MYSTHEA

Rulebook

INTRODUCTION

Millenia ago, a planet called Icaion was hit with staggering force by a giant crystal of unknown origins that came at a great speed from the depths of space. The crystal pierced through the planet, scattering its shards everywhere, the impact so strong that the planet and forces governing it were forever altered. After the shock, large and small chunks of crust detached from the planet's surface. Areas as large as continents separated from Icaion and began floating around it, pulled by a mysterious gravitational force generated by the Henakor. Meanwhile, the largest chunk of crystal still remains embedded within the center of the planet. And ever since the impact, a seemingly perennial blanket of clouds and mist engulf this strange world.

Over many centuries society developed in Mysthea, the region of lands floating above the clouds. These people live and prosper completely unaware of what lies beneath them. The floating islands of Mysthea, for all its inhabitants know, contain the only human presence in the universe. They are just able to see the Henakor sticking out from the perennial storm.

Throughout the centuries the inhabitants of these lands battled amongst themselves for power. Cities were built, and kingdoms went to war, while society relentlessly developed and evolved around Qoam, those shards of crystal present everywhere around the planet.

The constant contact with the crystal and its mysterious properties shaped life and society. Humans are naturally able to interact with Qoam, being able to sense it and move it telekinetically. Recently humans have managed to create an artefact that is able to amplify exponentially the power they have over the crystals. One artefact for every Guild was created and talented Qoam manipulators could complete unimaginable feats using one. One day, a Guild realized that with the aid of the artefact, they could send an explorer to the uncharted islands floating around the Crystal, a mysterious place that has remained out of reach for the entirety of their known history.

The five Guilds of the Kingdom capital city are now ready to entrust a Champion with their Artefact, tasking him to guide an expedition to the five floating islands around the Henakor which they have admired from afar for their entire existence. For the first time in history, they would be able to explore those new, terrifying, and sacred places. The idea spread quickly among the population: they would finally be able to reach that place of myth and legend. They could touch the lands considered holy by some but damned by others. What could be waiting there? What answers would they find? What treasure would they bring back?

You are a Champion of Ilvash, a title bestowed to only the most able Qoam manipulators of the Kingdom, and a Guild tasked you to explore the frightening five islands floating around the Henakor. With the aid of the Artefact you are entrusted with, you will be able to perform unimaginable feats of strength. You will discover uncharted and unlawful lands shaken by bizarre forces, where anomalies bend the laws of physics and new life has evolved in strange ways. You will face terrifying beasts and will have to find a way to survive the mysteries and perils that will get in your way. You will build and upgrade your forces, forge alliances and break them, you'll do everything in your power to impose your dominion over these uncharted harsh lands.

2-5 players / age 14+ / duration 90-120 minutes

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COMPONENTS

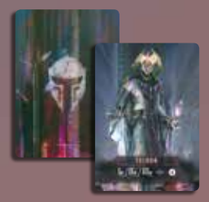
1 Game Board

1 Events Board

5 Floating Islands

5 Player Boards

7 Champion Miniatures

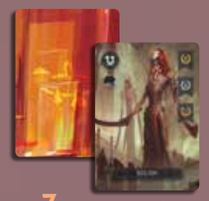

7 Champion Cards

5 Attunement Cards
(Double-sided: Day and Night)

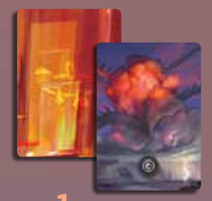
30 Encounter Cards

80 Command Cards
(20 Starting Cards Era ✧,
20 Era I, 20 Era II, 20 Era III)

7 Monster Miniatures


7 Monster Cards

5 Region Cards

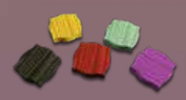

1 Storm Card

15 Game Summary Cards
in 6 Languages

20 Golem Miniatures
(10 in each of the two alternative poses)

5 Artefact Tokens
(Double-sided: Bright/Charged and Dark/Discharged)

5 *+100* Glory Points / *+200* Glory Points Markers
(Double-sided)


20 Fortification Tokens

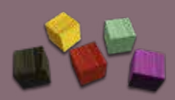
5 Energy Tokens

40 Troop Miniatures
(8 in each of the five alternative poses)

5 Encounter Tokens

5 Mirage Tokens

5 Experience Tokens


5 Glory Tokens

1 Free Companion App
(Reference Guide for Cards, multilanguage Digital Rulebook, Guided Setup, Artwork, and Lore).

The app is not required to play, although it is ***recommended****.*

65 Colored Bases
(13 for each player)

5 Battle Seals

5 Cards Reference Sheets

1 Custom Tokens Bag
(Use it to store the markers and tokens in the box)

GETTING READY

Put the Game Board and Events Board in the center of the table.

1. Place the 5 Floating Islands at random in the spaces marked on the board. The side showing the icons must be face up.

In a 2-player game: Place one Mirage Token on each Island. Make sure each Mirage Token is placed on a different region (Forest, River, Land of Myst, Crystal Field, or Mountain). Regions containing Mirage Tokens cannot be used by players for moving or deploying units for the entire game.

2. Shuffle the Monster Cards and randomly place three of them face up on the indicated spaces of the Events Board. Put the leftover Monster Cards back into the box. Now take the 3 matching Monster Miniatures and place each one on its corresponding card.

3. Shuffle the 5 Region Cards and the Storm Card together and place them face up as an Events Deck on the appropriate space of the Events Board.

4. Shuffle the Encounter Cards and place them face up as an Encounter Deck on the appropriate space of the Game Board.

5. Choose whether to play with all the Attunements on the Day side, the Night side, or mixed. Place the Attunement Cards on the Game Board, with the chosen side up. Once you have chosen, Attunements must be kept the same side up for the entire game.

6. Sort the Command Cards by Era (✧/ I / II / or III in the top-right hand corner). Shuffle the 20 Era I cards, 20 Era II cards, and 20 Era III cards separately, and place the three decks face down on the Events Board, as Era Decks.

7. Take the 20 starting Command Cards and divide them by color. Shuffle each pile separately and then deal 1 card of each color face down to each player. Players keep their Command Cards in their hand but must keep them secret from other players.
Return any leftover cards from the starting Era back to the box.

8. Shuffle the Champion Cards and randomly deal one to each player. Each player must keep their Champion Card face up in front of them. Put the leftover Champion Cards back into the box.

9

__Expert Players Mode:__ Skip steps __7.__ and __8.__ above.
After dealing the Artefacts, randomly choose 1 Champion Card and 1 starting Command Card of each color and place them face up on the table. In order of play, players take turns picking up a card from the table. Each time you take a card, replace it with another of the same type, chosen at random, so there are always exactly 1 Champion Card and 1 starting card of each color on the table. Continue this way until everyone has exactly 1 Champion and 1 starting card of each color (blue, green, yellow, red).
Put any leftover cards back into the box.

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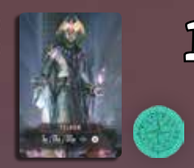

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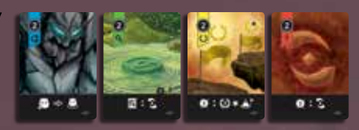


9. Each player chooses a color and takes the matching:

Player Board
To be placed in front of you, next to your Champion Card.

