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v1

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Game: **MYSTHEA**

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Page 1: **Rules summary front**

Page 2: **Rules summary back**

Page 3: **Play reference x2 front**

Page 4: **Play reference x2 back**

Page 5: **Play reference: Champions & Monsters x2 front**

Page 6: **Play reference: Encounters x2 back**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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**Peter 'Universal Head' Gifford
The Esoteric Order of Gamers**



MYSTHEA

SETUP

Put the **game** and **events boards** in the center of the table. Place the 5 **floating islands** (sides with icons faceup) at random in the spaces on the board.

2 player game: Place 1 **mirage token** on each island. Make sure each **mirage token** is placed on a different region (forest, river, land of mist, crystal field, or mountain). Regions containing **mirage tokens** cannot be used by players for moving or deploying units for the entire game.

Shuffle the **monster cards** and randomly place 3 faceup on the spaces of the events board. Put the rest back in the box. Place the 3 matching **monster miniatures** on their corresponding cards.

Shuffle the 5 **region cards** and the **storm card** together and place them faceup as an **events deck** on the first space of the events path on the events board.

Shuffle the **encounter cards** and place them faceup as an **encounter deck** on its space on the game board.

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.

Sort the **command cards** by era (↔, I, II, or III). Shuffle the 20 era I cards, 20 era II cards, and 20 era III cards separately, and place the decks face down on the events board, as **era decks**.

Take the 20 **starting command cards** (↔) and divide them by color. Shuffle each pile separately and then deal 1 card of each color facedown to each player. Keep your command cards in your hand, secret from other players. Return any leftover cards from the starting era back to the box.

Shuffle the **champion cards** and randomly deal one to each player. Keep your champion card faceup in front of you. Put the leftover champion cards back into the box.

Each player chooses a **color**. Place the matching **player board** in front of you, next to your champion card. Take 1 matching **energy token** and 1 **experience token** and place them on the 0 space of your player board (you can never have more than 12 or less than 0 energy or experience points).

Place your matching **glory token** on the 1 space of the game board (you cannot have less than 1 glory point; when your token completes a lap around the track, use the +100 / +200 glory points markers to keep track of your total amount of glory points). Place your matching **encounter token** on your champion card.

Take your units and attach the colored rings of your guild's color. Place your **champion** (the miniature corresponding to your champion card) on your player board's **constructed unit space** (the area of your with the illustration of your guild banner). Place 2 **troops** on your constructed unit space, and the other 6 next to your player board. Place 1 **golem** on your constructed unit space, and the other 3 next to your player board. Keep all 4 **fortifications** next to your player board.

Take **artefact tokens** 1 to N, where N is the number of players, shuffle them, and randomly give each player one. Place your artefact in front of you with the *charged* side (bright side) faceup.

The player with artefact 1 goes first, and the other players follow according to the roman numeral on their artefact.

In reverse order of play (last player to first), each player chooses an island without a champion and places their own champion miniature on one of the island's 3 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.

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.

Expert players mode: Instead of dealing starting command and champion cards, after dealing the artefacts, randomly choose 1 champion card and 1 starting command card of each color and place them faceup on the table. In order of play, players take turns picking up a card. Each time you do so, replace it with another random card of the same type, so there is always exactly 1 champion card and 1 starting card of each color on the table. Continue until everyone has 1 champion and 1 starting card of each color (blue, green, yellow, red). Return any leftover cards to the box.

GAME ROUND

The game is divided into 3 **eras**, and each era is divided into 3 **phases**. At the end of era III, the game is over and the player with most glory points wins. On a tie, the player at the end of the game with the lowest artefact number wins.

1. BEGINNING OF AN ERA

Era II or III:

Return to the box any command cards in the development area left over from the previous era.

Return any claimed attunement cards to the marked spaces on the game board (do not change the faceup side).

Restore the champion cards of all wounded champions to their upright position.

Remove all your fortifications from the islands and place them next to your player board.

Take back from your discard pile all the cards you played and/or discarded during the previous era.

All eras: Place the **era deck** for the current era facedown on the leftmost space of the development area on the game board. Place the top first 3 cards faceup in the leftmost 3 spaces next to the deck.

Take the monster miniature of the new era and place it on the island matching the icon in the top-left corner of its monster card. Then, shuffle its monster card and all the events cards together (including monsters added in previous eras) and place the deck faceup on the first space of the events path.

