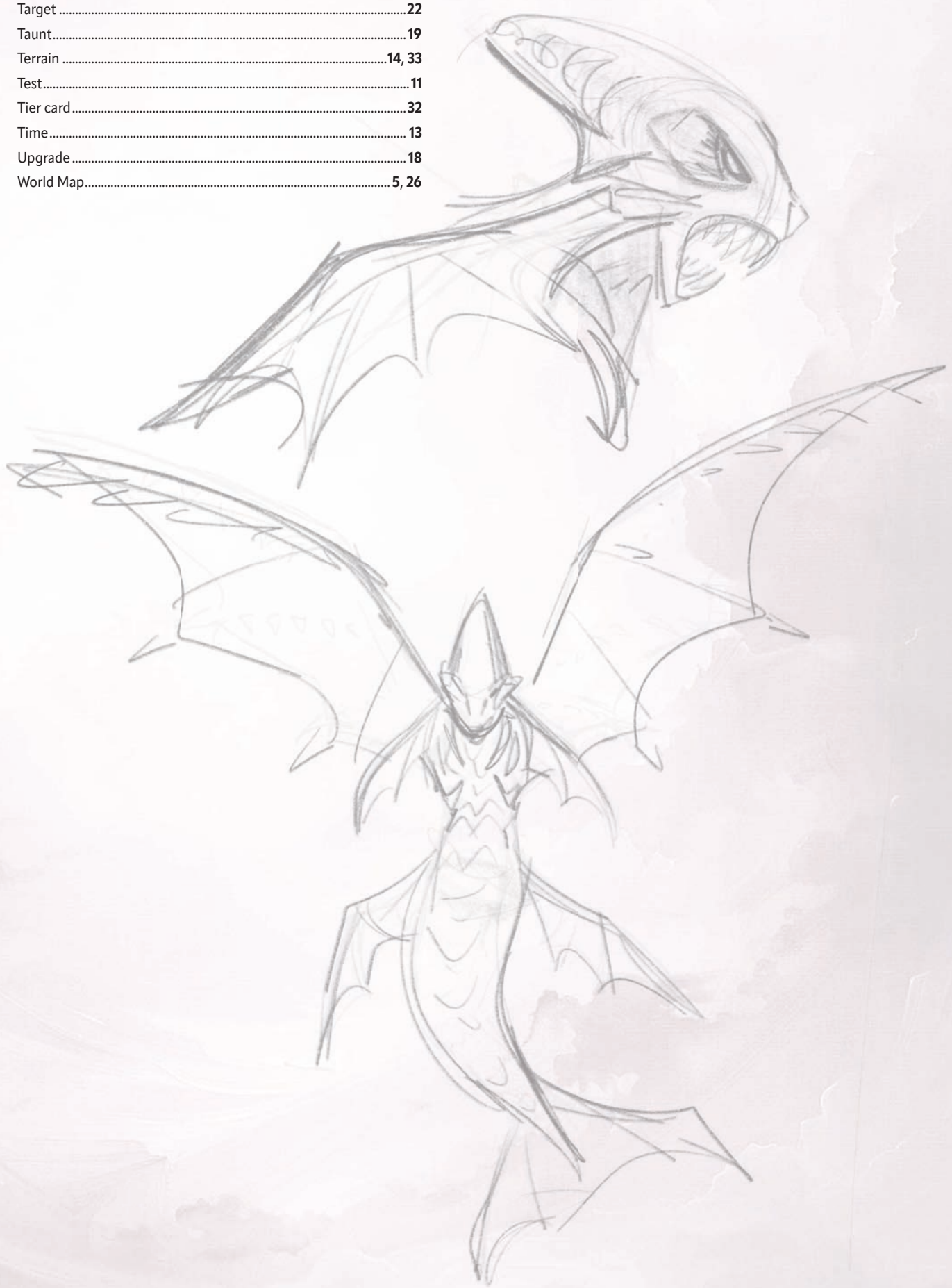
INDEX

Ability card 15
Action card 7,18
Advancement 7, 26
Adventure Journal 8
Arena:
- card 14
- clear 25
- Map 14

Attack 19
Bonus Action 19, 20
Booster 26
Combat rules 18
Conditions 32
Corruption 32
Damage 9
Deal 19
Decision token 8
Deck Construction 7
Elemental advantage 24
Elemental tokens 24
Enemy Ability card 15
Enemy Attack card 22
Equipment 10
Essence 9
Exploration 12
Fatigue 9, 22
Heal 9
Inventory 5, 26
Item 10, 11
Location map 12
Lock/Unlock 13
Major Corruption 32
Move 18
Mystling Encyclopedia 25
Mystling tray 7
Passive 18
Power 9, 20
Quest 6, 33
Random Combat 25, 32
Range 18
Saving the game 26
Setup 5, 16
Scenario 5
Combat 16
Silver 9
Special Ability 15
Stat card 15
Status Sheet 8
Summons 32
Taming 25
Target 22
Taunt 19
Terrain 14, 33
Test 11
Tier card 32
Time 13
Upgrade 18
World Map 5, 26