1 Energy Token and 1 Experience Token
Place both of them on the "0" space of your Player Board. Keep track of Energy and Experience Points by moving the tokens on your Player Board.

> Note: During the game, you can never have more than 12 or less than 0 Energy or Experience Points. If you would ever gain Energy or Experience Points that would cause you to have more than 12 or less than 0, leave the token on 12 or 0 respectively.

Glory Token
Place it on the "1" space of the Game Board.
Keep track of your Glory Points by moving the token along the Glory Track around the Game Board. You cannot have less than 1 Glory Point. Whenever your Glory Token completes a lap around the Glory Track, use the "+100 / +200 Glory Points" markers to keep track of your total amount of Glory Points.

Encounter Token
Place this on your Champion Card.

Your units
The area of your Player Board showing the illustration of your Guild Banner is referred to as your constructed unit space and is where you place all of your constructed units.

- 1 Champion (the miniature corresponding to your Champion Card)
  Place it on your constructed unit space.

- 8 Troops
  Place 2 on your constructed unit space, and keep the other 6 next to your Player Board.

- 4 Golems
  Place 1 on your constructed unit space, and keep the other 3 next to your Player Board.

- 4 Fortifications
  Keep all 4 next to your Player Board.

13 Colored Rings
Attach these onto the base of all your miniatures, matching your Guild's color.

10. Shuffle the Artefact Tokens and give each player one of them at random. Players place their Artefacts in front of them with the charged side (bright side) face up. With fewer than 5 players, return any unused Player Boards, tokens, and units back into the box.

The Artefacts show the order of play: the player with Artefact "I" goes first, and the other players follow according to the Roman Numeral on their Artefact.

11. In reverse order of play (i.e. from the last player to the first), each player chooses an Island without a Champion and places their own Champion Miniature on one of the Island's three regions. After placing your Champion, place your Encounter Token on any other Island of your choice, in the appropriate space. At any time, there can be any number of Encounter Tokens in the appropriate space of an Island.

In a 2-player game: You cannot place your Champion in a region containing a Mirage Token. After both players have placed their Champions, remove the 3 Mirage Tokens belonging to the Islands where no Champion has been placed.

When all players have placed their Champions and Encounter tokens, the game begins!

GAMEPLAY

The game is divided into 3 Eras. The rules below apply to all Eras. Each Era is divided into three phases.

Phase 1 - Beginning of an Era
Phase 2 - During an Era
Phase 3 - End of an Era

At the end of Era III, the game is over and the player with most Glory Points wins.
If there is a tie, the player at the end of the game with the lowest Artefact number wins.

PHASE 1 - BEGINNING OF AN ERA

1. Take the Era Deck for the current Era, and place it face down on the leftmost space of the Development Area on the Game Board.

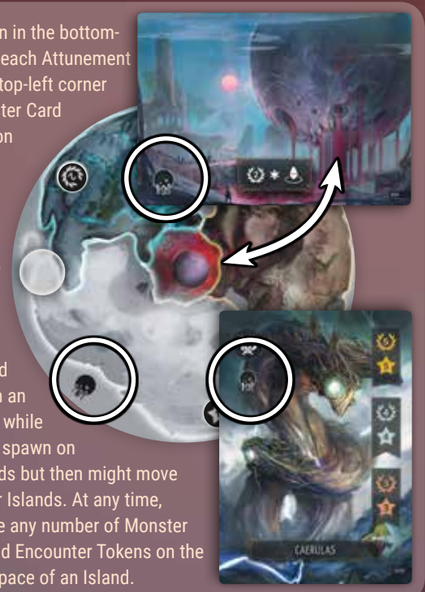
Note: In Era II or III, return any Command Cards left over in the Development Area from the previous Era back to the box before placing the new cards.

2. Turn over the top first 3 cards of the Era Deck for the current Era and place them face up in the leftmost 3 spaces next to the Era Deck.

3. In Eras II and III, return any claimed Attunement Cards to the 5 marked spaces on the Game Board. Be careful not to change the side facing up.

4. From the Events Board, take the Monster Miniature of the current Era, and place it on the corresponding Island according to the icon in the top-left corner of the matching Monster Card. Then, shuffle the Monster Card into the Events Deck and turn the Events Deck face up so that the card previously on the bottom is on the top and visible.

Note: The icon in the bottom-left corner of each Attunement Card and the top-left corner of each Monster Card depicts an icon that refers to one specific Island. The 5 Attunement Cards refer to 5 Anomalies which are located one on each Island (see "Perform an Attunement") while the Monsters spawn on specific Islands but then might move towards other Islands. At any time, there could be any number of Monster Miniatures and Encounter Tokens on the appropriate space of an Island.



5. In Eras II and III, all wounded Champions are fully restored; return the Champion Card back to its upright position. For more details on wounded Champions, see page 10.

6. In Eras II and III, remove all your Fortifications from the Islands and place them next to your Player Board.

7. In Eras II and III, take back from your discard pile all the cards you played and/or discarded during the previous Era.

8. In Eras II and III, determine the new order of play: The player with the most Glory Points is the first player and is given Artefact "I", the second player Artefact "II", and so on.

Note: If two players have the same amount of Glory Points, the player with the lowest Artefact number in the previous Era goes ahead of the other players with the same Glory.

For example, in Era I, the player order is red, yellow, blue.

At the beginning of Era II, the yellow player has the most Glory Points, so they take Artefact "I". The red and blue players have the same Glory Points, but since the red player had a lower Artefact number in the previous Era, they take Artefact "II".

9. Recharge all Artefacts to their full power (flip them up so that their bright side is facing upwards). Each player then gains Energy Points according to the Energy Value depicted on their Artefact.

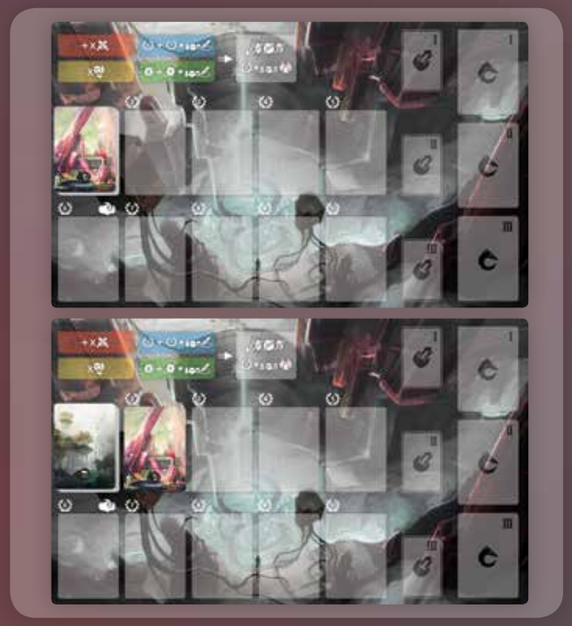
Above, the first player gains 3 Energy Points, the second player gains 4 Energy Points, and the third player gains 5 Energy Points.