Era II or III: *Determine the new order of play: the player with the most glory points is the first player and takes artefact I, the second player takes artefact II, and so on. On a tie, the player with the lowest artefact number in the previous era goes ahead of the other players with the same glory.*

All eras: **Recharge all artefacts to their full power** (flip them up so that their bright side is facing upwards). **Each player then gains energy points** ⬤ equal to the energy value on their artefact.

2. DURING THE ERA

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.

When a card is placed in the 6th space of the events path, all players may **recharge** their artefacts.

In each round, each player takes their **turn** following the order of play. During your turn, you must do one of the **standard actions**.

You may also do *one of the special actions* (before or after your standard action).

3. END OF AN ERA

When the fifth region card (not including monster cards and the storm card) **is placed on the events path**, regardless of how many event cards are left in the deck, all the players take their last turn before the current era ends.

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. For each region of the type indicated, the player controlling it receives the **glory points** indicated on the events path above the card.

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. On a tie, the player with the lowest artefact number controls the region.

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** ✂ 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 receive the reward associated with the monsters. The player with the most strength on the island attacked receives the **gold** reward; the second strongest player receives the **silver** reward, and the third strongest player receives the **bronze** reward. No other rewards are assigned. On 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.

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).

After playing a card, you can do one or both of these options, in either order; however, activating the top and bottom of a command card are two separate steps.

a. Spend the CPs on the card

Spend the CPs to execute any of 4 operations.

Each CP spent can be used for any of the following 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 CPs shown on the card played (any unused CPs are lost).

Gain energy

Spend 1 CP to gain 1 **energy point** ⬤.

Construct units

Spend 1 CP to move 1 **troop** from beside your player board to your constructed unit space.

Spend 2 CPs to move 1 **golem** from beside your player board to your constructed unit space.

Deploy units

Spend 1 CP to place 1 **troop** from your constructed unit space to the region containing your champion.

Spend 2 CPs to place 1 **golem** from your constructed unit space to the region containing your champion.

Fortifications are units and can be deployed 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 CP 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 and golems can each travel only once per turn.**

b. Spend energy to perform the card effect or place it on your player board.

You can spend the same amount of **energy** as the CPs shown on the card to use the effect of the card.



TACTIC cards provide a variety of advantages.



OBJECTIVE cards gain you glory points or other rewards.



ACCESSORY cards are placed on an **accessory** space on your player board. From now on, the card remains in play and you can activate its effect as a **special action**. **You can have a maximum of 3.**



UPGRADE cards are placed on an **upgrade** space on your player board. From now on, the card remains in play and its effect is ongoing. **You can have a maximum of 5:** one for your troops, one for your golems, one for your champion, one for your fortifications, and one for the cards you play on the discard pile with the **act** action.



You may discard an accessory or an upgrade card at any time to make room for a different one.

DEVELOP

You can only do this action if you have at least 1 energy point.

Choose one:

- 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 faceup; or 3 energy points for 2 cards; or 5 energy points for 3 cards.

Finally, turn over as many cards from the era deck as is needed to refill the development area back to 3 faceup cards.

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 1 unit.

Crystal field: 1 CP that can only be used to construct and/or deploy units. You can spend 2 CPs received from 2 different crystal field regions to construct or deploy a golem. You are not obliged to spend some or all of these CPs.

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

Your **artefact must be charged** (bright side faceup). First discharge your artefact by flipping it to the dark side. Then choose a region where you have at least 1 unit and there is at least 1 unit of another player.

All players who have at least 1 unit in the chosen region must secretly choose whether or not to play a card. Keep your chosen card hidden under your hand, on the table. If you decide not to play a card, still do so to conceal the fact you are not playing one.

Players then reveal their cards (or their lack of a 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, you must perform the corresponding reaction.

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


RETREAT

Receive as many **travel actions** as the CPs on the chosen yellow card. You can only retreat units that are in the region where the battle is taking place.

DEFENCE

Receive as many **glory points**  as the CPs 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 CPs 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 CPs 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, return all the chosen cards to the discard piles of their respective players.

Then, each player calculates their **total strength** in the region where the battle was fought.

 **1 troop = 1** 

 **1 golem = 2** 

 **1 fortification = 2** 

 **1 champion = 3**  (1 if wounded).

Each of these can be used to provide additional strength:

- 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 the player(s) with the most strength. They must then remove a 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.

