



THE ESOTERIC ORDER OF GAMERS

ORDEROFGAMERS.COM



DON'T MISS A THING!



YOUTUBE

EsotericOrderGamers



TWITTER

@EOGamers



FACEBOOK

EOGamersFB



INSTAGRAM

orderofgamers

YES, THIS IS FREE ... HOWEVER...

I'm Peter (Universal Head). For 10 years I've been hosting my famous rules summaries and entertaining, informative videos about games on the EOG.

It takes time and money and a lot of hard work, and I need your support to keep me going. If you find this game aid useful and enjoy my content, please consider making a donation, or regularly supporting me on Patreon and enjoying the privileges of being a member of the EOG community!



DONATE

orderofgamers.com/shop/single-offering



PATREON

patreon.com/esotericorder

v1

Dec 2022

Game: **ETHERFIELDS**
Publisher: **Awaken Realms (2020)**

Page 1: **Rules summary 1 front**
Page 2: **Rules summary 1 back**
Page 3: **Rules summary 2 front**
Page 4: **Play reference x2**

These sheets are intended only for the personal use of existing owners of the game for additional reference. The Esoteric Order of Gamers makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. **This PDF may not be re-posted online, sold or used in any way except for personal use.**

If you need exceptional quality graphic design
for your next project, visit universalhead.com

Created by Peter Gifford 'Universal Head'
The Esoteric Order of Gamers



ETHERFIELDS

SETUP

Choose a **dreamer** character archetype and take their **influence deck**, a **basic action card**, **miniature**, and **dreamer board**.

Place the **game board** on the table and the 2 setup **slumber map tiles** in the map board space (if this is your first game, ignore this).

Place all your owner note cards and items in the space next to the map board.

Shuffle the **turn cards** and place them facedown on the turn discard slot. Shuffle the **fate cards** and place them facedown on the fate deck slot. Shuffle the **flaws cards** and place them facedown on the flaw deck slot.

Set aside the *Delta Phase* tile (green back), shuffle the remaining cards and place them on top of it. This is also a place for **entity tiles**.

Shuffle the remaining **slumber map tiles** and place them in the slumber map tiles slot.

Ensure that the top **season card** is the same one from your previous game.

Take out the wisdom card holder with all the found **wisdom cards**.


Take out your available **dream gate tiles** from the special envelope. When starting any dream they will be placed on the board (do not do this yet)

Place all discovered **dreamworld map tiles** on the dreamworld map board.

Place all dice, tokens and markers in separate piles near the board. If they have been unlocked, both universal and personal **sign tokens** can be included; otherwise leave them in the box.

Place the **hour counter** at the hour of the clock based on how many dreamers are playing: 1/2/3/4/5 dreamers = 5/4/3/2/1 hours.

If the game causes you to lose or gain hours, the move the hour counter down or up the track by the same amount, respectively.

Resolve the **AWAKENING card** starting from step 4. After placing the 2 **starting/setup** slumber map tiles (labelled on the back), place your dreamers in any of the  spaces.

During this time, players may change their dreamer, their influence deck composition, and which masks they want to make active.

If this is your first game, take and resolve tile **1-01X** (the first dream gate tile).

BASICS


Dreams are confined larger adventures, while **slumbers** are shorter mini encounters between them. Dreams use dreamscape map tiles. Slumbers use slumber (dreamscape) map tiles and the slumber deck.

The group of **dreamers** navigate the **dreamworld map** to gain passage into dreams, encountering slumbers along the way.

Reveal: When you are instructed to **reveal** a card or tile with a specific code, find it in the secret deck/tiles, reveal it, and place it in the corresponding slot (or nearby game board if it doesn't have a designated slot). If you are only given a letter instead of a full code, the revealed card/tile comes from the current dream instead of the secret deck/tiles.

Secret scripts: When you are given a reference to **s. ####**, turn to that number in the *Book of Secret Scripts* and read it aloud.

Multiple choices: When you are instructed to do something and there are several applicable options, the dreamers choose an option as a group. If you do not satisfy the requirements to make a certain choice, you may not choose it (this applies to the whole group if the choice is directed to all the dreamers).

 **Player count icon:** This icon is always equal to the number of players in the game.

Hand size limit: You can never have more than 6 cards in hand at any time. When drawing cards, you only draw until you have 6 cards in hand, never more. A bonus that allows you to draw more cards does not increase your hand size limit.

Luck die: The effect of a luck die roll is indicated on the appropriate component. If a result isn't stated, nothing happens.

Rerolls: There is no limit to the number of rerolls you can perform, as long as you can meet the conditions and pay all costs. Only the result of the last roll is applied; previous results are ignored.

Range: An action/effects may have a maximum range. They can always target spaces that are closer than this range. **Range 0** means the same space. **Range 1** means an adjacent space and/or closer spaces. *In any range or unlimited range* doesn't mean you may affect spaces behind walls or blocked spaces. If a rule states *in any space*, you may ignore range, walls and blocked spaces.