PHASE 2 - DURING THE ERA

This phase is divided into rounds, the actual number of rounds depends on the Event Cards revealed.

EVENTS

At the beginning of each round, the **first player** places the top card of the Events Deck on the first available space of the Events Path. These cards will be resolved at the End of an Era.



When a card is placed in the 6th space of the Events Path, all players may Recharge their Artefacts.
This is depicted above the 6th space as shown here:

PLAYER TURNS

In each round, each player takes their turn following the order of play.

During your turn, you **must** do **one** of the following Standard Actions:
- Act
- Develop
- Meditate

You **may** also do **one** of the following Special Actions (either before or after your Standard Action):
- Activate an Accessory
- Start a Battle
- Move an Island (and perform an Attunement)
- Face an Encounter

STANDARD ACTIONS:

◊ Act

Play one of the Command Cards in your hand and place it in your discard pile (in the bottom-right of your Player Board).

Each card shows:

A. Command Points

B. Color and icon associated with the type of card

C. Effect

D. Era

E. Cost in Energy Points to place the card on your Player Board (only on blue and green cards)

After playing a card, you can do **one or both** of the following options, in **either order**:
- Spend the Command Points on the card.
- Spend the same amount of Energy as the Command Points shown to perform the effect on the card (yellow and red cards) or to place it on your Player Board (green and blue cards).

SPENDING COMMAND POINTS
You can spend the Command Points to execute the following operations:
- Gain Energy
- Construct Units
- Deploy Units
- Travel

Each Command Point spent can be used for any of the four operations; you can execute the same operation more than once, or execute several different operations. Operations can be carried out in any order, and you may choose not to spend all the Command Points shown on the card played, but any unused Command Points are lost and cannot be used later.

Gain Energy:
Spend 1 Command Point to gain 1 Energy Point.

Construct Units:
Spend 1 Command Point to move 1 Troop from beside your Player Board to your constructed unit space.

Spend 2 Command Points to move 1 Golem from beside your Player Board to your constructed unit space.

Deploy units:
Spend 1 Command Point to place 1 Troop from your constructed unit space to the region containing your Champion.

Spend 2 Command Points to place 1 Golem from your constructed unit space to the region containing your Champion.

Fortifications cannot be deployed just like standard units but only through specific region bonuses and card effects. Fortifications are directly deployed to the field from your supply.

Travel:
Spend 1 Command Point to move 1 unit from one region to another on the same Island, or move to an Island next to your starting Island, but only to a region of the same type where the unit started.

Champions can travel more than once per turn.
Troops & Golems can each travel only once per turn.

For example: The red player plays a 5 Command Points card. They first spend 1 Command Point to Construct a Troop, then 1 Command Point to Deploy the constructed Troop to the region containing their Champion.
Then, they spend the remaining 3 Command Points to Travel, moving the Champion twice and a Golem once.

TYPES OF CARDS AND EFFECTS

You can spend the same amount of Energy as the Command Points shown on the card to use the effect of the card.
Full details of the effect of each card can be found in the appendix at the back of this rulebook:

There are **4 types** of cards:

Tactic Cards: These provide a variety types of advantages in order to catch your enemies unawares.

Objective Cards: These gain you Glory Points or other rewards according to specific criteria.

Accessory Cards: When you spend the same amount of Energy Points as the Command Points on your card, this type of card is placed on an "Accessory" space of your Player Board. From now on, this card will remain in play and you can activate its effect as a Special Action.
You can have a maximum of 3 Accessory Cards on your Player Board.

> Note: You can discard an Accessory Card at any time to make room for a different Accessory Card on your Player Board.

Upgrade Cards: When you spend the same amount of Energy Points as the Command Points on your card, this type of card is placed on an "Upgrade" space of your Player Board. From now on this card will remain in play and its effect is ongoing. You can have a maximum of 5 Upgrade Cards on your Player Board: one for your Champion, one for your Troops, one for your Golems, one for your Fortifications, and one for the cards you play on the discard pile with the "Act" action.

> Note: You can discard an Upgrade Card at any time to make room for a different Upgrade Card on your Player Board.

♦ Develop

You can only do this action if you have at least 1 Energy Point.

Choose **one** of the following:

- Turn over the top card of the Era Deck and place it next to the other 3 cards in the Development Area.

or

- Place the 3 cards currently in the Development Area on the bottom of the Era Deck in any order and replace them with the top 3 cards of the deck.

In both cases, you must then spend 1 Energy Point to add to your hand 1 card of your choice from those facing up; or 3 Energy Points for 2 cards; or 5 Energy Points for 3 cards.

Lastly, turn over as many cards from the Era Deck as is needed to refill the Development Area back to 3 face up cards.

For example: You decide to Develop. You first choose to turn up a fourth card, then you buy 2 cards by spending 3 Energy Points. Finally, you turn over 1 card so there are 3 cards available again.

> Note: If players do this too often, the deck could run out before the end of the Era! In this case, no new cards can be turned over, but you can still buy any cards left face up.

♦ Meditate

Gain 3 Energy Points.

Then check all your units deployed on the Islands.
For each region that has at least one of your units, get the bonus for that region. You can take the bonuses in any order.

Forest: 1 Energy Point.

River: 2 Glory Points.

Land of Myst: 1 Experience Point.

Mountain: Deploy 1 Fortification in a region where you have at least one unit.

Crystal Field: 1 Command Point that can only be used to Construct and/or Deploy units.
You can spend 2 Command Points received from two different Crystal Field regions to Construct or Deploy a Golem. You are not obliged to spend some or all of these Command Points.

For example: The red player decides to Meditate.
They receive: 3 + 2 Energy Points, and place 1 Fortification in one of the three regions where they have units.

SPECIAL ACTIONS:

◊ Activate an Accessory

Use the effect of one of the Accessory Cards on your Player Board. Each Accessory may only be used once per turn.

◊ Start a Battle

To Start a Battle, your Artefact needs to be charged (bright side face up).
First, Discharge your Artefact by flipping it to the dark side.

Then, choose a region where you have at least one unit and there is at least one unit of another player.

All players who have at least one unit in the chosen region must secretly choose whether or not to play a card. Players should keep the card of their choice hidden under their hand, on the table. Players who decide not to play a card should also place their hand on the table, concealing the fact that they are not playing a card.

When all players involved in the battle have decided what to do, they reveal their cards (or reveal no card).
In turn order, each player performs a reaction according to their choice:
- No card played: no reaction triggered.
- Card played: depending on the color of the chosen card, the Player must perform the corresponding reaction.

You cannot use the effect or the Command Points on a card played as a reaction.

Note: The Events Board has iconography depicting the four different reactions possible during a battle.

RETREAT

Receive as many Travel actions as the Command Points on the chosen yellow card. You can only retreat units that are in the region where the Battle is taking place.

Note: Normal Travel rules apply (Golems and Troops can only Travel 1 region, Champions can Travel more than once, Fortifications cannot Travel).

DEFENCE

Receive as many Glory Points as the Command Points on the chosen blue card, plus the number of your units in the region where the Battle is taking place.

SACRIFICE

Receive as many Energy Points as the Command Points on the chosen green card, plus the number of your units in the region where the Battle is taking place.

