

1-4 Players
Playtime: 45-80 minutes

Introduction:

This isn't the end of the world. That already happened. This is what's left. Us, Gravehold, and The Nameless -- creatures seeking to snatch what little we have left from our grasp. The breath in our lungs. The weak light in our eyes. For generations we have taken refuge in an ancient and haunted place, one whose first purpose was forgotten for a thousand ages, until our exodus once again filled its empty halls and hovels with our shadows. Here in the darkness, we seek a way back to the light.

It has taken the breach mages an aeon to hone their dark craft, but they are ready, they are lethal. The breaches, the very conduits through which The Nameless travel, have become our weapon. The breach mages wield this power with undeniable ambition: to survive, to take back The World That Was, to protect our home.

Yaleesa Rhykk, Gravehold survivor

Object of the Game:

In ***Aeon's End***, you must build a deck of gems, relics, and spells in order to defeat the incoming nemesis. You start with a ten card deck, which you must improve over the course of the game in order to defeat the nemesis. Each turn you may acquire new gems and relics, learn new spells (by purchasing them from the supply), cast spells, and increase your casting potential by opening additional breaches. In each game you will fight a nemesis, all of whom have different abilities and unique cards added to their deck. Your goal is to defeat the nemesis before your home, Gravehold, is overrun or the players are exhausted. Be always on guard, for the nemesis may have other ways to defeat the players...

Contents:

Cards:

303 Cards

-- 52 starter cards
-- 49 gem cards
-- 30 relic cards
-- 70 spell cards
-- 75 nemesis cards
-- 9 turn order cards

16 breaches
1 life tracker board for Gravehold and nemesis
6 character mats
4 nemesis mats
80 tokens:

- 30 life tokens with value 1
- 10 life tokens with value 5
- 21 charge tokens
- 4 player number tokens
- 2 Gravehold life tokens
- 2 nemesis life tokens
- 10 power tokens
- 15 rage/husk tokens

Component Anatomy

The following section introduces the major game components and the game terms used with those components. Please take some time to become familiar with this section before reading the rules.

Tokens:

Tokens are included so that players may track various values in the game while playing.

Charge Token



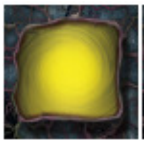
Charge tokens are used to fuel players' abilities.

Life Tokens



Life tokens are used to track the life of the players and minions.

Power Token



Powers take one or more turns to resolve. Power tokens are used to track the number of turns until the power resolves.

Player Token



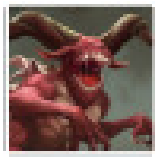
Player tokens are used to remind the players of turn order.

Gravehold Life Token



The Gravehold life token is used to track Gravehold's life

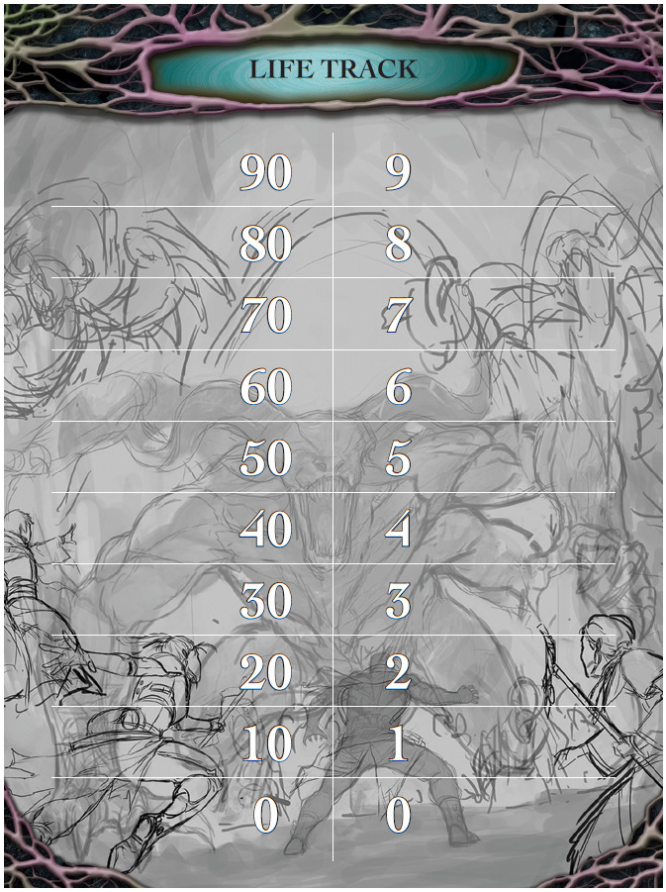
Nemesis Life Token



The Nemesis life token is used to track Nemesis's life

Life Tracker:

Used to track the amount of life Gravehold and the nemesis have during the game.