ADVENTURE TAGS

- **Begin the Exploration** close the Adventure Journal and start exploring the Location map (see Location map rules). Used when you enter a new area on the Location map.
- **Choose one** select one of the presented options and resolve its effect. Read all of the options and their outcomes before making a decision. You cannot choose an option if you don't fulfill its requirement given in parenthesis.
- **Continue the Exploration** close the Adventure Journal and continue Map Exploration.
- **Discard Secret card X** return the correct Secret to the Secret deck. If the Secret you are discarding wasn't revealed (it was face down), do not reveal it. Keep the cards in the Secret deck in ascending order.
- **End the Exploration** discard all components from the Location map and close the Location book.
- **Gain Equipment** draw the top card from the Equipment deck and place it in front of you. **You may have up to 2 Equipment cards at the same time** – when you gain Equipment while already having 2, you must use or discard one of them immediately.
- **Gain Fatigue** take 1 *Fatigue* card from the box and add it to the Action deck of one of your Mystlings. You may choose which Mystling gains it by placing Fatigue cards in their Mystling compartment. If there are no Fatigue cards left, gain 5 instead.
- **Gain Item** draw the top card from the Item deck and place it in front of you. If the Item deck is empty, shuffle the discard pile and create a new Item deck. Some Items must be used immediately. **You may have up to 3 Items at the same time** – when you gain an Item while already having 3, you must use or discard one of them immediately.
- **Gain** take and place it in a chosen Mystling's compartment. You may decide how to divide gained between your Mystlings, unless the Adventure Journal instructs you otherwise. **Each Mystling may have a maximum of 10 .**
- **Gain** take and place it in a chosen Mystling's compartment. You may decide how to divide gained between your Mystlings, unless the Adventure Journal instructs you otherwise. You cannot choose a Mystling to gain if that would result in reaching or exceeding its . If both Mystlings have too many , ignore any excess .
- **Gain Secret card X** find the correct Secret in the Secret deck, read its instructions, and place it in front of you. If the card is a map fragment (it's called an overlay), place it on the Map so that it matches the illustration. There is no limit to the number of Secrets you may have at one time. If you already have the mentioned Secret, ignore it.
- **Gain the "Y" part X status** take the Save sheet and mark part X of "Y" status. If you already have the mentioned status, ignore it.