ATTACK

Receive as many Strength Points as the Command Points on the chosen red card. Add this Strength to your total Strength in the region where the Battle is taking place, until the resolution of the combat.

After everyone has performed their reaction, all the cards that were chosen to react in Battle go to the discard piles of the respective players.
Then, each player calculates their total Strength in the region where the Battle was fought.

Unit Strengths:
1 Troop = 1 Strength Point.
1 Golem = 2 Strength Points.
1 Fortification = 2 Strength Points.
1 Champion = 3 Strength Points (only 1 Strength if wounded – see "Wounded Champion" below).

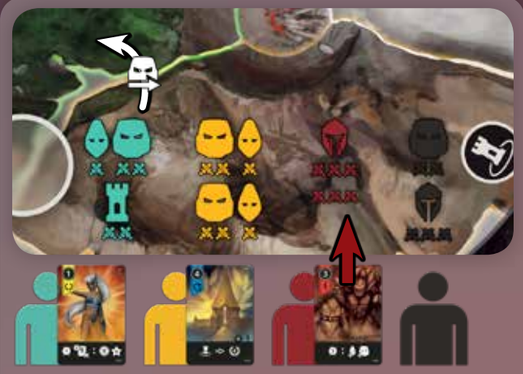
Each of the following can be used to provide additional Strength to your units:
- *Reacting with a red card.*
- *Having specific Upgrade Cards active on your Player Board.*
- *Using a Tactic Card whose effect is to Start this Battle and boost Strength.*
- *Benefiting from your Champion's ability.*

In turn order, each player compares their own Strength to that of the player or players with the most Strength. They must then remove the same number of their units from the battle region equal to the difference in Strength Points between them and the strongest player. **Units removed are returned to the Player Board and can be deployed again in the future.**

WOUNDED CHAMPION: Champions are too powerful to be killed. However, they can be wounded. If a Champion would be removed after a battle, leave them where they are and turn their Champion card to one side. A wounded Champion is worth 1 Strength Point instead of 3, and cannot use their special ability.
A Champion already wounded cannot be wounded further nor other penalties are applied.
Upgrade Cards on your Champion can still be used even if the Champion is wounded.
All wounded Champions are restored back to normal during Phase 1 of the next Era.

The player with the most Strength Points receives **2 Glory Points** for each enemy unit removed, each Champion wounded, and each enemy unit that retreated to a different region.

If there are more wounds to assign than the remaining units, excess wounds are ignored.



In this example, the order of play is blue, yellow, red, black. The red player decides to Start a Battle in this region and Discharges their Artefact. All players choose whether to react or not, then all the choices are revealed at the same time.
In turn order, each player performs their reaction.
***The blue player** has chosen a yellow card with 1 Command Point, so they move one of their units (a Golem) to another region; their total Strength is therefore 3.*
***The yellow player** has chosen a blue card with 4 Command Points, and therefore receives 4 Glory Points plus another 4 Glory Points for their units in the region; their total Strength is 6.*
***The red player** has chosen a red card with 3 Command Points; they therefore have a total Strength of 6.*
***The black player** has chosen not to react; their total Strength is 5.*

***The highest Strength** score is 6, so the blue player should remove 6-3=3 units; they remove their Fortification and their Troop. The other removal is ignored as blue has no more units left.*
The black player has to remove 6-5=1 unit. They have one Golem and one Champion.They decide to wound their Champion. Until the end of this Era, their Champion's Strength will be reduced from 3 to 1, and they will not be able to use their special ability.

A total of three units (one Troop, one Fortification, and one wounded Champion) have been removed and one unit (one Golem) has retreated, the yellow and red players, who were the strongest, receive 4x2=8 Glory Points each.

◊ Move an Island

To Move an Island, your Artefact needs to be charged (bright side face up).
First, Discharge your Artefact by flipping it to the dark side.

Move the Island where your Champion is located to the center of the Game Board.

Perform an Attunement

If the Attunement card corresponding to the Island you just moved is available on the Game Board, you may take it and place it next to your Player Board. If you do, immediately gain the Glory Points indicated on the card (see page 18).

Note: You can only take one Attunement in each Era. However, you can always decide to Move an Island without claiming an Attunement.

Then, move the Island in the center of the Game Board to **another** Island's position, sliding the second Island and any other Islands around so the circle is complete again.

In this example, the blue player Discharges their Artefact and Moves the Island where their Champion is located to the center of the Game Board. They have not performed an Attunement in this Era yet, so they decide to do so now. They take the Attunement associated with the Island they moved, placing it next to their Player Board and receiving the Glory Points indicated. Lastly, they decide where to Move the Island, shifting the other Islands to fit.

Face an Encounter

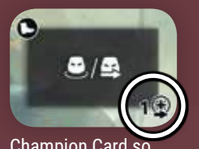
If your Champion is on the same Island as your Encounter Token, you can spend Experience Points to Face an Encounter. The number of Experience Points it costs to face an Encounter increases each time.

Encounter faced:	1st	2nd	3rd	4th	5th	6th
Experience Points required:	1	2	3	4	5	6

Each player can Face a maximum of 6 Encounters during the game.

After you have spent the necessary Experience Points, look at the card on top of the Encounter Deck. Immediately receive the Glory Points indicated. Then, based on the scene shown on the card (*for further detail, see page 19*), choose one of the options at the bottom of the card.

State your choice and then flip the card to discover the reward. You can use all or part of the reward immediately, or choose not to use it at all, but any unused part of the reward will be lost.



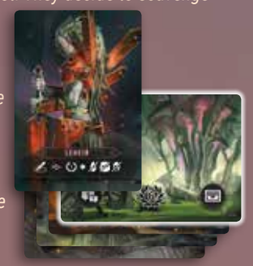
Move your Encounter Token clockwise according to the number of Islands indicated.

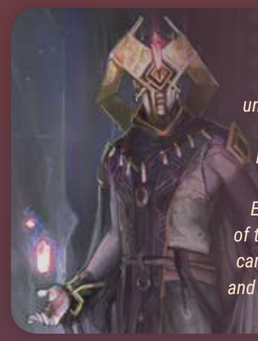
Slide the Encounter Card partly under your Champion Card so you can keep track of how many Encounters you have faced during the game.

Encounters have 4 types of options:

- ***Boot**: the desire to move and explore*
- ***Treasure chest**: the desire to collect and keep*
- ***Dialogue**: the desire to talk and interpret*
- ***Axe**: the desire to fight and attack*

Here, a player spends 4 Experience Points, because this is their fourth Encounter. They receive 6 Glory Points and then look at the picture. They may choose to talk to the dark figures, or scavenge the giant mushroom forest. They decide to scavenge the forest. They turn over the card, read the reward related to the forest, and decide to spend 1 Energy Point to gain 3 Experience Points. They then move their Encounter Token clockwise by 3 Islands from their current position, as indicated on the card. Lastly, the player places the used Encounter Card under their Champion Card.





Variant Rule - Premonition:
If you do not like the touch of unpredictability that Encounters add to the game, you can agree at the beginning of the game to play with the following rule: when facing an Encounter, instead of choosing one of the options on the front side of the card, turn the card over straight away and then choose the bonus you prefer.