LIFE TRACK
90 9
80 8
70 7
60 6
50 5
40 4
30 3
20 2
10 1
0 0

Player Cards:

Player cards are the various cards the players can use to build themselves up and tear the nemesis down. Each player starts with a unique deck of cards and will acquire more cards to add to their deck during the game by spending ♪ to gain them from the supply piles in the center of the table.



Name

Type: There are three types of player cards: gems, relics, and spells.

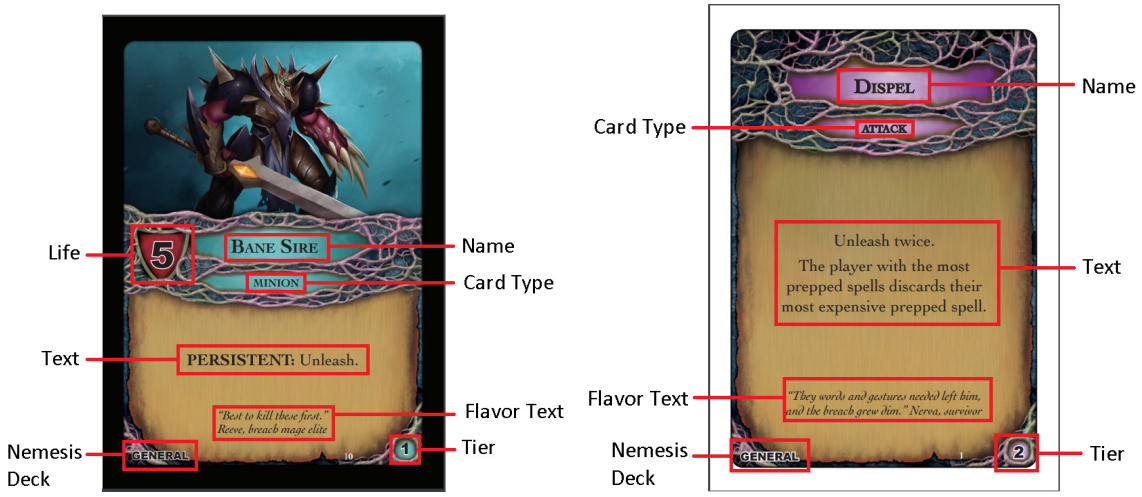
- **Gems** are played to give you aether (♪), the main currency of the game. Aether can be spent to gain more cards, gain charges for player abilities, and focus breaches. (Breaches are the conduits through which spells are played.)
- **Spells** must be prepped to a breach (that is, the spell card must be placed on the breach area of your character mat) before you can **Cast** them. Spells are the main way of dealing damage to the nemesis and his minions.
- **Relic** cards have a wide range of effects that resolve as soon as you play them.

Cost: The amount of ♪ you spend to gain this card.

Text: The effect to resolve when you play the card. Gems and relics have effects that are resolved immediately. Spells need to be prepped to a breach before they can be **Cast**. If any card contradicts this rulebook, follow the card's text.
Flavor Text: Has no effect on play. Provides further background into the world of ***Aeon's End***.

Nemesis Cards:

Nemesis cards are the cards the nemesis uses against the players and Gravehold. The nemesis deck is constructed at the beginning of each new game from a mixture of general nemesis cards that can be used in any nemesis deck, and a number of unique cards that are only used with that particular nemesis. You may encounter the same nemesis many times, but it will never attack you in exactly the same way twice.

