

1.1. CONTENTS

- 72 x Essence Cards
- 56 x Monster Cards
- 6 x Unicorn Blood Cards
- 8 x Carta Essentia
- 6 x Avatars
- 6 x Spellcards
- 36 x Fate Deck Cards



1.2. GAME INTRODUCTION

The object of the game is to collect magical **Runes** hidden in three dangerous realms to complete the legendary Essence of Eternity as depicted by each player's Carta Essentia.

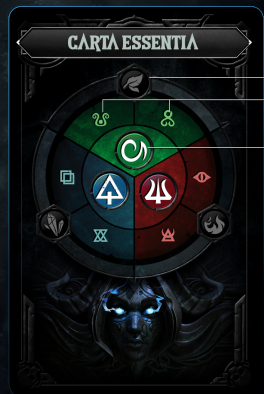
Every player takes the role of a powerful magical **Avatar** with unique abilities and advantages. Then players explore, fight, and spell cast their way to gaining victory, or suffering defeat. The first player to collect all 6 Runes needed achieves immortality and wins the game.

1.3. CARD TYPES

Carta Essentia

Each **Carta Essentia** card describes a unique recipe or combination of Runes the player needs to complete to win the game.

Every recipe requires six Runes, three primary **Runes**, one per realm, and three secondary Runes, one per realm. For primary Runes, they must have the exact Rune shown on the **Carta Essentia** to achieve the Essence of Eternity, whereas with secondary Runes, they have a choice of two from each realm, making them easier to achieve.



- Realm Icon
- Secondary Essences
- Primary Essence

The specific realm where these Runes are located are indicated by a corresponding color and icon. Once the player has collected all three primary and three relevant secondary Runes, they win the game. Often, a player will find Runes which aren't part of their Carta Essentia at all. The Carta Essentia must not be shown to opponents except as proof a player successfully finished their Essence of Eternity.

Avatar Cards

Each player will control a powerful **Avatar** and interact with the game and their opponents through their Avatar. Every Avatar has unique **Abilities**, strengths and weaknesses which support different strategies and play styles.



Essence Cards

Essence cards are the resources required to win the game and have two properties. The color of the card (green, blue or red) denotes the **Essence** of the card and the realm it comes from. The Essence of the card is the color, which can be used for spell requirements. The symbol on the card is called **Rune** and is only needed to complete the Essence of Eternity found on the Carta Essentia. A player must have 6 different **Runes** from 3 different **Essences** to complete it.

Essences can be identified by an icon as well as by their color.



Monsters

Monster cards represent the various creatures that reside within the different locations of the game. They are encountered randomly or by summoning throughout the various realms where they function as an obstacle for the players to overcome, but also an opportunity. Once defeated, the card is placed in the player's hand to join the Avatar as a **Minion** to support them against stronger and more valuable foes.




Fate Cards

Fate Cards are used to determine the success of most player actions in the game. Fates can trigger powerful bonuses under the correct conditions that may drastically shape the players' approach to combat, spellcasting and use of abilities.



Unicorn Blood and Gray Essence

Unicorn Blood is basically a wild card that can be used as a replacement for any Essence or Rune, for any **Ability**, **Spell** or requirement for the **Carta Essentia**, making it extremely valuable.

Gray Essences, on the other hand, are the least valuable resource in the game. When paying for a spell, they can be produced by discarding any Essence or Monster Card. Spell cards showing this symbol require one Gray Essence to be produced for each  shown.



Spell Cards

Spell Cards are used for casting powerful spells of both light and chaotic magic. These double faced cards are located above the realm card stacks and represent and are used by the active player as well as their opponents simultaneously in order to conjure powerful spells which aid them in their journey.