Champions cannot be killed, but 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 are other penalties 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.


MOVE AN ISLAND

Your **artefact must be charged** (bright side faceup). First discharge your artefact by flipping it to the dark side. Then move the island where your champion is located to the center of the game board.

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. You can only take 1 attunement in each era (though you can always decide to move an island without claiming an attunement).

Finally, 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.

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 experience points, look at the card on top of the encounter deck and immediately receive the glory points indicated. Then, based on the scene shown on the card, 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 is lost.

Move your encounter token clockwise according to the number of islands indicated.

Slide the encounter card partly under your champion card to keep track of how many encounters you have faced during the game.

Encounters have 4 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

VARIANT: PREMONITION

If you do not like the unpredictability that encounters add to the game, you can agree at the start to play with this variant 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.

CHAMPIONS

Each champion has a special ability. At the beginning of the game, players should decide whether to play with these special abilities or to ignore them. When a champion is wounded, their strength is temporarily reduced from 3 to 1, and they are not 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.

CELETHE

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

CR-2T1

At the end of each era, you receive 3 extra glory points for each 2 regions you control.

KOLBOR & MALABOR

When you move an island, you can perform one of any of the attunements available, regardless of which island you moved.

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.

TELRON

At the very beginning of each era (before champions are restored), Telron gives you 4 extra energy points if not wounded.

MONSTERS

Each monster has a unique behaviour and provides a special reward to the fighting players when defeated. Ignore the monster behaviours when playing the game for the first time.

UTCORO THE SWARMER

Strength 10

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 immediately lose 5 glory points.

BOULRON THE REAPER

Strength 11

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

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

Rewards

Golden: Gain 4 CPs and 4 glory points.

Silver: Gain 3 CPs and 3 glory points.

Bronze: Gain 2 CPs 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).

Players may choose to lose 5 glory points instead, but this decision must be made before seeing the card that would be discarded.

OBSDUSA THE DEVOURER

Strength 14

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 Obsdusa 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

Rewards

Golden: Gain 5 experience points and 5 glory points.

Silver: Gain 5 experience points and 5 glory points.

Bronze: Gain 5 experience points and 5 glory points.

Behaviour

When Caerulas attacks but is not defeated, it becomes enraged. It then moves to the next island clockwise, and attacks again. After this second attack, it stops and does not move onto the next island clockwise until its next activation.

KODROR THE INFESTATION

Strength 16

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.

MYSTHEA

1. BEGINNING OF AN ERA

Era II or III:

Return to the box any command cards in the development area. Return any claimed attunement cards to the board (same side). Restore the champion cards of all wounded champions. Remove all your fortifications from the islands. Take back from your discard pile all your command cards.

All eras: Place the **era deck** for the current era facedown on the leftmost space of the development area. Place the top first 3 cards faceup in the leftmost 3 spaces next to the deck.

Take the monster miniature of the new era and place it on the island matching the icon in the top-left of its monster card. Then, shuffle its card and all the events cards together and place the deck faceup on the first space of the events path.

Era II or III: Determine the new order of play: the player with the most glory points is the first player and takes artefact I, the second player takes artefact II, and so on. On a tie, the player with the lowest artefact number in the previous era goes ahead of the other players with the same glory.

All eras: Recharge all artefacts to their full power (flip them to their bright side). **Each player then gains energy points** equal to the energy value on their artefact.

2. DURING THE ERA

At the start of each round, the first player places the top card of the events deck on the first available space of the events path.



When a card is placed in the 6th space of the events path, all players may **recharge** their artefacts.

In each round, each player takes their **turn** following the order of play. During your turn, you must do one of the **standard actions**. You may also do *one of the special actions* before or after your standard action.

3. END OF AN ERA

When the fifth region card is placed on the events path, all players take their last turn before the current era ends. Each event card is then resolved, one by one, starting from the **2 glory point** space on the path and continuing in ascending order. For each region of the type indicated, the player controlling it receives the number of **glory points** indicated.

Each region is controlled by the player who has the largest total strength in that region. On a tie, the player with the lowest artefact number controls the region.

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** to the total strength of all the units present on the attacked island.