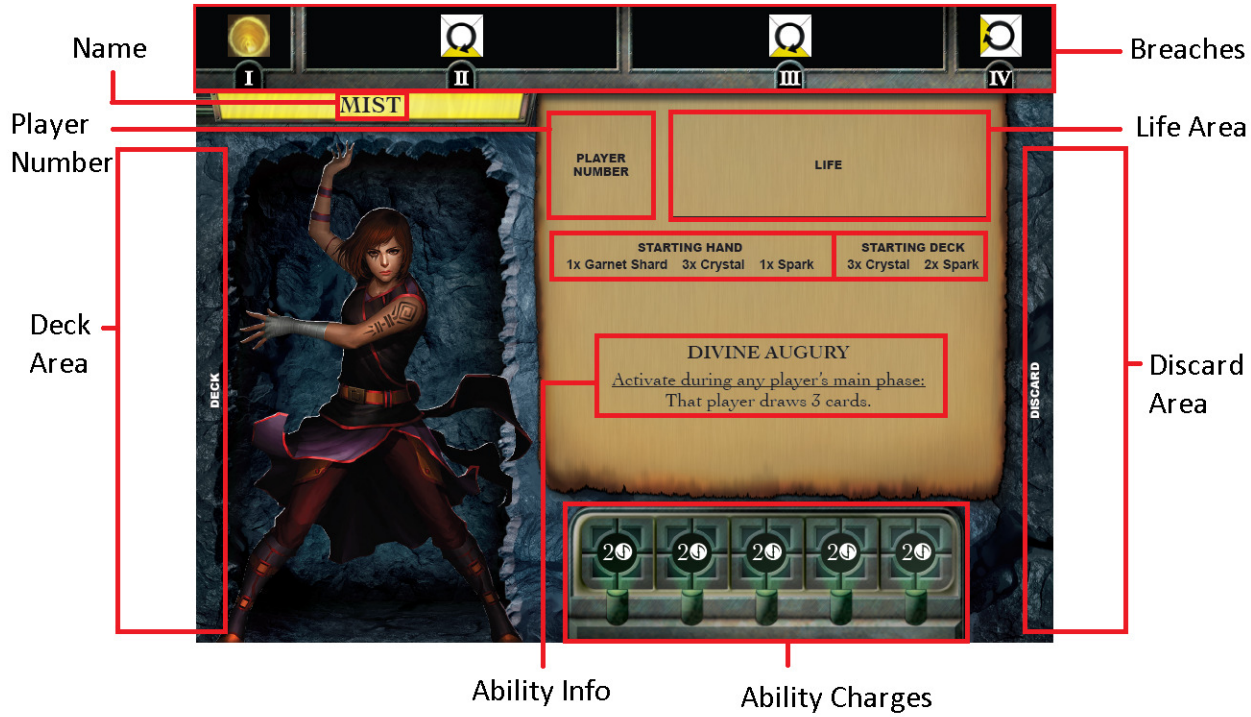


Name
Tier: There are three tiers of nemesis cards. Tier 1 cards are less dangerous than Tier 2 cards, which are less dangerous than Tier 3 cards.
Type: There are three types of nemesis cards: attacks, minions, and powers.

- **Attacks** are resolved immediately and are then discarded.
- **Minions** stay in play until defeated and have **persistent** effects which are resolved during the nemesis main phase.
- **Powers** stay in play for a variable number of turns until they are either resolved or the players are able to discard them without resolving them. All power cards have "**POWER X:"** on them. When a power card is drawn, place it in play with X power tokens on it. During the nemesis minion & powers phase, remove one token from every power card in play. When a power card has no tokens left, discard it and resolve the text following "**POWER X:.**"
- **Text:** The effect to resolve for this nemesis card.