DREAMS



DREAM GATE TILES


To enter a dream:


1. If the **slumber dreamscape** (tiles, quirks etc) is present, discard it first.
2. Resolve all the **setup** steps on the dream gate tile before beginning the dream. Usually this means taking all the appropriate cards out of the box and setting up the starting dreamscape map tiles. Never look at the front side of any secret card or tile unless instructed to reveal, peek or gain it.
3. Randomly draw the listed number of **turn cards** and place them faceup in the **turn deck** slot. This determines how much time you have to complete the dream. Discard the rest facedown to the turn discard pile.
4. Read the introduction within the *Book of Secret Scripts* for this specific dream.
5. Flip the dream gate tile to its other side and place it on the dream gate slot. Any special rules are listed here along with the goal of the dream, and the script number to resolve if you run out of turns.
6. The dreamers enter the dreamscape and the first turn begins.

THE DREAMSCAPE MAP

When a map tile is revealed, turn it faceup and align the tile's code with the corresponding code on the game board on the **dreamscape map** area. Map tiles or cards do not always occupy a whole map tile slot: check the code of the tile is aligned with the code on the game board and the grid lines match up.

Map actions are found on map tiles. Those with the  symbol are single use only: after using the action, block it with a  token.

 Dreamers always enter the dreamscape on the **dreamer's entrance**. This icon is placed between 2 spaces, and you may place miniatures in either of these spaces.



 **Drawing bonus:** At the start of the dreamers phase during the draw step, if you're in a space with a drawing bonus, draw a number of additional influence cards equal to the number shown (your hand size limit does not change).



Spawned entities appear in these spaces. If several of these spaces are available, you can choose one. When spawning several entities, if there is more than 1 space available allocate them as evenly as possible.

If there is any spawn space with a **turn suit** icon, see if it corresponds to the current turn suit on the current turn card. If it does, the first spawned entity must be placed in that corresponding space.






Shining gem slots: When you're in this space, you may spend 1  and place it in this slot. From now on, the effect described next to that slot is active. You may use this action without paying additional costs. If you're in a space with an active slot you may recover that  but, will also deactivate the slot's effect.



Trap: Whenever you move through this space (or end movement/relocation on it), trigger the trap effect described in the slumber/dream.



Terrain symbols or terrain tokens don't have any effect unless another card or rule directly addresses them. When a terrain symbol is at the center of a map tile, all 4 spaces on the tile are considered as having that symbol. If a terrain symbol is on the line between 2 spaces of a map tile, both spaces are considered as having that symbol.

Whenever there are both  and  terrain symbols in the same space at the same time, ignore the  symbol.

Walls are impassable barriers that neither entities or dreamers may move through or measure range through. If you want to move to a space behind a wall (or use an action targeting that space), you have to measure the range around it.

If a wall doesn't cover the entire edge of their space, the wall on that edge is disabled. If 2 adjacent tiles show a tiny gap between their walls, just on their edges, these gaps don't disable the wall.

Blocked space (red border): Entities and dreamers may not move or measure range through a blocked space. If you want to move to a space behind a blocked space (or use an action targeting that space), you must measure the range around it (if possible).

Space and component limits


Each space is full when it holds 4 miniatures and/or entity tokens.

Dreamers can move through full spaces, but cannot stop on them.

Entities entering full spaces (by moving or spawning) causes dreamers to be pushed out to any adjacent space chosen by the players. However if the full space contains only 1 dreamer, that dreamer cannot be pushed and the entity ends its movement within range 1 of the space.

Big entities occupy the whole space in which they stand and cannot be pushed out in any way. When a big entity enters a space, it ends its movement and pushes all other miniatures and/or entity tokens in that space to any adjacent spaces chosen by the players.

In some dreams, spaces are completely cut off by walls. The dreamers may be able to relocate to these spaces in various ways. If 4 dreamers occupy such a space, no entity can spawn or relocate there.

Whenever you should gain or place a component and there are not enough left in the pool, that component is not gained/placed. However, if a dreamer should suffer  and there are none left in the pool, all dreamers lose.

The number of components of a given type is not dependent on the numbers of dreamers. This applies to any component gained from the secret cards of a dream. If you already found a special item in a dream, that item won't be there anymore if you visit that dream again; you do not gain a second copy of that item.


TURN ORDER

Gameplay is divided into **turns**, each of which consists of a **dreamers phase** (where the players act simultaneously) followed by a **dreamscape phase** (where the game acts).

DREAMERS PHASE

1. DRAW STEP

Each dreamer draws 4 influence cards, not exceeding their hand size limit (6 cards). If you reach your hand limit, stop drawing. At no time can you have more cards than this limit. If you can draw, you cannot choose to draw fewer cards than required. Before you draw you may discard any number of cards from your hand.

If at any time you have to draw cards but the deck is empty, reshuffle your discard pile and create a new influence deck. Then you must suffer 1  or seal 3 cards.

If the game allows you to reshuffle your influence deck, even though you still have some cards in it, reshuffle all the remaining cards and the cards in your discard pile to form a new influence deck. In this case you do not have to take the reshuffle penalty.