PHASE 3 - END OF AN ERA

When the **fifth Region Card** is placed on the Events Path, all the players take their last turn before the current Era ends.
In addition to the five Region Cards, the Events Deck also includes Monster and Storm Cards.
Regardless of how many Event Cards are left in the deck, the Era ends when the fifth Region Card is placed on the Events Path.

Each Event Card is then resolved, one by one, starting from the "2 Glory Point" space on the Events Path and continuing in ascending order.

REGION CARD
For each region of the type indicated, the player controlling it receives the number of Glory Points indicated on the Events Path above the card.

Controlling a Region

Each region is controlled by the player who has the largest total Strength in that region when the Strength of all their units in the region (plus any Upgrades) is added up.
If there is a tie, the player with the lowest Artefact number controls the region.

The first Event Card on the Events Path is the Forest. Players check all three Forest regions.
In the Forest on the topmost Island, the blue player is stronger than the others, and therefore receives 2 Glory Points. In the Forest on the leftmost Island, the blue player and the red player have the same Strength, but the blue player has a lower Artefact number, so the blue player receives 2 Glory Points. In the bottommost Forest, the black player is the only player present and therefore receives 2 Glory Points.

STORM CARD
Ignore the Glory Points written on the slot of the Events Path where the Storm is.
Instead, all the monsters on the Game Board simultaneously move by one Island clockwise.

MONSTER CARD
Ignore the Glory Points written on the slot of the Events Path where the Monster Card is. Instead, the Monster depicted on the card activates and attacks all the units on the Island where it is. Compare the Monster's Strength (top-left corner) to the total Strength of **all the units** present on the attacked Island.

- **If the Monster's Strength is more than the total Strength of units of all players:** following turn order, each player chooses a region of the attacked Island where their units are present, and then removes them. Removed units are placed back on their Player Board, in the constructed unit space. If that player's Champion is in the region, it is not removed, but is wounded instead. No one receives any Glory Points for units removed by the Monster's attack.

- **If the Monster's Strength is equal to or lower than the combined Strength of the players:** the Monster is defeated. Players who took part in the fight will receive the reward associated with the Monsters (*see page 16*).

  The player with the most Strength on the Island attacked will receive the "**Gold**" reward; the second strongest player will receive the "**Silver**" reward, and the third strongest player will receive the "**Bronze**" reward. No other rewards will be assigned.
  If there is a tie, the player with the lowest Artefact number takes precedence.

After attacking, whether or not the Monster is beaten, the Monster then moves to the next Island in a clockwise direction.

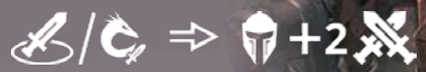
If the third Era is over, establish the winner (see page 6); otherwise, start Phase 1 of the next Era.

CHAMPIONS

Each Champion has a special ability. At the beginning of the game, the players decide whether to play with the special abilities or to ignore them.
When a Champion is wounded, in addition to having their strength temporarily reduced from 3 to 1, they will also not be able to use their special ability until the next Era.

ANUTH

When you Start a Battle in the region where Anuth is, or if Anuth is on an Island attacked by a Monster, he receives 2 additional Strength Points until the end of the Battle or the end of the Monster's attack.



TELRON

At the very beginning of each Era (before Champions are restored), Telron gives you 4 extra Energy Points if not wounded.

CELETHE

When Celethe is on an Island attacked by a Monster, if the Monster loses, the player controlling Celethe doubles their reward.

LEHEIR

When you Start a Battle, Leheir gives you 1 extra Glory Point for each unit which are removed or retreat (including your own), and for each Champion that becomes wounded.

SANYA

When you Start a Battle or Face an Encounter, you may first choose to take the card on top of the Era Deck of the current Era and add it to your hand, at no cost.

KOLBOR & MALABOR

When you Move an Island, you can perform one of any of the Attunements available, regardless of which Island you moved.

CR-2T1

At the end of each Era, you receive 3 extra Glory Points for each 2 regions you control.

EVENT

STORM CARD

All the monsters on the Game Board move one Island clockwise.

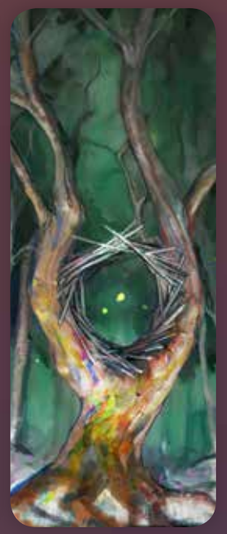
REGION CARDS

LAND OF MYST

CRYSTAL FIELD

RIVER

MOUNTAIN



FOREST

MONSTER CARDS

REWARDS AND BEHAVIOURS

Each Monster provides a special reward to the fighting players when defeated.
Additionally, each Monster has a unique behaviour.
It is highly recommended to ignore the Monster behaviours when playing the game for the first time.

UTCORO the Swarmer

Strength 10

Being dangerous predatory beasts, young military recruits are required to kill them as a rite of passage to prove their courage. For this reason the most hardened military veterans see fleeing in front of them as an act of cowardice, an admission of weakness, and unpreparedness.

REWARDS:

Golden — Gain 3 Glory Points. You can also Face an Encounter.

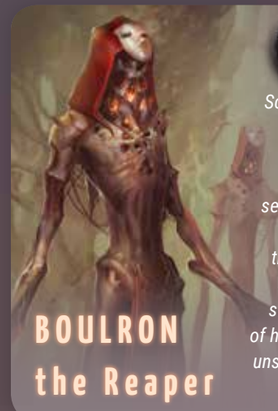
Silver — Gain 2 Glory Points. You can also Face an Encounter.

Bronze — Gain 1 Glory Point. You can also Face an Encounter.

You can Face these Encounters even if your Champion and your Encounter token are on different Islands. In addition, you do not have to spend any Experience Points. All other rules regarding facing Encounters apply.

BEHAVIOUR:

When Utcoro attacks, all players that do not take part in the battle (cowards!) immediately lose 5 Glory Points.



BOULRON the Reaper

Strength 11

Scary, elegant creatures, they are considered a sign of bad luck by many because they seem attracted by death. It's not unusual to see them congregate where somebody died, just to stand there for a couple of hours in what seems an unsettling form of sorrow.

REWARDS:

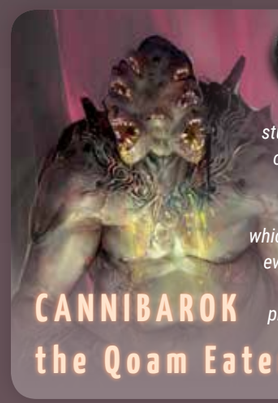
Golden — Gain 9 Glory Points.

Silver — Gain 4 Glory Points.

Bronze — Gain 2 Glory Points.

BEHAVIOUR:

When Boulron attacks, due to its swift and elegant movements, players do not benefit from the Strength provided by Fortifications on the attacked Island.



CANNIBAROK the Qoam Eater

Strength 12

A big and dangerously stupid creature that lives only to satisfy his most basic needs. It feeds itself of Qoam which it is able to sense it, even at a great distance. When it reaches the precious Crystal, it uses its multiple mouths to devour it all.