2.1. GAMESETUP EXAMPLE

- 1 Green Stack
- 2 Blue Stack
- 3 Red Stack
- 4 Graveyard
- 5 Fate Stack
- 6 Graveyard of Fates



2.2. GETTING STARTED

1. Shuffle all Essence and Monster cards of the same color into three separate **Realm Stacks** starting with the Forest (green) to the left, the Mines (blue) in the center and the Underworld (red) to the right. Shuffle one Unicorn Blood into the green stack, two in the blue stack, and three into the red one.
2. Shuffle the Fate Deck and place it to the side, with space next to it for the **Graveyard** (discard pile for Essences and Monsters) and the **Graveyard of Fates** (discard pile for Fate cards)
3. Construct the **Aether** by placing the 6 Spell Cards in a row above the 3 Realm Stacks with their Light Magic side face up
4. Every player draws a **Carta Essentia** card, looks at it and puts it to the side face down. This is to hide it from other players, they can freely look at it themselves.
5. All players randomly determine who may pick their **Avatar** first. The avatars are then placed in front of the players, so that they are clearly visible for the remainder of the game.
6. Every player draws 4 cards from the Forest **Realm Stack** (green) as their starting hand.
7. The player who picked their **Avatar** last may begin with their first turn.

2.3. TURN OVERVIEW

The player whose current turn it is, is called the **Active Player**. The game is structured in four distinct phases which are known as the Preparation Phase, the Exploration Phase, the Combat Phase and the Arcane Phase. Certain gameplay mechanics such as casting specific spells, commanding Minions and using unique Avatar abilities are only available in a specific phase of the turn.

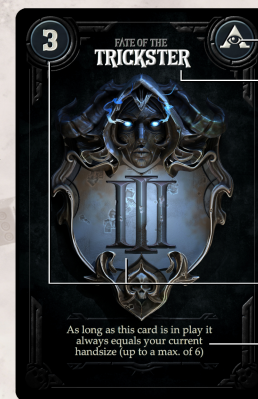
2.4. FATE AND THE FATE DECK

Throughout all phases of a player's turn "Fate" plays an important role as the Active player and their opponents make frequent use of the Fate Deck in combat, when using Abilities and when casting Spells. This is called making a **Fate Check**. Fate cards have their own separate draw pile and discard pile called the Graveyard of Fates. When making a Fate Check, the player draws a Fate card and places it on the table face up in front of the Fate Deck.

Each time a player casts a Spell, uses an Ability or enters Combat they make a Fate Check.

Fate Cards

The roman numeral in the center is called the **Fate Number**, also shown in the top-left. In the top-right is the Fate Symbol representing a particular check (Combat, Spell, Ability) with an icon. At the bottom is a short text which is known as a **Fate Bonus**. There are 3 types of Fates which trigger bonuses if they are used for the correct action on the game.



Fate Type Icon

Fate Type Name

Fate Value

Fate Bonus



Fate of the Trickster will trigger a bonus whenever the active player draws it for an Ability.



Fate of the Warrior will trigger a bonus whenever the active player draws it for Combat.



Fate of the Magus will trigger a bonus whenever the active player draws it for a Spell.

For example, if making a Fate Check to determine Combat, only the Fate of the Warrior (Crossed Swords) triggers the Fate Bonus. The Fate Bonus is always optional.

If a Fate Bonus applies for their whole turn, they may place the Fate card next to their Avatar for as long as it applies, as a reminder. At the end of turn, put all fate cards into the Graveyard of Fates. There is no limit to the Number of Fate Bonuses a player can have in a single turn.

If there are no Fate cards left when a player goes to draw, shuffle the Graveyard of Fates into the Fate deck and draw a new card.

3.1. STARTING YOUR TURN

Some Avatars have the phrase “as the first action of your turn”. This is a signifier for an Active Ability that remains in action throughout their turn and as a result should be activated as the very first action. These abilities are marked by an eye symbol on the Avatar card and require a Fate Check (to reveal the Ability Fate) to see if and/or to what degree they are successful. The result is usually placed right above the Avatar card so that both the Active Player and their opponents can see it at any time in the turn.

3.2. EXPLORATION PHASE

Once the Active Player is done with their first action of the turn they enter the Exploration Phase. The Active Player chooses one of the three realm stacks to explore. (The Forest has the weakest Monsters, the Mines have stronger Monsters and the Underworld has Monsters the players won't be able to defeat without significant help from Minions (Monster cards in their hand).