If the monster's strength is more: following turn order, each player chooses a region of the attacked island where their units are present, and then removes them (to their constructed unit space). A player's champion is wounded instead. No one receives any glory points for units removed.

If the monster's strength is equal to or lower: it is defeated. Players who took part in the fight receive the monster's **reward**.

The player with the most strength on the island receives the **gold** reward; the second strongest the **silver**, and the third the **bronze**. The player with the lowest artefact number wins ties.

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

STANDARD ACTIONS

ACTION

Play a command card from your hand to your discard pile. Then do one or both of these options, in any order:

a. Spend the CPs on the card

Spend the CPs to execute any of 4 operations.

Gain energy: Spend 1 CP to gain 1 **energy point**.

Construct units: Spend 1 CP to move 1 **troop**, or 2 CPs to move 1 **golem**, to your constructed unit space.

Deploy units: Spend 1 CP to place 1 **troop**, or 2 CPs to place 1 **golem**, from your constructed unit space to the region containing your champion. Using specific region bonuses and card effects, fortifications can be directly deployed to the field from your supply.

Travel: Spend 1 CP 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 and golems only once per turn**.

b. Spend energy to perform the card effect or place it on your player board.

You can spend the same amount of **energy** as the CPs on the card to use its effect.



TACTIC cards provide a variety of advantages.



OBJECTIVE cards gain you glory points or other rewards.



ACCESSORY cards (max 3) are placed on an **accessory** space. The card now remains in play and you can activate its effect as a **special action**.



UPGRADE cards (max 5, one of each type) are placed on an **upgrade** space. The card now remains in play and its effect is ongoing.

DEVELOP

You can only do this action if you have at least 1 energy point.

- 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 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 faceup; or 3 energy points for 2 cards; or 5 energy points for 3 cards. Finally, refill the development area back to 3 faceup cards.

MEDITATE

Gain 3 energy points. For each region that has at least one of your units, get the **bonus** for that region:

Forest: 1 energy point.

River: 2 glory points.

Land of Myst: 1 experience point.

Mountain: Deploy 1 fortification where you have at least 1 unit.

Crystal field: 1 CP to be used to construct and/or deploy units. You can spend 2 CPs received from 2 different crystal field regions to construct or deploy a golem.

MYSTHEA

1. BEGINNING OF AN ERA

Era II or III:

Return to the box any command cards in the development area. Return any claimed attunement cards to the board (same side). Restore the champion cards of all wounded champions. Remove all your fortifications from the islands. Take back from your discard pile all your command cards.

All eras: Place the **era deck** for the current era facedown on the leftmost space of the development area. Place the top first 3 cards faceup in the leftmost 3 spaces next to the deck.

Take the monster miniature of the new era and place it on the island matching the icon in the top-left of its monster card. Then, shuffle its card and all the events cards together and place the deck faceup on the first space of the events path.

Era II or III: Determine the new order of play: the player with the most glory points is the first player and takes artefact I, the second player takes artefact II, and so on. On a tie, the player with the lowest artefact number in the previous era goes ahead of the other players with the same glory.

All eras: Recharge all artefacts to their full power (flip them to their bright side). **Each player then gains energy points** equal to the energy value on their artefact.

2. DURING THE ERA

At the start of each round, the first player places the top card of the events deck on the first available space of the events path.



When a card is placed in the 6th space of the events path, all players may **recharge** their artefacts.

In each round, each player takes their **turn** following the order of play. During your turn, you must do one of the **standard actions**. You may also do *one of the special actions* before or after your standard action.

3. END OF AN ERA

When the fifth region card is placed on the events path, all players take their last turn before the current era ends. Each event card is then resolved, one by one, starting from the **2 glory point** space on the path and continuing in ascending order. For each region of the type indicated, the player controlling it receives the number of **glory points** indicated.

Each region is controlled by the player who has the largest total strength in that region. On a tie, the player with the lowest artefact number controls the region.

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** to the total strength of all the units present on the attacked island.

If the monster's strength is more: following turn order, each player chooses a region of the attacked island where their units are present, and then removes them (to their constructed unit space). A player's champion is wounded instead. No one receives any glory points for units removed.

If the monster's strength is equal to or lower: it is defeated. Players who took part in the fight receive the monster's **reward**.

The player with the most strength on the island receives the **gold** reward; the second strongest the **silver**, and the third the **bronze**. The player with the lowest artefact number wins ties.