2. CARD AND ACTION STEP

Dreamers move across the dreamscape, perform actions and play cards. Dreamers can take their actions simultaneously without worrying about player order unless a specific situation calls for it.

This phase ends when all players agree there is nothing more to do.

DREAMSCAPE PHASE

1. ENTITY AND DREAM EVENT STEP

Check the current **turn card** and resolve each step from top to bottom: **morphing** effects (blue), **basic** effects (yellow), **special** effects (red), and an **entity movement** step . If the card specifies an effect but there are no game elements where it is featured, skip that effect.

If several effects happen in the same step, resolve them in any order, but they are considered to have happened simultaneously.

If you are instructed to do something at the end of the turn, do it after resolving all steps.

Dreamers cannot use any actions or card effects during this phase unless a card specifically allows it or there is a special icon on it.


2. DISCARD TURN STEP

Discard the current turn card. All effects with *until the end of this turn* timing cease to be in effect now.

Then, if there are cards remaining in the turn order deck, a new turn begins. If no cards remain, resolve the *out of turns* effect on the dream gate/slumber tile.

DELTA PHASE

When you resolve the last green-colored slumber tile, this is the **delta phase**. Dreamers may:

- Cure all their .
- Unseal all their cards.
- Unflip all their progress cards.
- Reshuffle their influence deck.
- Restore their mask.

Hours are reset according to the number of players – 1/2/3/4/5 players = 5/4/3/2/1 hours respectively.

Then, shuffle all of the other discarded slumber tiles and place them on top of this tile again to begin the cycle anew. The slumber dreamscape map remains unchanged.

SEALING & UNSEALING CARDS

Seal X cards: Reveal X influence cards from the top of your deck and place them in the sealed pile. Sealed cards are unavailable until you manage to recover them through an unseal effect.

Unseal X cards: Take X cards from the top of your sealed pile and place them in your discard pile. They will become available again after you reshuffle your deck.

Place your sealed pile below your dreamer board to mark those cards as unavailable.

Only influence cards can be sealed. Other cards in your deck are omitted while sealing (you just skip the card and draw another card). After resolving the seal effect, any drawn card is placed back on the top of the deck.

If you need to seal cards, but you do not currently have any in your influence deck, you do not need to reshuffle nor seal your cards.

DREAMER ACTIONS

While in a slumber/dream, each dreamer may perform actions. Most can be found on the basic actions card, on the dreamer's influence cards, on the active dreamer's progress cards, on the dreamer's active mask, or on the active items shared by the team.

To perform an action, pay its cost by discarding a combination of influence cards from your hand and/or active items until you reach the required amount of the particular type of **intent**.



Awareness: Related to conversation, observation, understanding, and technology.



Cunning: Related to movement, cleverness, avoidance, acting, and deception.



Wrath: Related to physical effort, fighting, tenacity, or arguing.



Discard influence cards to a personal influence discard pile, and discard items used in this way into the item storage.

If a card has multiple intent colors to choose from, you must choose which one you want to use when discarding it. If you are discarding a card in this way you may not use its printed action ability. Intent is gained immediately when discarding the card and any excess Intent is lost.




The cost of this action is always 0 intent. Using it is free.



Suffer the shown amount of  to pay this cost (gain .





To use this action, you must discard the given amount of .

Map actions can only be carried out if the dreamer's miniature is in that action's space. However **assault** or **contact** actions are can be performed from a base assault/contact range of 1 space away. You can multiply the effect of an assault/contact action by paying its cost multiple times (you can choose a different target for each effect).

Boosting your intent

Once per turn, when you spend at least 1 intent (even if it's less than the required cost) to pay for any action, you may then decide to roll the **luck die** to add additional intent to this action.


✗ The action is failed and you don't reclaim discarded influence cards used to pay for this action. Additionally, discard 1  or suffer 1  or seal 3 cards.

— No intent is added. If this means that the action fails, you don't reclaim discarded influence cards used to pay for this action.

⚡ Add 1/2/3 intent of the same color.


After rolling the die, you can't add any more intent to this action. If you fail to gather the required number of intent, the used intent is lost, even though you didn't perform the action.


BASIC ACTIONS


Move: Spend any number of  to move the same number of spaces.

Effort: Once a turn, lose X hours to move X spaces.



Peek a card: Discard 1 card to take a 5 second peek at 1 secret card/tile from the current dream with an influence, item, flaw, fate, or slumber back.

Gain a shining gem: Discard 3 Influence cards from your hand to gain 1 .

Use a shining gem: Discard 1  to reroll any roll (of any die, rolled by any player).

Remove morphings: Discard 1 key or 1  to discard 1 morphing from an entity within range 1. Return removed morphings to the morphing pool.


MOVEMENT ACTIONS

Perform a move action by discarding either influence cards or active item cards with  intent, and then moving the dreamer as many spaces as there were  intent on them. Movement is usually only orthogonal (vertical or horizontal), not diagonal.