REWARDS:

Golden — Gain 6 Energy Points and 6 Glory Points.

Silver — Gain 4 Energy Points and 4 Glory Points.

Bronze — Gain 2 Energy Points and 2 Glory Points.

BEHAVIOUR:

When Cannibarok attacks an Island that has a Crystal Field region, it is reinvigorated by the erupting energies and gains +2 Strength until the end of this attack.

ONYGAUROS the Collector

Strength 13

Probably the smartest creatures after humans, they are called "the collectors" since they live in small caves where they store huge collections of weird items that usually have no value at all for humans, but seem extremely precious to them.

REWARDS:

Golden — Gain 4 Command Points and 4 Glory Points.

Silver — Gain 3 Command Points and 3 Glory Points.

Bronze — Gain 2 Command Points and 2 Glory Points.

BEHAVIOUR:

When Onygauros attacks, every player in turn order (including players with no units on the attacked Island) must randomly choose a card from their discard pile and remove it from the game — Onygauros has collected it. As an alternative to removing a card, players may choose to lose 5 Glory Points instead, but this decision must be made before seeing the card that would be discarded.

OBSIDUSA the Devourer

Strength 14

His body is made by flesh and remnants of the people that were unable to fight him. It's said that he was once a human. Now doomed to a tormented and twisted existence, he is the result of forbidden experiments involving Crystals and living beings.

REWARDS:

Golden — Gain 7 Glory Points and draw 1 Command card.

Silver — Gain 5 Glory Points and draw 1 Command card.

Bronze — Gain 3 Glory Points and draw 1 Command card.

Command cards are drawn from the Era Deck of the current Era.

BEHAVIOUR:

When Obsidusa attacks but is not defeated, he does not move to the next Island, but remains instead on the attacked Island to feast on the fallen enemies.

CAERULAS the Inhabitant from Below

Strength 15

This strange three-headed creature appears from the clouds, flies over the floating Islands while screeching strange harmonic sounds, to then disappear back below. Its appearance resembles the rest of the mist that surrounds the planet.

REWARDS:

Golden — Gain 5 Experience Points and 5 Glory Points.

Silver — Gain 4 Experience Points and 4 Glory Points.

Bronze — Gain 3 Experience Points and 3 Glory Points.

BEHAVIOUR:

When Caerulas attacks but is not defeated, it becomes enraged. It then moves to the next Island clockwise, and attacks again.

Note: After this second attack, it stops and does not move onto the next Island clockwise until its next activation.

KODROR the Infestation

Strength 16

A unique mold-like lifeform that seems to develop and grow only when in contact with Qoam. Highly toxic and caustic to all living creatures, it takes its nutrients by attaching itself to living beings and quickly killing them.

REWARDS:

Golden — Gain 16 Glory Points.

Silver — Gain 12 Glory Points.

Bronze — Gain 8 Glory Points.

BEHAVIOUR:

When Kodror moves, the Island it is currently located on gets moved along with it, grappled by its infested roots (swap the Island with the next one clockwise). When Kodror attacks and is defeated, remove its miniature from the game and flip its Event Card face down to show that Kodror is no longer in play. At the end of the current Era, remove Kodror's Event Card from the game.

ATTUNEMENTS

Receive 3 Glory Points for each Upgrade Card in play on your Player Board.

Receive 4 Glory Points for each Accessory Card in play on your Player Board.

Receive 4 Glory Points for each Encounter you faced.

Receive 2 Glory Points for each Experience Point you currently possess.

Receive 3 Glory Points for each region you control.

Receive 1 Glory Point for each region where you have at least one unit.

Receive 2 Glory Points for each of your Troops currently deployed.

Receive 3 Glory Points for each of your Golems currently deployed.

Receive 2 Glory Points for each Command Card in your discard pile.

At the end of this Era, receive 8 Glory Points for each Monster defeated (even if you did not take part in the attack).

ENCOUNTERS

EN01 Gain 6 Glory Points.
Axe: Remove a Fortification from each Opponent.
Boots: Gain 2 Experience Points.

EN02 Gain 6 Glory Points.
Dialogue: Gain 3 Command Points.
Chest: Meditate.

EN03 Gain 6 Glory Points.
Boots: Construct 1 Troop and 1 Golem.
Chest: Gain 3 Glory Points for each Crystal Field region you control.

EN04 Gain 7 Glory Points.
Axe: Gain 3 Glory Points for each Forest region you control.
Dialogue: Gain 1 Experience Point and Travel with your Champion.

EN05 Gain 7 Glory Points.
Boots: Gain 2 Command Points.
Chest: Gain 1 Energy Point and Develop.

EN06 Gain 7 Glory Points.
Chest: Gain 3 Energy Points.
Boots: Draw 1 card from the top of the Era Deck.

EN07 Gain 8 Glory Points.
Axe: Gain 1 Glory Point and Start a Battle in any region with at least 1 Opponent.
Boots: Construct 1 Troop or Travel with 1 Troop you control.

EN08 Gain 8 Glory Points.
Dialogue: Gain 1 Energy Point and 1 Command Point.
Boots: Remove 1 Troop from each Opponent.

EN09 Gain 8 Glory Points.
Chest: Discard a Tactic Card to gain X Glory Points, where X is equal to the number of Command Points of the discarded card.
Dialogue: Construct or Deploy 1 Troop.

EN10 Gain 7 Glory Points.
Dialogue: Gain 3 Glory Points for each Land of Myst region you control.
Boots: Choose 1 Golem and 1 Troop you control, then Travel to any region.

EN11 Gain 7 Glory Points.
Axe: Remove 1 Golem from each Opponent.
Chest: Gain 3 Glory Points.

EN12 Gain 7 Glory Points.
Chest: Gain 1 Energy Point.
Axe: Recharge your Artefact or gain 1 Command Point.

EN13 Gain 7 Glory Points.
Chest: Develop.
Boots: Construct 1 Golem or Travel with 1 Golem you control.

EN14 Gain 7 Glory Points.
Boots: Gain 1 Command Point and 2 Glory Points.
Axe: Remove 1 Golem from each Opponent.

EN15 Gain 7 Glory Points.
Chest: Draw 1 card from the top of the Era Deck.
Dialogue: Gain 1 Glory Point for each of your Golem currently deployed.

EN16 Gain 6 Glory Points.
Dialogue: Deploy 1 Troop or Construct 1 Golem.
Chest: Pay 1 Energy Point to gain 3 Glory Points.

EN17 Gain 6 Glory Points.
Axe: Gain 1 Glory Point and Start a Battle in any region with at least 1 Opponent.
Boots: Draw 1 card from the top of the Era Deck.

EN18 Gain 6 Glory Points.
Chest: Construct 1 Troop or Construct 1 Golem.
Axe: Discard an Accessory Card to gain X Glory Points, where X is equal to the number of Command Points of the discarded card.

EN19 Gain 6 Glory Points.
Chest: Gain 2 Energy Points or gain 2 Command Points.
Dialogue: Gain 2 Experience Points.