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

STANDARD ACTIONS

ACTION

Play a command card from your hand to your discard pile. Then do one or both of these options, in any order:

a. Spend the CPs on the card

Spend the CPs to execute any of 4 operations.

Gain energy: Spend 1 CP to gain 1 **energy point**.

Construct units: Spend 1 CP to move 1 **troop**, or 2 CPs to move 1 **golem**, to your constructed unit space.

Deploy units: Spend 1 CP to place 1 **troop**, or 2 CPs to place 1 **golem**, from your constructed unit space to the region containing your champion. Using specific region bonuses and card effects, fortifications can be directly deployed to the field from your supply.

Travel: Spend 1 CP 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 and golems only once per turn**.

b. Spend energy to perform the card effect or place it on your player board.

You can spend the same amount of **energy** as the CPs on the card to use its effect.



TACTIC cards provide a variety of advantages.



OBJECTIVE cards gain you glory points or other rewards.



ACCESSORY cards (max 3) are placed on an **accessory** space. The card now remains in play and you can activate its effect as a **special action**.



UPGRADE cards (max 5, one of each type) are placed on an **upgrade** space. The card now remains in play and its effect is ongoing.

DEVELOP

You can only do this action if you have at least 1 energy point.

- 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 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 faceup; or 3 energy points for 2 cards; or 5 energy points for 3 cards. Finally, refill the development area back to 3 faceup cards.

MEDITATE

Gain 3 energy points. For each region that has at least one of your units, get the **bonus** for that region:

Forest: 1 energy point.

River: 2 glory points.

Land of Myst: 1 experience point.

Mountain: Deploy 1 fortification where you have at least 1 unit.

Crystal field: 1 CP to be used to construct and/or deploy units. You can spend 2 CPs received from 2 different crystal field regions to construct or deploy a golem.

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

Your **artefact must be charged** (bright side faceup); first discharge it by flipping it to the dark side. Then choose a region where you have at least 1 unit and there is at least 1 unit of another player.

All players who have at least 1 unit in the chosen region must secretly choose whether or not to play a card. Whether you choose one or not, place your hand (with the card, or empty) under the table. Players then reveal their cards (or lack of one). 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 card, you must perform the corresponding reaction. You cannot use the effect or the CPs on a card played as a reaction.


RETREAT

Receive as many **travel actions** as the CPs on the yellow card. You can only retreat units that are in the region where the battle is taking place.


DEFENCE

Receive as many **glory points**  as the CPs on the 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 CPs on the 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 CPs on the 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, return all the chosen cards to the discard piles of their respective players.

Then, each player calculates their **total strength** in the region where the battle was fought.

 1 troop = 1 

 1 golem = 2 

 1 fortification = 2 

 1 champion = 3  (1 if wounded).

Each of these can be used to provide additional strength:

- 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(s) with the most strength. They must then remove a number of their units from the battle region equal to the difference. Units removed are returned to the player board and can be deployed again in the future.

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.

Champions

Champions cannot be killed, but can be wounded. 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 are other penalties applied. Upgrade cards on your champion can still be used even if the champion is wounded.


MOVE AN ISLAND

Your **artefact must be charged** (bright side faceup); first discharge it by flipping it to the dark side. Then move the island where your champion is located to the center of the game board.

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. You can only take 1 attunement in each era (though you can move an island without claiming an attunement).

Finally, 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.

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 max of 6 encounters during the game.

After you have spent the experience points, look at the card on top of the encounter deck and immediately receive the glory points indicated. Then, based on the scene shown on the card, 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 is lost.

Move your encounter token clockwise according to the number of islands indicated.

Slide the encounter card partly under your champion card to keep track of how many encounters you have faced.

Encounters have 4 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

SPECIAL ACTIONS

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Use the effect of one of the **accessory cards** on your player board. Each accessory may only be used once per turn.

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All players who have at least 1 unit in the chosen region must secretly choose whether or not to play a card. Whether you choose one or not, place your hand (with the card, or empty) under the table. Players then reveal their cards (or lack of one). In turn order, each player performs a reaction according to their choice:


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
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
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
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
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Dialogue: the desire to talk and interpret

Axe: the desire to fight and attack

CHAMPIONS

A wounded champion's strength is reduced from 3 to 1, and they cannot 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.