Relocating means moving to another space, ignoring range, walls, and any other obstacles.

You may also use the luck die when performing a movement action to move farther. It counts only as 1 movement. If the roll is failed, you do not move at all.

GRADUAL ACTIONS


 Gradual actions scale with the number of dreamers and are marked by this icon after the basic cost to indicate how many times that cost must be paid to perform it. They may be paid in several steps over several turns. Each time the basic cost is paid, place an **intent marker** near the action.

If the cost is given in 2 intent colors, choose an intent color and pay the full cost using that color. The notation **xx** means a higher action cost, not a gradual action that you may pay in steps.

Return all intent markers to the pool after the action is performed. Intent markers are limited; if you need one of a specific color but there aren't enough left, you may take an intent marker from another action. Any intent marker placed on an action is considered to be yours, even if it was placed by another dreamer.

When there are several miniatures of a given type of entity in play, intent markers placed on the entity tile are not assigned to any of the miniatures. They are only assigned (and then discarded) to a specific miniature when the gradual action is actually performed.

TURN CARDS


Block 1 step of the current turn card: Choose and mark one of the steps with a : skip that step when resolving the turn card.

Add 1 turn: Take the bottom card of the turn discard pile and place it at the bottom of the turn deck.

Loot: Resolve the current turn card's loot section whenever you are instructed you to gain loot. If a slumber tile tells you to gain loot after the last turn card has been discarded, check the loot section on that last discarded turn card.

ENTITY MOVEMENT

Entities move during the **entity movement step** on turn cards.

Each entity has its own **MOVEMENT** value on its entity tile. Roll the entity movement die  separately for each entity (though you may choose to roll once for all entities if you prefer):



The entity moves 1 space only.



The entity moves the number of spaces indicated by its **MOVEMENT** value.



The entity moves its **MOVEMENT** value, then roll again and resolve the new roll.





The entity ignores the movement die. This may be followed with additional rules concerning that specific entity.

Entities always move toward the closest dreamer unless stated otherwise. If several dreamers are closest, players decide how the entity moves. If it is already in a space with a dreamer and performs a movement, or it does not have a legal path to its target, it does not move. Entities do not use map actions. When an entity enters the targeted dreamer's space, it stops its move.

MORPHINGS

Morphings add a boost to the entity, making it stronger as long as the token is on its tile. When you add any **morphing tokens** (during the blue morphing step on turn cards) draw them randomly from an opaque container and place them faceup on the entity tile.




Each entity effect that inflicts  inflicts 1 additional .



Each entity effect that seals your cards, seals 2 additional cards.



Entity movement is raised by 2. When you roll , it still only moves 1 space.



All entity effects with range have that range increased by 1 space.



All masks worn by the dreamers are inactive. All effects are applied immediately.





All placed progress cards are inactive. All effects are applied immediately. New ones can be placed but remain inactive.



Dreamers cannot reroll dice results in any way.



Dreamers cannot use their  for rerolls (but can gain more), however they can still pay for effects that cost .

CARDS

Influence cards and items are most often used in slumbers and dreams, not on the dreamworld map. To use them, you must have them in your hand or as active progress cards.


Other cards can also be played if they have an immediate effect that is useful on the dreamworld map or when resolving a fate card. If you can find a use for an influence card or an item, you may use it on the dreamworld map.

INFLUENCE CARDS

Influence cards represent all the abilities and powers in the dreamers' physical and psychological arsenals. During the campaign, each dreamer's starting influence deck will improve and evolve as they gain new cards by visiting dreams or buying them from the influence market.

Each dreamer places their deck on the left side of their dreamer board and they will draw cards from this deck during the game. Played and discarded cards are placed faceup in the discard pile, on the right side of the board.

Except for progress cards, you may only play influence cards from your hand either for their intent or for their action/effect. Unless specified otherwise, you can only play influence cards during the dreamers phase.

Cards with the **rapid icon**  are an exception to this rule. They can be played at any time during your action (even in the middle of another action), other dreamers' rounds, or during the dreamscape phase (be sure to pay their costs before doing so).

Some cards have additional requirements before you can use their actions or effect.

Each starting influence deck has its own special character action on the back of each card. Dreamers may perform this action when the card is on the top of their deck.

Place gained influence cards (from dreams and the influence market) faceup on top of the dreamer's discard pile.

Progress influence cards

Progress cards are special influence cards that provide persistent abilities when they are played.


They can be used normally for intent when discarded from your hand but the actions/effects on them cannot be used until they are placed into your progress zone (beneath your dreamer board) by paying the listed cost on the top of the card. From then on, you may use any action or effect on this card.

Once played, an active progress card cannot be discarded to use as intent.

Each dreamer may have a maximum of 4 progress cards in their progress zone (some masks and other cards may modify this).

If you want to place a new progress card when you have already reached your limit, you must first discard one of your placed cards (active or flipped) before you can place the new one. You cannot voluntarily discard a placed progress card otherwise.