EN20 Gain 6 Glory Points.
Boots: Travel to any region with your Champion.
Axe: Choose a Monster whose card has already been placed on the Events Board during this Era. The Monster attacks immediately.

EN21 Gain 6 Glory Points.
Dialogue: Construct or Deploy 1 Golem.
Boots: Gain 3 Glory Points and Start a Battle in any region with at least 1 Opponent.

EN22 Gain 8 Glory Points.
Chest: Pay 1 Energy Point to gain 3 Glory Points.
Boots: Travel to any region with 2 Troops you control.

EN23 Gain 8 Glory Points.
Dialogue: Draw 1 card from the top of the Era Deck.
Axe: Discard an Upgrade Card to gain X Glory Points, where X is equal to the number of Command Points of the discarded card.

EN24 Gain 8 Glory Points.
Boots: Deploy 1 Golem or Travel with 1 Golem.
Dialogue: Gain 3 Glory Points for each River region you control.

EN25 Gain 6 Glory Points.
Axe: Pay 1 Energy Point to gain 2 Glory Points and 1 Experience Point.
Boots: Choose a region with at least 1 Troop or 1 Golem you control. Travel with all Troops and Golems you control in the chosen region to any other region.

EN26 Gain 6 Glory Points.
Boots: Recharge your Artefact and gain 1 Experience Point.
Dialogue: Gain 4 Glory Points.

EN27 Gain 6 Glory Points.
Chest: Meditate.
Axe: You can only choose a Monster whose card has already been placed on the Events Board during this Era. The Monster attacks immediately.

EN28 Gain 7 Glory Points.
Boots: Travel with 2 Troops.
Axe: Deploy a Fortification or 1 Golem.

EN29 Gain 7 Glory Points.
Axe: Recharge your Artefact and Start a Battle in any region with at least 1 Opponent.
Boots: Discard an Objective Card to gain X Glory Points, where X is equal to the number of Command Points of the discarded card.

EN30 Gain 7 Glory Points.
Dialogue: Act.
Chest: Gain 3 Glory Points for each Mountain region you control.

COMMAND CARDS

ERA ✧

C001

Pay 2 Energy Points to Travel with your Champion to any region. The Champion cannot carry any other unit.

C002

Pay 2 Energy Points to gain 2 Experience Points and Develop.

C003

Pay 2 Energy Points to Act.

C004

Pay 2 Energy Points to Start a Battle in any region with at least 1 Opponent and add 2 to your Strength total. Starting a Battle this way does not Discharge your Artefact.

C005

Pay 2 Energy Points to Meditate.

C006

Pay 2 Energy Points to gain 3 Glory Points for each Forest region you control.

C007

Pay 2 Energy Points to gain 3 Glory Points for each Land of Myst region you control.

C008

Pay 2 Energy Points to gain 3 Glory Points for each River region you control.

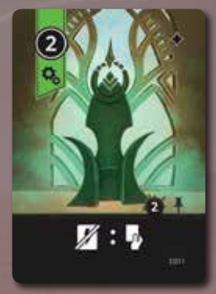
C009

Pay 2 Energy Points to gain 3 Glory Points for each Crystal Field region you control.

C010

Pay 2 Energy Points to gain 3 Glory Points for each Mountain region you control.

C011



While this card is on your Player Board, once per turn you may discard 1 Tactic Card to Act.

C012

While this card is on your Player Board, once per turn you may discard 1 Objective Card to Develop.

C013

While this card is on your Player Board, once per turn you may discard 1 Accessory Card to Meditate.

C014

While this card is on your Player Board, once per turn you may discard 1 Upgrade Card to Recharge your Artefact and/or gain 4 Glory Points.

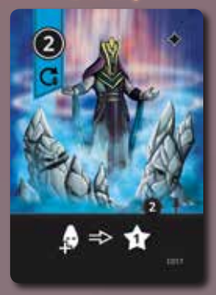
C015

While this card is on your Player Board, once per turn you may discard any Command Card to gain X Command Points, where X is equal to the number of Command Points of the discarded card.

C016

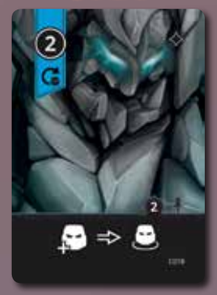
While this card is on your Player Board, whenever you Deploy a Fortification, gain 1 Glory Point and 1 Energy Point.

C017



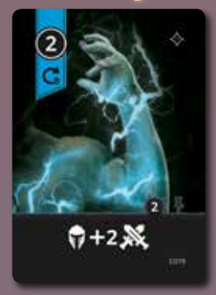
While this card is on your Player Board, whenever you Construct a Troop, gain 1 Experience Point.

C018



While this card is on your Player Board, whenever you Construct a Golem, you may Deploy it at no cost.

C019



While this card is on your Player Board, add 2 Strength Points to your Champion.

C020

While this card is on your Player Board, whenever you play an Upgrade Card, you do not have to spend Energy Points to place it.

ERA I

C021

Pay 1 Energy Point to Recharge your Artefact.

C022

Pay 1 Energy Point to Travel with 1 Golem to any region. The Golem cannot carry any other unit.

C023

Pay 2 Energy Points to choose any region. Remove 1 Fortification from each Opponent in that region.

C024

Pay 3 Energy Points to Construct 1 Troop and/or 1 Golem.

C025

Pay 3 Energy Points to Deploy 1 Troop and/or 1 Golem.

C026

Pay 1 Energy Point to gain 3 Glory Points.

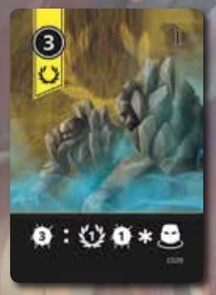
C027

Pay 1 Energy Point and remove from the game 1 Tactic Card from your hand to gain X Command Points and X Experience Points, where X is equal to the number of Command Points of the removed card.

C028

Pay 2 Energy Points to gain 2 Glory Points for each of your Fortifications currently deployed.

C029

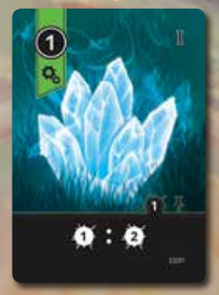


Pay 3 Energy Points to gain 1 Glory Point and 1 Energy Point for each of your Golems currently deployed.

C030

Pay 3 Energy Points to gain 3 Glory Points for each Encounter you faced.

C031

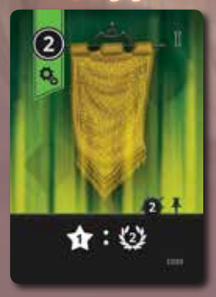


While this card is on your Player Board, once per turn you may pay 1 Energy Point to gain 2 Energy Points.

C032

While this card is on your Player Board, once per turn you may pay 1 Energy Point to Travel with your Champion to any region. The Champion cannot carry any other unit.

C033



While this card is on your Player Board, once per turn you may pay 1 Experience Point to gain 2 Glory Points.

C034

While this card is on your Player Board, once per turn you may pay 1 Energy Point to Construct 1 Troop or Travel with 1 Troop.