To explore, the player then draws the top card of the deck and places it face up on the table in front of the Realm Stack and repeats this, placing following cards next to previously revealed cards until their Explore Limit is reached or they encounter a Monster.

The **Explore Limit** determines how many cards a player is allowed to reveal. It depends on their hand size at the beginning of the Exploration Phase, and is not impacted by cards drawn or lost during the exploration.

HAND SIZE ► EXPLORE LIMIT

6 or less ► three cards
7 or 8 ► two cards
9 or more ► one card

If the player reveals an Essence, they may reveal the next card if their Explore Limit has not been reached. If the player reveals a Monster, that ends the Exploration and the player starts the Combat Phase. Once the active player has reached the Explore Limit, that ends the Exploration and no more cards are drawn.

If there are no cards left in a Realm Stack when a player attempts to explore, gather all cards from the Graveyard in the color of the same realm, shuffle them into a new stack, then continue exploring.

3.3. COMBAT PHASE

If the Exploration Phase ends in a Monster encounter, the Combat Phase begins. Monster cards have 5 values.

The top-left is the **Willpower** which determines how difficult it is to defeat the monster. The top right indicates the amount of **Damage** (number of stars) the monster deals if it defeats the player. The three values on the bottom from left to right only become relevant after you win the combat. The **Support Strength** which represents how helpful a creature is when used by the Active player in combat. The **Loot** icon shows cards drawn after defeating it. **Interference Strength** indicates how detrimental the Monster is when used on an opponent during combat.

Willpower Damage



Support Strength Loot Interference Strength

At the start of combat, place the Monster below the creature stack it was drawn from and perform a **Fate Check** (see Fate section) by drawing a card from the Fate Deck and placing it below the revealed Monster.

The **Fate Number** serves as the base **Attack Strength** of the player which is directly opposed by the Monsters **Willpower**. If the player draws a **Fate of the Warrior**, as indicated both in writing as well as a crossed swords symbol on the card, they may use the Fate Bonus as written in the bottom section of the card.



The Active Player wins combat when their Attack Strength is **equal or higher** than the Monster's Willpower and opponents are unwilling or unable to interfere in combat. During combat, both the Active Player and their opponents can play **Minions** (Monster cards in their hand).

Minions played by the Active Player add their Support Strength (Symbol Image) to the player's **Attack Strength**. Minions whose Support Strength matches the Combat Fate cause a **Critical Hit**, which doubles their Support Strength. There is no limit to how many Minions can be used by the Active Player. Place Minions next to the **Combat Fate** from left to right in sequence of use, so every player can easily follow the battle. This row of cards is the **Support Stack**.




Opponents can Interfere in the Active Player's battle by playing a Minion of their own next to the Monster the Active Player is fighting against, to what is called the **Interference Stack**. Their **Interference Strength** is then added to increase the original Monster's Willpower.

Up to 3 Opponents may interfere with 1 Minion each. If different opponents want to play Minions at the same time, Minions will be played in order of Interference Strength (Symbol image), starting with the highest. Combat ends when no player can or wants to continue combat any longer.

9	+ 6	+4	+?
Interference Stack			
			A maximum of three minions can be added to the Monster the Active player is combating
Support Stack			
4	+8	+3	+2

After all Minions have been played, if Active Player's Attack Strength is equal or higher than the Monster's **Willpower**, the Active Player wins the Combat.

Once the Monster is defeated, the player adds it to their hand and it becomes a Minion. They also draw cards equal to the Monster's **Loot**  from the current Realm Stack and add them to their hand.

If Active Player's total Attack Strength is lower than the Monsters total Willpower, they lose the Combat. The player must discard as many cards as indicated by the Monster Damage. The Monster is then put on the bottom of the stack. After Combat, the Support Stacks and Interference Stacks are placed into the Graveyard, and the Combat Fate is put into the Graveyard of Fates unless it is applicable for the whole turn.