If you are instructed to flip a progress card, turn it facedown. The card's action can no longer be used until it is unflipped, but the card still counts toward your placed progress cards limit.


 icon rules refer to the number of your **active progress cards of the corresponding color** (flipped cards do not count).

Unless otherwise specified, progress cards are not discarded when used. Placed progress cards remain in your progress zone until an effect forces you to discard them.

You may have 2 identical active progress cards, but most of them will not duplicate their own effect.

The influence market

The **influence market** is a pool of unacquired influence cards available to the dreamers when they go shopping on the dream world map. They should be taken out of the box only when required.

When you are instructed to **buy influence cards**, each dreamer may draw the top 3 cards of the influence market and buy any number of them with their available , placing them faceup on top of your discard pile. Return any remaining cards to the bottom of the market.

The cost of each influence card is indicated in its upper right corner.

If you draw a starting card of another dreamer, you may buy the card and start using the special action on its back, even though you are not that dreamer.

When the game asks you to **return** a card to the influence market, remove it from your deck and put it at the bottom of the influence market.

Influence deck card limits

During the deckbuilding step (only), check that you're within the deck limit of 20-40 cards.


If you have less than 20, you must add all your available cards to your deck, and if you have more than 40, return excess cards to the box, in the slot dedicated to your dreamer. These unused cards cannot be used in the game until the next deckbuilding step.

During the deckbuilding step, you must add all your flaw cards to your influence deck (they do not count toward the 20-40 limit).

WISDOM CARDS

Wisdom cards you gain are always active. Place them in their card holder, which can hold up to 18 cards (9 per side). If you have more, players may choose which cards to keep in the card holder, but all cards are still active.

FATE CARDS

When you enter a  location, draw a **fate card** from the top of the fate deck and resolve it. If it asks you to draw and place a slumber dreamscape map tile, after doing so, if any map tile on the board has an empty quirk space, place this fate card into that space (if there is more than 1 empty space, choose any of them). Otherwise, discard the fate card to the bottom of the fate deck.

Fate cards with **quirks** on them (or **quirk cards**) create opportunities for certain spaces on the map, or negative/positive effects for the whole dreamscape.

FLAW CARDS

When you draw a **flaw card**, put it on the top of your discard pile. Whenever you draw a flaw card from your influence deck, you must resolve it immediately. Some are placed into your discard pile or into your progress zone, applying a persistent negative effect (these are not counted toward the active progress card limit). Most flaw cards can be removed from your deck for a price, after which they are returned to the bottom of the flaw deck.

Flaw cards are omitted when having to seal cards and are then placed back on top of your influence deck.

OVERLAY CARDS

Overlay cards, secret cards which contain parts of the dream map, **are immediately placed on the Dreamscape when revealed**.

When an overlay card is placed in the dreamscape, it cannot be removed unless the game specifically allows you to do so.

Overlay cards must be placed very precisely. When you place an overlay card, any miniature/token/marker occupying its dedicated spot is placed on the top of the overlay card in the same place.

NOTE CARDS

Note cards are usually one-use cards which can be used in a specific situation or in a particular dream. All note cards gained are kept in the storage and can be used by any dreamer.

SEASON CARDS

Season cards alter some rules when you are traversing the dreamworld. Generally, positive seasons occur if you complete dreams with a victory, and failing a dream causes a negative season to occur. Dying does not cause seasons to change.

ITEMS

There can only be a maximum of 3 active items, placed in their designated spaces on the board (there is a 4th slot that may be unlocked). Any dreamer can use these by discarding them for their intent or using them for their effects (though items are not discarded after using their effect unless specifically stated). All other item cards owned by dreamers are not considered to be active but placed facedown in the **storage** slot.

When you are allowed to **restore** an item, draw 1 randomly from the storage and place it in an active item slot. If there are no slots available, discard one of your other active items or the item you just drew back into the storage (some go back to the item market).

MASKS

Each dreamer may only wear 1 **active mask** at a time, normally chosen at the start of each game session (place it in a plastic stand). The ability on its back may be used at any time.

If the mask's action can be used once per turn, you may place it at the top of your deck after using it as a reminder, and remove it at the beginning of the next turn during the draw step.

When you are instructed to **restore** a mask, replace your active mask with one of your other masks (or if both masks were discarded, make one of them active).



When you are instructed to **discard** a mask you lose it: place it either back in the box or off to the side. You may choose to place your sealed cards underneath or atop discarded masks.


When you **gain** a new mask you may immediately wear it, discarding your current active mask.

Use the **II-41 S** secret cards representing your dreamers' masks to remind which dreamer owns which mask from game to game.

SHOPPING

At a **shopping location** you may use your **shopping card (II-41C)** to allow each dreamer to choose *one* of these options:

1. **Buy influence cards:** Draw 3 cards from the influence market deck and buy as many of these as they wish by paying the  cost in the top right of the card. Place these cards to your personal discard pile. Any unbought cards are placed at the bottom of the market deck.
2. **Buy 1 item:** Draw a random item from the item market and gain it for 2 , placing it in an active item slot (discard one if full!).