C035

While this card is on your Player Board, once per turn you may pay 1 Energy Point to Construct 1 Golem or Travel with 1 Golem.

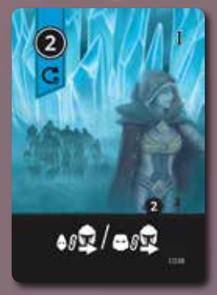
C036

While this card is on your Player Board, whenever you Deploy a Fortification, you may gain 1 Experience Point.

C037

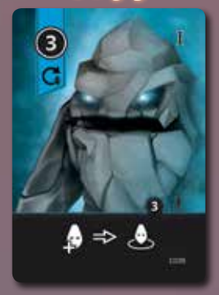
While this card is on your Player Board, whenever you Deploy a Golem, you may gain 3 Glory Points.

C038



While this card is on your Player Board, whenever your Champion Travels, they may carry one of your units from the same region that has not yet traveled this turn. If your Champion Travels several times, they can carry a different unit each time.

C039



While this card is on your Player Board, whenever you Construct a Troop, you may Deploy it at no cost.

C040

While this card is on your Player Board, whenever you play an Accessory Card, you do not have to spend Energy Points to place it.

ERA II

C041

Pay 1 Energy Point to draw up to 2 cards from the top of the Era Deck of the current Era at no cost.

C042

Pay 2 Energy Points to Travel with up to 2 Troops to any region. Chosen units cannot carry any other unit but they can Travel to two different regions, independently.

C043

Pay 3 Energy Points to Start a Battle in any region with at least one Opponent and add 3 to your Strength total. Starting a Battle this way does not Discharge your Artefact.

C044

Pay 3 Energy Points to choose any region.
Remove 1 Troop from each Opponent in that region.

C045

Pay 4 Energy Points to choose any region where you are present. Travel with all your units (except Fortifications) from that region to any other region. Units that have already traveled this turn cannot Travel again.

C046

Pay 1 Energy Point and remove from the game 1 Objective Card from your hand to gain X Glory Points and X Command Points, where X is equal to the number of Command Points of the removed card.

C047

Pay 2 Energy Points to gain 5 Glory Points.

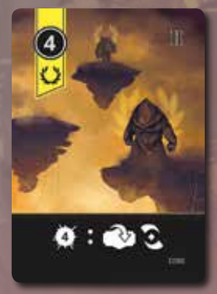
C048

Pay 3 Energy Points to gain 7 Glory Points.

C049

Pay 3 Energy Points to gain 1 Glory Point for each of your Troops currently deployed.

C050

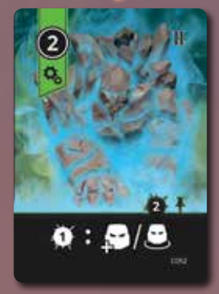


Pay 4 Energy Points to Recharge your Artefact and/or Meditate.

C051

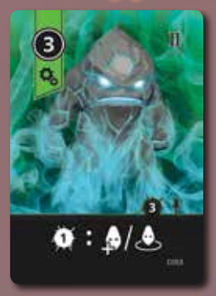
While this card is on your Player Board, once per turn you may pay 1 Energy Point to gain 1 Experience Point and 1 Glory Point.

C052



While this card is on your Player Board, once per turn you may pay 1 Energy Point to Construct or Deploy 1 Golem.

C053



While this card is on your Player Board, once per turn you may pay 1 Energy Point to Construct or Deploy 1 Troop.

C054

While this card is on your Player Board, once per turn you may pay 1 Experience Point to gain 4 Glory Points.

C055

While this card is on your Player Board, once per turn you may pay 1 Energy Point to Deploy 1 Fortification.

C056

While this card is on your Player Board, whenever you Face an Encounter, you may gain 3 Energy Points.

C057

While this card is on your Player Board, whenever you play a Tactic Card, you do not have to pay its Energy cost.

C058

While this card is on your Player Board, add 1 Strength Point to each of your Golems.

C059

While this card is on your Player Board, whenever one of your Troops Travels, it may carry one of your other units that has not yet traveled this turn. The carried unit must start in the same region as your Troop.

C060

While this card is on your Player Board, add 1 Strength to each of your Fortifications.

ERA III

C061

Pay 1 Energy Point to gain 12 Energy Points.

C062

Pay 2 Energy Points to choose any region. Remove 1 Golem from each Opponent in that region.

C063

Pay 3 Energy Points to choose a Monster whose card has already been placed on the Events Board during this Era. The Monster attacks immediately.

C064

Pay 4 Energy Points to choose any region. Wound all Opponents' Champions in that region.

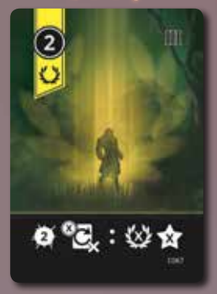
C065

Pay 5 Energy Points to Start a Battle in any region with at least 1 Opponent and add 5 to your Strength total. Starting a Battle this way does not Discharge your Artefact.

C066

Pay 1 Energy Point and remove from the game 1 Accessory Card from your hand to gain X Energy Points and X Glory Points, where X is equal to the number of Command Points of the removed card.

C067



Pay 2 Energy Points and remove from the game 1 Upgrade Card from your hand to gain X Glory Points and X Experience Points, where X is equal to the number of Command Points of the removed card.

C068

Pay 3 Energy points to Recharge your Artefact and gain 4 Glory Points.

C069

Pay 4 Energy Points to gain 9 Glory Points.

C070

Pay 5 Energy Points and remove from the game 1 Tactic Card, 1 Objective Card, 1 Accessory Card, and 1 Upgrade Card from your hand to gain 16 Glory Points.

C071

While this card is on your Player Board, once per turn you may remove from the game 2 Accessory Cards from your hand to choose a Monster whose card has already been placed on the Events Board during this Era. The Monster attacks immediately.

C072

While this card is on your Player Board, once per turn you may pay 1 Energy Point to Deploy 1 Golem or Travel with 1 Golem.

C073

While this card is on your Player Board, once per turn you may pay 1 Energy Point to Deploy 1 Troop or Travel with 1 Troop.

C074

While this card is on your Player Board, once per turn you may pay 1 Experience Point to gain 6 Glory Points.

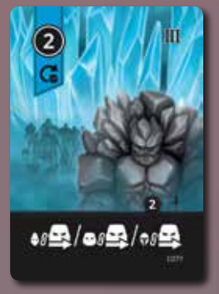
C075

While this card is on your Player Board, once per turn you may remove from the game any card from your hand to gain X Glory Points twice, where X is equal to the number of Command Points of the removed card.

C076

While this card is on your Player Board, add 3 Strength Points to your Champion.

C077



While this card is on your Player Board, whenever one of your Golems Travels, it may carry one of your other units that has not yet traveled this turn. The carried unit must start in the same region as your Golem.

C078

While this card is on your Player Board, whenever you play an Objective Card, you do not have to pay its Energy cost.

C079

While this card is on your Player Board, whenever you Deploy a Fortification, gain 4 Glory Points.

C080

While this card is on your Player Board, add 1 Strength Point to each of your Troops.

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All the playtesters that helped us

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