Some Minions may obtain the status **Invulnerable** due to an Avatar's ability or a Spell which prevents a Minion from dying after combat. In this case, the Minion is returned to the hand of the Active Player after combat instead of the Graveyard, after which the Invulnerable status is lost.

After combat is resolved the Arcane phase begins.

3.4. ARCANE PHASE

The Arcane Phase begins if Exploration doesn't result in a Monster encounter or once a Combat has been resolved. In this phase the most powerful spells can be cast. The Arcane Phase ends if no player can or wants to use any more Avatar abilities or spells. It can also end in (another) Combat Phase should the spells *Summoning* or *Instigation* be cast by the active player or an opponent respectively.



3.5. END OF TURN ACTIONS

Once the Arcane Phase ends the Active Player performs **end of turn actions**; Abilities that contain the phrase "**at the end of your turn**" may be played now; Flip the spell card "Suffocation" back to the Equilibrium if it is visible. Remove all Fate cards that have been placed next to their Avatar throughout the turn and put them in the Graveyard of Fates. The Active Player discards down to 10 cards if they are over.

4.1. SPELL CASTING

Spell casting is an essential part of the game and there are spells available throughout all phases of a turn both for the Active player as well as their opponents.

The spells that are available at any given time depends on the faces of the cards showing in the **Aether**, the source of all magical spells, which is represented by a row of 6 double sided spell cards located above the realm stacks.

These spell cards contain important information such as the **Spell Cost** (the resources that must be discarded to cast the spell), which phase of the game a spell can be cast and whether they are cast by the active player or their Opponents.

Who can use the spell

The active player or their opponents?

Spell Name

SUMMONING

Active Player Spell,
Arcane phase only

Reveal cards from a realstack of your choice until you encounter a monster. If you defeat it receive loot equal to the monster's potential damage.

Spell Cost

in this case one grey and one green essence

Casting phase

if a spell can only be used in a specific phase of the game it will be listed here

Type of spell (light/chaos)

beneficial to the active player / beneficial to opponents



When casting a Spell, the Spell must be face up and the player must be in the correct phase of the turn. Some spells can only be cast in a Combat Phase, some only in the Arcane Phase and others throughout the turn. Unless a spell specifically states a certain phase of usage it can be used at any time one a turn has begun.

Note some Abilities have the phrase “As the first action of your turn” which comes before all other actions of the turn including Spells.

To cast a spell the caster reveals a number of cards equal to the Spell Cost on the table. The **Spell Cost** is indicated by the circular icons next to the **Spell Name**. Only a complete set of correctly colored Essences can be used for the Essence cost and note that Monsters are considered Grey Essence.

INSTIGATION

Example Spellcost: one grey and one green essence

Every spell must be fully resolved before the game continues. The moment a player announces their intent to cast a spell the game is “paused”. This can happen amidst any other action including but not limited to unresolved combat, use of abilities, exploration, etc.

Once the game is “paused” the players who’s casting the spell reveals the Essences used to pay for the Spell Cost on the table where they stay revealed until the Spell is resolved. The player now draws a Fate Card to determine their **Spell Fate**.

Fate Cards with **Fate of the Magus**, as indicated both in writing as well as a Wand symbol on the card, may use the Fate Bonus as written on the card.



A Spell is successful if the Spell Fate is II or higher. If the Fate Check is successful the player follows the instructions on the respective spell card they just activated. Once the instructions on the spell card are completed the spent Essences are discarded into the Graveyard and the Fate Card is discarded into the Graveyard of Fates (unless the Fate Bonus was activated and it still applies). The Spell Card is flipped to its opposite site and the game is “unpaused”. A new spell can be cast at which point the game is “paused” again

Perfect Spellcast

A Perfect Spellcast can be achieved when casting a spell and revealing a Spell Fate of VI. The caster may decide to not flip the card so the spell remains available to them.