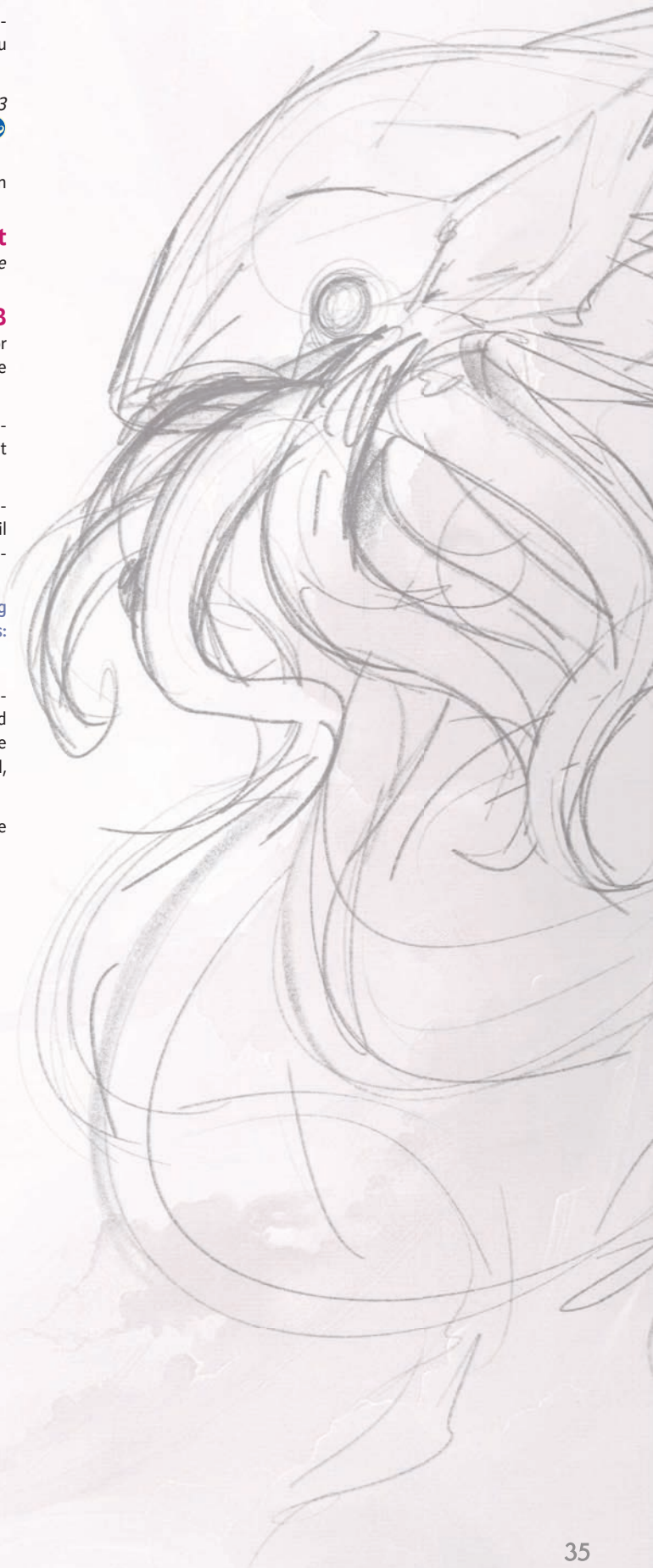
Empathy _____ 1 ~~2~~ 3 4 5 6 7 8

Save sheet with a marked "Empathy" part 2 status.

- **Go to Script X** open the Adventure Journal on a page with the mentioned Script and follow its instructions. Once you enter a script, you must follow all its instructions.
- **If you have an X Mystling** sometimes the Adventure Journal checks which Mystlings accompany you (only those in the Mystling tray count for these checks).

  For example: *"Gain 6 (if you have a Mystling, gain 3 instead)." It means that you gain 6 but if you have a Mystling (in the Mystling tray) you only gain 3.*
- **Open Map X** find the correct Map in the Location Book and place it in the play area.
- **Perform the Test and check the result below** resolve the Test following the Test rules *(see page 11)*.
- **Place token A in slot X / Place token B in slot X** place an Adventure token showing its A or B-side in the corresponding slot on the Map. Don't move tokens already on the Map unless instructed otherwise.
- **Place X in front of you** take the mentioned component (e.g., an Elemental token) and place it in front of you, next to your Secret cards and Items.
- **Place X in the Mystling tray** place the mentioned component in one of the compartments. Until the end of the current Scenario, this component is assigned to the Mystling in that compartment.

  Note: There can be more components in the Mystling compartment than Mystling cards and Action cards: Power markers , Damage , and more.
- move the Time token one space down. If the Time token was on the lowest space, place it on the Secret card at the bottom of the Time track instead. When you are instructed to and the Time token is on the Event card, ignore that time progression.
- **Set / to X** place the Time marker red or blue side up in the mentioned Time track slot.



COMBAT TAGS

These are the keywords on Action cards, Ability cards, and Enemy Ability cards. They apply to both you and the Enemy. They are also listed on the Help cards.

- **Attack** if the opponent is in range 1 of the attacking Mystling, deal equal to the attacker's . Reduce this by the opponent's to a minimum of 0. When an effect allows you to Attack more than one opponent (e.g., "Attack each opponent that is in a , , or space in any range.") resolve the Attacks one by one in the order of your choice.

  Note: Some effects may modify the range or value of your Attacks.

  For example, if the card tells you to "Attack +1 in range 2" it overwrites the Attack rules described above and allows you to resolve an Attack on an Enemy in range 2. Additionally this Attack deals 1 more .
- **Blink X** place a Mystling standee in an empty space in range X. This is not considered as Move. The Slow token does not affect Blink. An Enemy might Blink toward you or away from you. Resolve it similarly to the Rush/Retreat rules (the Enemy wants to end closest/farthest from you).
- **Cleanse X** discard X Condition tokens from a Mystling sheet. A Burn 3 token counts as 3 separate tokens. Cleanse allows you to discard any type of Condition tokens. Cleanse Weak/Slow/Silence/Burn only allow you to discard a specific Condition token.
- **Deal X in range Y** if the opponent is in the mentioned range, deal equal to the value. Reduce it by the opponent's to a minimum of 0. For effects that state "For each (…) deal X" add all together and then reduce it once by the opponent's . When an effect allows you to deal to more than one opponent (e.g., "Each opponent gains 2 for each Quake in range 2 from them.") resolve dealing one by one in an order of your choice. Some effects may state that "Opponent gains X…". Treat such effects as equal to dealing for the purpose of all rules.
- **Discard X** discard a specific component. If you have fewer than X of the component, discard as much as you have. When an effect tells you to discard more than one card, you decide in which order to discard them (except for Interrupt). When you discard more than one card from the top of your deck you must resolve it one by one, starting with the topmost card.