If you don't buy any cards or items gain 1 . Return the shopping card back to the secrets afterwards.

AWAKENING

Awakening is a recovery/reset mechanic discovered when you have completed the first dream. It allows dreamers the opportunity to completely remove their distress and sealed cards, albeit at the cost of obtained keys, , and placed progress cards.

Dreamers will awaken at the **AWAKENING** location on the dreamworld suburbia district. This can be resolved at any moment after resolving the location effect on the dreamworld map. See the *Awakening* wisdom card for the steps involved.



During this resolution players are able to change their dreamers, change their influence deck composition, and choose between their available masks which one to make active.

DREAMWORLD MAP

Starting with your team marker on the **AWAKENING** space, you will move around following the big arrows until you reach other locations with map icons. Unlike gameplay within Dreams/Slumbers, there are no set Turns on the Dreamworld Map and movement between the big arrows is free.

Smaller arrows are more dangerous **shortcuts**. When moving using a shortcut, each dreamer must seal 1 card.

The description of all icons on the dreamworld map can be found on the dreamworld map wisdom card, which becomes available after finishing the first dream.

Traverse these paths to gain more keys to enter dream gates, and prepare your dreamers for the upcoming dreams by completing slumbers (placing progress cards, obtaining  and .

SLUMBERS

Slumbers are mini-encounters you will discover when moving around the dreamworld, drawn from a slumber tile deck.

At the end of the first dream and for each subsequent game following, set up this deck by placing all the slumber tiles you have accumulated throughout the course of the game on top of the green-backed **delta phase slumber tile**.

Whenever the game asks you to add a new slumber tile to the slumber deck, add it to the bottom of that deck.

Slumber entity encounters mostly occur on the **slumber dreamscape map**. During **AWAKENING** and after concluding every dream, clear the dreamscape of any dream map tiles and place the 2 **starting/setup** slumber dreamscape map tiles.

Shuffle the rest of the unlocked slumber dreamscape map tiles and place them facedown on their relevant space on the board; these will be drawn and placed as fate card effects.

SLUMBER ENTITY TILES

Setup: turns: Set up the miniature(s) and create a turn deck with the specified number of turn cards: this is how much time you have to complete the encounter. If you run out of turns, perform the *out of turns/skip* effect.

Out of turns/skip: If the slumber entity has a skip effect, the dreamers may decide, at the start of any turn, to resolve the *out of turns* effect instead of playing that slumber. If this effect does not take into account any element placed during the setup, the dreamers may decide to skip the slumber even before it has started (this may give the dreamers a negative penalty).

Gain loot: Resolve the loot section of the current turn card.

This slumber ends: The slumber ends immediately. Discard the current slumber tile to the bottom of the slumber deck and all entity tokens/markers/miniatures related to that slumber back to the box.

Slumber map tiles, quirk cards, tokens, or markers not associated with the current slumber tile remain. Dreamer miniatures remain in the spaces where they are at the end of the slumber and start there in the next slumber.

The next slumber begins with everything as it is now. Now, go back to the dreamworld map.


STATES

When dreamers or entities gain a state, place the appropriate state token next to the targeted miniature/entity. If there are none left in the pool, the effect is ignored.



Dazed: The maximum range of entity effects/dreamer actions is reduced to 1 to until the end of the turn/dreamers phase.



Stunned: Any  caused by effects of the stunned target are ignored for this turn.






Paralyzed: The affected entity/dreamer is unable to move/relocate until the end of the turn/dreamers phase.



Poisoned: The affected entity is unable to gain newer morphings until the end of the dream/slumber.

DISTRESS AND DYING

 marks distress, fear, fatigue, doubts and wounds; place them next to your dreamer board. **Dreamers lose the game when any dreamer suffers an 8th  they die, and all dreamers lose.**





Whenever a dreamer should suffer , but there are none left in the pool (there are a total of 16 markers), all dreamers lose.

When a dreamer has fewer than 6 cards (including cards in their influence deck, hand, and discard pile, but not active progress cards and sealed cards) they die and all dreamers lose.



If the dreamers lose, resolve the *Death Wisdom* card (reveal **II-42 I** secret card if it is not revealed yet).

If dreamers lose in a dream, they discard the current dreamscape and return all of its cards and tiles (except for those already gained by dreamers or added to the game decks) to the **secrets**. Keep the dream gate tile of this dream so you may try again.

SAVING THE GAME

After resolving any location effects on the dreamworld map, you may pause and save your campaign. To not lose the  you have collected, you may resolve a buying influence cards step once. Then, if any dreamer has  remaining they discard all their  remaining and gain 1 secret card **II-41 R** (which allows you to gain 1  when you setup the next game).

Carry out steps 1-3 of the *Awakening Wisdom* card:

1. Discard all influence cards (from deck, hand and progress zone).
2. Cure all  and unseal all cards.
3. Discard all keys and .