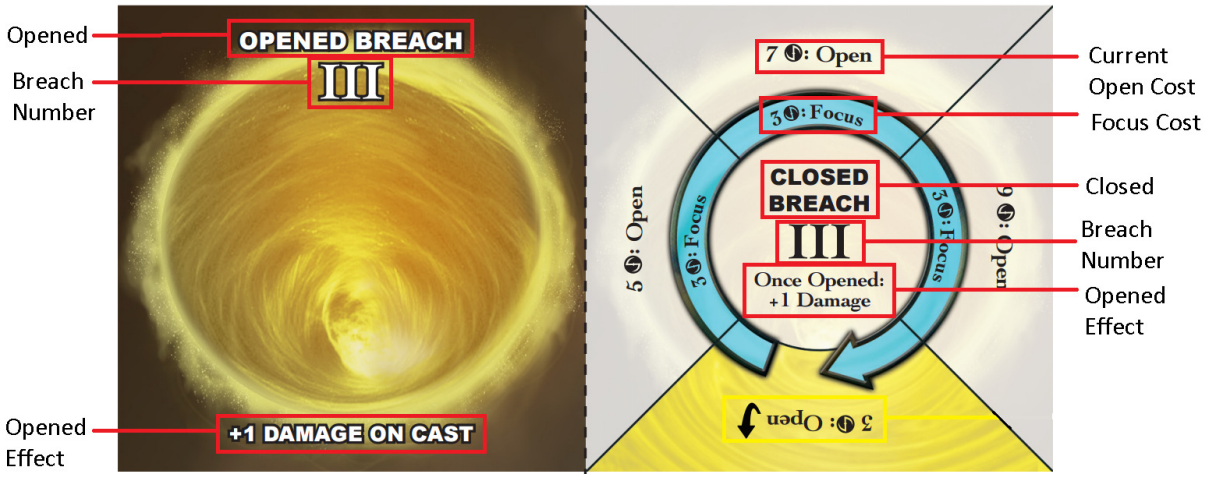
Life: Minion cards have life which can be depleted by dealing it damage. If the life of a minion reaches zero, it is immediately discarded.
Nemesis: The nemesis the card belongs to. Cards that say “General” may be used with any nemesis.

Character Mats:



Name
Player Number: Place your player number token here. Player number is used for the turn order deck.
Breach Setup: The initial configuration of your breaches. Not all characters will have all four breaches.
Starting Hand: The five cards which you will have in your hand at the start of the game.
Starting Deck: The five cards which you will have in your deck at the start of the game. The leftmost card should be the top card of your deck.
Deck Area: Place your deck here while playing (facedown).
Discard Area: Place your discard pile here while playing (faceup).
Ability: Each character has a unique ability. The character mat explains when that ability can be activated and what it does. Abilities can only be activated when you have a charge token on all of the spaces shown below the ability. Once an ability is activated, all of the charges are removed.
Life Area: Place your life tokens here.

Breaches:



Closed/Opened: Indicates whether or not the breach is closed or opened. You cannot prep a spell to a closed breach unless you have used the **focus** action on that breach this turn. You can always prep a spell to an opened breach. Once a breach is opened, it remains opened for the rest of the game. Only one spell can be prepped to a breach at a time. You cannot prep spells to breaches that already have spells prepped in them. You may open or **focus** breaches in any order. For example, you may **focus** Breach III before Breach II, or open Breach IV before either of II or III.
Open Cost: The cost to **open** the breach. When a breach is opened, flip it to the opened side.
Focus Cost: The cost to **focus** the breach. When a breach is focused, rotate it 90° clockwise. Spells can be prepped to a closed breach only on the player's turn when the **focus** action was used on that breach.
Opened Effect: Some breaches have effects that occur whenever a spell is cast from that breach while it is opened.
Breach Number: Used primarily during setup to indicate which breach goes where on the character mat.
Adjacency: Some spells may refer to adjacent breaches. Breaches are always adjacent to the one or two directly next to them physically. For example, I is adjacent to II. II is adjacent to I and III.

Example: The breach above on the left is closed. You can **focus** the breach on the right by paying 3 and rotating it 90° clockwise. It can be opened for 7 which flips the breach over to its opened side. If you **focus** the breach, you can prep a spell in that breach on that turn only. On subsequent turns, you must **focus** it again, or **open** it, to prep another spell there. After you **focus** a breach, it becomes less expensive to **open**. If a breach's current open and **focus** cost are the same and you focus that breach, open it instead.

Nemesis Mat:



Name
Setup: Any specific steps you must take when starting the game with this nemesis.
Unleash Effect: The effect that occurs when the Unleash keyword resolves.
Additional Rules: Any additional rules that pertain only to this nemesis.
Difficulty Rule: An additional rule to adjust difficulty. See page xx for further difficulty modifications.