  For example, "Discard 2 " means removing 2 from your the Mystling sheet and placing it in the pool.
- **(Drain)** Attacks and effects that deal with (Drain), Heal your Mystling by the value of the final done to the opponent. However, you may not Heal that exceeds the opponent's . You cannot Heal from (Drain) by attacking Terrain.

  For example: "Deal 3 (Drain)." Your opponent has 1 left. It gains 3 , but you only Heal 1.
- **Gain** You may gain , , Elemental tokens, Condition tokens, and . To gain X , place that many on the Mystling sheet. or does not affect gain effects. When you gain Elemental tokens *(e.g., "Gain 1 Ice ")*, place that many Elemental tokens on your Mystling sheet. You cannot gain Elemental tokens above your token limit, in such a case ignore the gain effect. When you gain or Condition token, place them on your Mystling sheet. When you gain , treat is similarly to dealing to you and reduce it by your .
- **Heal X** discard X from your Mystling sheet. If the Enemy has Heal X, discard that many X from the Enemy sheet.
- **Move** check the Mystling's value and move to an adjacent space up to X times (where X is your value). You move the Mystling one space at a time, but in one Move action you may move several spaces. Some effects during the game may modify Move. When you are instructed to "Move +1" consider your movement value to be 1 greater for this movement.
- : resolve Enemy effects after this icon only if your Mystling (2: the Enemy's current Target) has an Element that matches the shown icon (this also applies to secondary Elements).

  Resolve your Action card effects after this icon only if the Enemy has an Element that matches the shown icon (this also applies to secondary Elements).
- **(Pierce X)** this effect ignores X of the opponent's / .

  Example: *Attack (Pierce 3), ignores 3 during the Attack.*
- **Range** the maximum range of an action/effect. Actions and effects may always target spaces that are closer than the maximum range.
- **Resolve** when you resolve a card, you must follow all instructions on it from top to bottom, left to right. After you resolve all the effects on a card, place it on the discard. A currently resolved card can never be affected by any other card (it cannot be discarded, **Triggered**, etc.). In some situations, you resolve more than one card at a time *(e.g., when you Trigger a card)*. In such situations, both the card that caused the Trigger and the Triggered card are considered "being resolved" and cannot be affected by any other effects.
- **Retreat** Enemy Retreat is resolved in a similar way to your Mystling's **Move**. During Retreat, the Enemy always moves to a space farthest from you (i.e., a space that is the highest range from you), using the lowest number of possible moves. When an Enemy Retreats and they are already in the farthest reachable space, they don't move. If there are several spaces meeting those conditions, you may choose to which of the spaces the Enemy Retreats.
- **Remove card from play** if this is an Action card, place this card back in behind the Unlocked cards divider – you may use it again in subsequent Scenarios. If it is a Fatigue card, return it to the Fatigue deck.
- **Rush** Enemy Rush is resolved in a similar way to your Mystling's Move. During Rush, the Enemy always moves to a space closest to you (i.e., to end within range 1 of you if possible), using the lowest number of possible moves. When an Enemy Retreats and they are within range 1 of you, they don't move. If there are several spaces meeting these conditions, you may choose to which of the spaces the Enemy Rushes.
- **Search X** look at the top X cards of your deck, choose 1 and place it on top of the deck. Then place the rest at the bottom of the deck in any order. If your deck has fewer cards than the Search value, look at as many cards as you can (do not reshuffle your deck).
- **Slot X** if this card is in slot X, you resolve an additional effect. Cards resolved outside of your track (e.g., by using the Acceleration Air Elemental Bonus Action) are considered not to be in any slot and their slot value is considered 0.

  For example: the card has the effect: "Gain 1 . Slot 3: Gain 2 ." If this card is in slot 3, you get 1 and then also 2 .
- **Spend X** when you spend X, you must have that amount of X. If the instructions tell you to "Spend 2 to **Trigger**" and you only have 1 , you cannot activate this effect.
- **Interrupt X** discard the X rightmost cards from the opponent's track (starting from the highest numbered slot with a card). In rare situations, Interrupt may cause the player to have 0 cards in step 2 of their turn. In this case, the player's turn immediately ends.
- **Trigger** Trigger may only be used once per turn. Ignore all Trigger effects after the first one. When you Trigger, resolve another card from your slots (do not gain from its slot) and discard it. Then, end resolving the card that caused the Trigger and discard it. When the Enemy Triggers, flip the Enemy Attack card that caused the Trigger face down then resolve the topmost Enemy card following all the standard rules (the Special Ability only resolves once, after resolving Trigger).

  Both Enemy and your Triggers may only be resolved once per turn.

  2: When an Enemy Triggers, its target may change. This also applies to the Special Ability as it checks the current target.