Then, place the rest of the cards and tiles in their corresponding slots in the box (using the proper dividers):

- Each dreamer's deck with their basic action cards and mask cards (II-41 S).
- All team cards from the storage.
- The turn deck, flaws deck, slumber map deck, fate deck, slumber deck, and seasons deck (keep the active season card at the top).
- Dream gate tiles should be placed in the special envelope.
- Sign tokens that are still available.
- Separate and store remaining components in bags.

If you are within a dream when you decide to do this you must treat it as a *Death of a Dreamer* (secret card **II-42 I**).

ADDING A NEW DREAMER

If the last session was played with fewer than 4 dreamers and a new player wants to join the game, they pick an unused dreamer archetype and join the adventure. If it's the other way around, just play without the absentees. If a player cannot participate in the session, their dreamer can be handled by a new player (provided the original player agrees).

VARIANTS

The Thorn Knight: the Knight's wisdom card is active from the start of the game and details It contains all rules needed to use it.



Classic card rules: Once per dream, the team may use a deck of poker cards to influence one effect listed below. Shuffle and draw 3 cards: these are **luck cards**. With these decide whether you want to back out or try your luck. If you do, draw 3 more cards: these are **drawback cards**.

If the sum (a jack is 11, a queen 12, a king 13, an ace 14, and a joker 15) of the luck cards is higher than the sum of the drawback cards resolve the positive effect, otherwise resolve the negative one (depending on which effect you tried to influence):

Morphings

Positive: Discard all morphings on an entity
Negative: Add 2 morphings on an entity.





Positive: Gain all available  (distribute between dreamers).
Negative: Dreamers discard all .

Hours

Positive: Add 2 hours.
Negative: Lose all hours.



Positive: Any 1 dreamer cures .
Negative: Any 1 dreamer suffers .

Sealing cards

Positive: Each dreamer unseals 5 cards.
Negative: Each dreamer seals 5 cards.

ETHERFIELDS

DREAMERS PHASE

1. DRAW STEP

Each dreamer draws 4 influence cards (hand limit 6 cards). At no time can you have more cards than this limit. Before you draw you may discard any number of cards.

If you have to draw cards but the deck is empty, reshuffle the discards and draw. Then you must suffer 1 or seal 3 cards.

2. CARD AND ACTION STEP

Dreamers freely perform actions: dream (map or dream gate tile actions, entity tile interactions), movement, basic card actions, influence card actions, and active item card actions. You can also place progress cards and gain shining gems. When all players agree, the phase ends.

DREAMSCAPE PHASE

1. ENTITY AND DREAM EVENT STEP

Check the current turn card and resolve each step from top to bottom. Dreamers cannot use any actions or card effects.

2. DISCARD TURN STEP

Discard the current turn card. If there are cards left in the deck, a new turn begins. If no cards remain, resolve the out of turns effect on the dream gate/slumber tile.

DREAMER ACTIONS

To perform an action, pay its cost by discarding a combination of influence cards from your hand and/or active items until you reach the required amount of the type of intent.



Awareness: Related to conversation, observation, understanding, and technology.



Cunning: Related to movement, cleverness, avoidance, acting, and deception.



Wrath: Related to physical effort, fighting, tenacity, or arguing.



The cost of this action is always 0 intent. Using it is free.



Suffer the shown amount of to pay this cost (gain).



To use this action, you must discard the given amount of .

Map actions can only be carried out you are in that space. **Assault** or **contact** actions are can be performed from a base range of 1 space away. You can multiply the effect of an assault/contact action by paying its cost multiple times.

Boosting your intent

Once per turn, when you spend at least 1 intent to pay for any action, you may then roll the luck die to add additional intent:



The action is failed and you don't reclaim discarded influence cards used to pay for this action. Additionally, discard 1 or suffer 1 or seal 3 cards.



No intent is added. If the action fails, you don't reclaim discarded influence cards used to pay for this action.



Add 1/2/3 intent of the same color.

After rolling, you can't add any more intent to this action.

MOVEMENT

Spend any number of to move that number of spaces. You may also use the luck die to move farther. It counts only as 1 movement; if the roll is failed, you do not move at all.

TURN CARDS

Block 1 step of the current turn card: Choose and mark one of the steps with a : skip that step when resolving the turn card.

Add 1 turn: Take the bottom card of the turn discard pile and place it at the bottom of the turn deck.

Loot: Resolve the current turn card's loot section.

ENTITY MOVEMENT

Roll the entity movement die separately for each entity:



The entity moves 1 space only.



The entity moves the number of spaces indicated by its MOVEMENT value.



The entity moves its MOVEMENT value, then roll again and resolve the new roll.



The entity ignores the movement die. This may be followed with additional rules.

Entities always move toward the closest dreamer and stop unless stated otherwise. If several dreamers are closest, players decide. If it is already in a space with a dreamer and performs a movement, or it does not have a legal path to its target, it does not move.

MORPHINGS

When you add any morphing tokens, draw them randomly and place them faceup on the entity tile.



Each entity effect that inflicts inflicts 1 additional .



Each entity effect that seals your cards, seals 2 additional cards.