CELETHE

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

CR-2T1

At the end of each era, you receive 3 extra glory points for each 2 regions you control.

KOLBOR & MALABOR

When you move an island, you can perform one of any of the attunements available, regardless of which island you moved.

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.

TELRON

At the very beginning of each era (before champions are restored), Telron gives you 4 extra energy points if not wounded.

MONSTERS

Each monster has a unique behaviour and provides a special reward to the fighting players when defeated. Ignore the monster behaviours when playing the game for the first time.

UTCORO THE SWARMER

Strength 10

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 immediately lose 5 glory points.

Boulron the Reaper

Strength 11

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

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

Rewards

Golden: Gain 4 CPs and 4 glory points.
Silver: Gain 3 CPs and 3 glory points.
Bronze: Gain 2 CPs 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). 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

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

Rewards

Golden: Gain 5 experience points and 5 glory points.
Silver: Gain 5 experience points and 5 glory points.
Bronze: Gain 5 experience points and 5 glory points.

Behaviour

When Caerulas attacks but is not defeated, it becomes enraged. It then moves to the next island clockwise, and attacks again. After this second attack, it stops and does not move onto the next island clockwise until its next activation.

KODROR THE INFESTATION

Strength 16

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.

CHAMPIONS

A wounded champion's strength is reduced from 3 to 1, and they cannot 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.

CELETHE

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

CR-2T1

At the end of each era, you receive 3 extra glory points for each 2 regions you control.

KOLBOR & MALABOR

When you move an island, you can perform one of any of the attunements available, regardless of which island you moved.

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.

TELRON

At the very beginning of each era (before champions are restored), Telron gives you 4 extra energy points if not wounded.

MONSTERS

Each monster has a unique behaviour and provides a special reward to the fighting players when defeated. Ignore the monster behaviours when playing the game for the first time.

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Strength 10

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 immediately lose 5 glory points.

Boulron the Reaper

Strength 11

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.

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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

Rewards

Golden: Gain 4 CPs and 4 glory points.
Silver: Gain 3 CPs and 3 glory points.
Bronze: Gain 2 CPs 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). Players may choose to lose 5 glory points instead, but this decision must be made before seeing the card that would be discarded.

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Golden: Gain 7 glory points and draw 1 command card.
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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.

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Strength 15

Rewards

Golden: Gain 5 experience points and 5 glory points.
Silver: Gain 5 experience points and 5 glory points.
Bronze: Gain 5 experience points and 5 glory points.

Behaviour

When Caerulas attacks but is not defeated, it becomes enraged. It then moves to the next island clockwise, and attacks again. After this second attack, it stops and does not move onto the next island clockwise until its next activation.

KODROR THE INFESTATION

Strength 16

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.

ENCOUNTERS

EN01 6 GP

Axe: Remove a fortification from each opponent.

Boots: Gain 2 experience points.

EN02 6 GP

Dialogue: Gain 3 CPs.

Chest: Meditate.

EN03 6 GP

Boots: Construct 1 troop and 1 golem.

Chest: Gain 3 glory points for each crystal field region you control.

EN04 7 GP

Axe: Gain 3 glory points for each forest region you control.

Dialogue: Gain 1 experience point and travel with your champion.

EN05 7 GP

Boots: Gain 2 CPs.

Chest: Gain 1 energy point and develop.

EN06 7 GP

Chest: Gain 3 energy points.

Boots: Draw 1 card from the top of the era deck.

EN07 8 GP

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 8 GP

Dialogue: Gain 1 energy point and 1 CP.

Boots: Remove 1 troop from each opponent.

EN09 8 GP

Chest: Discard a tactic card to gain x glory points, where x is equal to the number of CPs of the discarded card.

Dialogue: Construct or deploy 1 troop.

EN10 7 GP

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 7 GP

Axe: Remove 1 golem from each opponent.

Chest: Gain 3 glory points.

EN13 7 GP

Chest: Develop.

Boots: Construct 1 golem or travel with 1 golem you control.

EN14 7 GP

Boots: Gain 1 CP and 2 glory points.

Axe: Remove 1 golem from each opponent.

EN15 7 GP

Chest: Draw 1 card from the top of the era deck.

Dialogue: Gain 1 glory point for each of your Golem currently deployed.

EN16 6 GP

Dialogue: Deploy 1 troop or construct 1 golem.