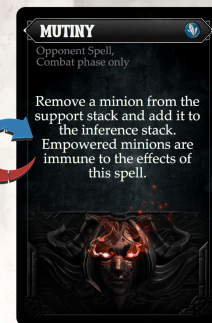
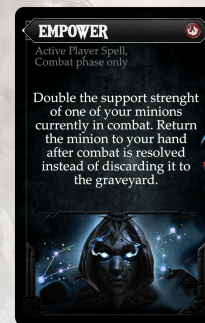
Spell Fail

A Spell Fail occurs If the Spell Fate is a I. All Essences are returned to the caster, the Spell card flips and the game is unpaused without any of the spell effects occurring.

4.2. LIGHT MAGIC AND DARK MAGIC

All Spell Cards in the game are double sided, one side containing a spell usable and beneficial to the active player while the other side contains a spell only usable by opponents. Whenever a spell is resolved, Spell Cards are flipped to the other side, regardless of success or failure, resulting in a perpetually changing library of spells available to all players at any given time.

Example: Active player casts the spell *Empower*. Once the spell is resolved, they flip over the card which now turns into the spell *Mutiny*, which is only available to opponents. Once *Mutiny* is cast it will flip back to *Empower*



The Active players and their Opponents can both cast spells if the spell selection in the Aether allows it (cards currently face up and in the correct game phase).

Every player has access to the Aether and for the most part these cards can only be flipped by casting Spells as they mostly don't refresh between player turns. This means that players must not only think carefully which spells they might unlock for their current opponents but also for the next Active player.

Example: The active player is currently in the combat phase. He has one blue ♀ and one red ♀ essence. The Spell Cards in the Aether are flipped as pictured below. Which spells can be cast by them?



1. **Yes** All conditions are fulfilled
2. **No** Active player is in the wrong gameplay phase and lacks a green Essence
3. **No** Spell flipped on the side that's available only to opponents
4. **No** Active Player cannot afford it due to lacking a second blue Essence.
5. **No** Spell flipped on the side that's available only to opponents
6. **No** Active player is in the wrong gameplay phase and lacks cards to produce enough gray Essence in addition to the red Essence required

Hint: Should the active player be unhappy with the selection of spells available to them the Spell *Equilibrium* simultaneously flips all spellcards in the Aether in risky but often rewarding maneuver.

There is no limit how many spells the active player or opponents can't cast in any given turn as long as they're available to the caster, the timing is correct and they can pay its Spell Cost. Resources cannot be shared between players to cast spells. If multiple players want to cast a spell at the same time the active player always decides who goes first.

5.1. AVATARS AND THEIR ABILITIES

Active Abilities

Throughout all phases of a turn, Avatars can use unique **Abilities**. Some Abilities are active and require a Fate Check; They draw a **Fate Card**, which is used to determine their **Ability Fate**. Active Abilities are marked by an "Eye Symbol" 👁 and will specifically state in which phase of the game they can be used. This phase will be written on the Avatar card in bold letters.

Passive Abilities

Passive abilities, on the other hand, are automatically triggered alongside specific player actions. These player actions are also stated in bold. When making a Fate Check for Ability, if the player draws a **Fate of the Trickster**, as indicated both in writing as well as an Eye symbol on the card, they may use the Fate Bonus as written on the card when they draw it.

6.1. WINNING THE GAME

To win the game a player has to assemble all Runes needed to complete their Carta Essentia and make a Fate Check. They can do this the moment they have all the required Runes in their hand and must be the Active Player. The action is considered to be Casting a Spell for Fate Bonuses and assembling the Carta Essentia happens instantly meaning that no other actions can be taken in the meantime

To complete their Carta Essentia, a player must reveal 6 total Runes: The 3 Runes in the center, one of each color, plus 3 Runes in the outer circle, one of each color, with 1 of the 2 Runes as shown.

If the player fails their Spell by drawing a Spell Fate of 1 they shuffle their cards and the Opponent to their left draws a card at random which is then discarded into the Graveyard. Should they still be able to complete their Carta Essentia they can repeat this process until they win the game or they are no longer able to complete the Carta Essentia at which point the game continues.