Entity movement is raised by 2. When you roll , it still only moves 1 space.



All entity effects with range have that range increased by 1 space.



All masks worn by the dreamers are inactive. All effects are applied immediately.



All placed progress cards are inactive. All effects are applied immediately. New ones can be placed but remain inactive.



Dreamers cannot reroll dice results in any way.



Dreamers cannot use their for rerolls (but can gain more), but they can still pay for effects that cost .

STATES

Place the appropriate state token next to the targeted miniature/entity. If there are none left in the pool, the effect is ignored.



Dazed: The maximum range of entity effects/dreamer actions is reduced to 1 to until the end of the turn/dreamers phase.



Stunned: Any caused by effects of the stunned target are ignored for this turn.



Paralyzed: The affected entity/dreamer is unable to move/relocate until the end of the turn/dreamers phase.



Poisoned: The affected entity is unable to gain newer morphings until the end of the dream/slumber.

ETHERFIELDS

DREAMERS PHASE

1. DRAW STEP

Each dreamer draws 4 influence cards (hand limit 6 cards). At no time can you have more cards than this limit. Before you draw you may discard any number of cards.

If you have to draw cards but the deck is empty, reshuffle the discards and draw. Then you must suffer 1 or seal 3 cards.

2. CARD AND ACTION STEP

Dreamers freely perform actions: dream (map or dream gate tile actions, entity tile interactions), movement, basic card actions, influence card actions, and active item card actions. You can also place progress cards and gain shining gems. When all players agree, the phase ends.

DREAMSCAPE PHASE

1. ENTITY AND DREAM EVENT STEP

Check the current turn card and resolve each step from top to bottom. Dreamers cannot use any actions or card effects.

2. DISCARD TURN STEP

Discard the current turn card. If there are cards left in the deck, a new turn begins. If no cards remain, resolve the out of turns effect on the dream gate/slumber tile.

DREAMER ACTIONS

To perform an action, pay its cost by discarding a combination of influence cards from your hand and/or active items until you reach the required amount of the type of intent.



Awareness: Related to conversation, observation, understanding, and technology.



Cunning: Related to movement, cleverness, avoidance, acting, and deception.



Wrath: Related to physical effort, fighting, tenacity, or arguing.



The cost of this action is always 0 intent. Using it is free.



Suffer the shown amount of to pay this cost (gain).



To use this action, you must discard the given amount of .

Map actions can only be carried out you are in that space. **Assault** or **contact** actions are can be performed from a base range of 1 space away. You can multiply the effect of an assault/contact action by paying its cost multiple times.

Boosting your intent

Once per turn, when you spend at least 1 intent to pay for any action, you may then roll the luck die to add additional intent:



The action is failed and you don't reclaim discarded influence cards used to pay for this action. Additionally, discard 1 or suffer 1 or seal 3 cards.



No intent is added. If the action fails, you don't reclaim discarded influence cards used to pay for this action.



Add 1/2/3 intent of the same color.

After rolling, you can't add any more intent to this action.

MOVEMENT

Spend any number of to move that number of spaces. You may also use the luck die to move farther. It counts only as 1 movement; if the roll is failed, you do not move at all.

TURN CARDS

Block 1 step of the current turn card: Choose and mark one of the steps with a : skip that step when resolving the turn card.

Add 1 turn: Take the bottom card of the turn discard pile and place it at the bottom of the turn deck.

Loot: Resolve the current turn card's loot section.

ENTITY MOVEMENT

Roll the entity movement die separately for each entity:



The entity moves 1 space only.



The entity moves the number of spaces indicated by its MOVEMENT value.



The entity moves its MOVEMENT value, then roll again and resolve the new roll.



The entity ignores the movement die. This may be followed with additional rules.

Entities always move toward the closest dreamer and stop unless stated otherwise. If several dreamers are closest, players decide. If it is already in a space with a dreamer and performs a movement, or it does not have a legal path to its target, it does not move.

MORPHINGS

When you add any morphing tokens, draw them randomly and place them faceup on the entity tile.



Each entity effect that inflicts inflicts 1 additional .



Each entity effect that seals your cards, seals 2 additional cards.



Entity movement is raised by 2. When you roll , it still only moves 1 space.



All entity effects with range have that range increased by 1 space.



All masks worn by the dreamers are inactive. All effects are applied immediately.



All placed progress cards are inactive. All effects are applied immediately. New ones can be placed but remain inactive.



Dreamers cannot reroll dice results in any way.



Dreamers cannot use their for rerolls (but can gain more), but they can still pay for effects that cost .

STATES

Place the appropriate state token next to the targeted miniature/entity. If there are none left in the pool, the effect is ignored.



Dazed: The maximum range of entity effects/dreamer actions is reduced to 1 to until the end of the turn/dreamers phase.



Stunned: Any caused by effects of the stunned target are ignored for this turn.



Paralyzed: The affected entity/dreamer is unable to move/relocate until the end of the turn/dreamers phase.



Poisoned: The affected entity is unable to gain newer morphings until the end of the dream/slumber.