Chest: Pay 1 energy point to gain 3 glory points.

EN17 6 GP

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.

EN19 6 GP

Chest: Gain 2 energy points or gain 2 CPs.

Dialogue: Gain 2 experience points.

EN20 6 GP

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 6 GP

Dialogue: Construct or deploy 1 golem.

Boots: Gain 3 glory points and start a battle in any region with at least 1 opponent.

EN22 8 GP

Chest: Pay 1 energy point to gain 3 glory points.

Boots: Travel to any region with 2 troops you control.

EN23 8 GP

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 CPs of the discarded card.

EN25 6 GP

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 6 GP

Boots: recharge your artefact and gain 1 experience point.

Dialogue: Gain 4 glory points.

EN28 7 GP

Boots: Travel with 2 troops.

Axe: Deploy a fortification or 1 golem.

EN29 7 GP

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 CPs of the discarded card.

EN27 6 GP

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.

EN18 6 GP

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 CPs of the discarded card.

EN12 7 GP

Chest: Gain 1 energy point.

Axe: Recharge your artefact or gain 1 CP.

EN24 8 GP

Boots: Deploy 1 golem or travel with 1 golem.

Dialogue: Gain 3 glory points for each river Region you control.

EN30 7 GP

Dialogue: Act.

Chest: Gain 3 glory points for each mountain Region you control.

ENCOUNTERS

EN01 6 GP

Axe: Remove a fortification from each opponent.

Boots: Gain 2 experience points.

EN02 6 GP

Dialogue: Gain 3 CPs.

Chest: Meditate.

EN03 6 GP

Boots: Construct 1 troop and 1 golem.

Chest: Gain 3 glory points for each crystal field region you control.

EN04 7 GP

Axe: Gain 3 glory points for each forest region you control.

Dialogue: Gain 1 experience point and travel with your champion.

EN05 7 GP

Boots: Gain 2 CPs.

Chest: Gain 1 energy point and develop.

EN06 7 GP

Chest: Gain 3 energy points.

Boots: Draw 1 card from the top of the era deck.

EN07 8 GP

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 8 GP

Dialogue: Gain 1 energy point and 1 CP.

Boots: Remove 1 troop from each opponent.

EN09 8 GP

Chest: Discard a tactic card to gain x glory points, where x is equal to the number of CPs of the discarded card.

Dialogue: Construct or deploy 1 troop.

EN10 7 GP

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 7 GP

Axe: Remove 1 golem from each opponent.

Chest: Gain 3 glory points.

EN13 7 GP

Chest: Develop.

Boots: Construct 1 golem or travel with 1 golem you control.

EN14 7 GP

Boots: Gain 1 CP and 2 glory points.

Axe: Remove 1 golem from each opponent.

EN15 7 GP

Chest: Draw 1 card from the top of the era deck.

Dialogue: Gain 1 glory point for each of your Golem currently deployed.

EN16 6 GP

Dialogue: Deploy 1 troop or construct 1 golem.

Chest: Pay 1 energy point to gain 3 glory points.

EN17 6 GP

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.

EN19 6 GP

Chest: Gain 2 energy points or gain 2 CPs.

Dialogue: Gain 2 experience points.

EN20 6 GP

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 6 GP

Dialogue: Construct or deploy 1 golem.

Boots: Gain 3 glory points and start a battle in any region with at least 1 opponent.

EN22 8 GP

Chest: Pay 1 energy point to gain 3 glory points.

Boots: Travel to any region with 2 troops you control.

EN23 8 GP

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 CPs of the discarded card.

EN25 6 GP

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 6 GP

Boots: recharge your artefact and gain 1 experience point.

Dialogue: Gain 4 glory points.

EN28 7 GP

Boots: Travel with 2 troops.

Axe: Deploy a fortification or 1 golem.

EN29 7 GP

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 CPs of the discarded card.

EN27 6 GP

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.

EN18 6 GP

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 CPs of the discarded card.

EN12 7 GP

Chest: Gain 1 energy point.

Axe: Recharge your artefact or gain 1 CP.

EN24 8 GP

Boots: Deploy 1 golem or travel with 1 golem.

Dialogue: Gain 3 glory points for each river Region you control.

EN30 7 GP

Dialogue: Act.

Chest: Gain 3 glory points for each mountain Region you control.