Setup:

Player Setup
Each player chooses a character mat and a player number token. All players should build their starting hand and deck as shown on their character mat. The cards should be in the order shown with the leftmost card being the top card of their deck and the rightmost card being the bottom

card of their deck. Players should each receive one of each type of breach shown on their sheet (I–IV as listed). Players set up their breaches as indicated on their character mat. Each player starts the game with 10 life. Set the nemesis's life to 70, and Gravehold's life to 30. The nemesis, Gravehold, and the players can never have more than their starting life.

Turn Order Deck

The turn order deck is always composed of four player turn cards and two nemesis turn cards. The turn order cards for each player correspond to their player number. For a two-player game, place two turn order cards for each player in the deck. For three players, place one turn order card for each player plus the Wild turn order card in the deck. When the wild turn order card is drawn, the players decide which one of them will take that turn. The wild turn order card is a player turn order card. For four players, place one turn order card in the deck for each player. Regardless of the player count, add two nemesis turn order cards to the deck and shuffle it. When the turn order deck is empty and a new turn card must be drawn or revealed, shuffle all of the turn order cards together and place them facedown to make the turn order deck again.

Nemesis Deck

The nemesis deck consists of three tiers of cards. Choose a nemesis to play against, and set its nemesis mat near the players. Each nemesis has a set of cards with their name written at the bottom left. In addition, there are "General" cards that do not belong to any specific nemesis, but some of which are included in each nemesis deck. Each nemesis has three cards per tier specific to that nemesis that will be included in the nemesis deck, where the tier is indicated by a 1, 2, or 3 in the bottom right of the card.

There may be other cards included besides the nemesis deck depending on which nemesis you're playing against.

To make the nemesis deck, include the three nemesis specific cards that show that tier's number in the bottom right, then add the number of general nemesis cards shown in the chart below, based on the number of players in the game. Shuffle the chosen general nemesis cards and the three nemesis specific cards together for each tier. Place the tier 3 cards on bottom, the tier 2 cards on top of the tier 3 cards, and the tier 1 cards on top of the tier 2 cards. These three tiers combine to form the nemesis deck. Do not shuffle the nemesis deck once it has been created.

General nemesis cards added	1 Player	2 Players	3 Players	4 Players
Tier 1	1	3	5	8
Tier 2	3	5	6	7
Tier 3	7	7	7	7

After creating the nemesis deck, follow all Setup instructions written on the nemesis mat.

Supply

The supply piles are the cards that can be gained over the course of the game. They form a 3x3 grid between the character mats. The players can determine these piles randomly or choose the ones they wish to use. Include three gems and six spells/relics in each game. We recommend that you include two relics and four spells.

Guidelines for choosing the supply

Choose 3 gems, 2 relics, and 4 spells and place them, each in their own separate pile, in the middle of the table. Each separate pile includes all copies of that particular card.

Gems are the primary source of gaining . is how you gain new cards, **open** breaches, and has various other functions. Gems can be chosen randomly or by the players. There are seven gem cards in each gem supply pile.

Spells are the primary source of damage to the nemesis and its minions. They must be prepped to a breach on one turn and resolve their **Cast** effect in a later turn. Spells can be chosen randomly or by the players. There are five spell cards in each spell supply pile.

Relics have a wide variety of effects and are resolved as soon as they are played. There are five relic cards in each relic supply pile.

Include all copies of each card included in the 3x3 grid. (7 for gems, 5 for spells or relics). If a pile of cards runs out, do not replace it.

Suggested Starting Supplies

If the players prefer not to choose their own supply piles and do not wish to select randomly, below are some suggested starting supplies. These are recommended for those learning the game.

Suggested starting supply 1

Gems: Jade, Searing Ruby, Burning Opal
Relics: Flexing Dagger, Bottled Vortex
Spells: Amplify Vision, Essence Theft, Planar Insight, Consuming Void

Suggested starting supply 2

Gems: Jade, V'riswood Amber, Diamond Cluster
Relics: Unstable Prism, Mage's Talisman

Spells: Spectral Echo, Ignite, Feral Lightning, Wildfire Whip

Guidelines

Below are some guidelines to choosing cards for your supply.

- At least 1 gem that costs 2 or 3
- At most 1 gem that costs 5 or 6
- 2 relics
- 4 spells of various costs
- No more than 2 cards that cost 7 or more

Game Play

Turn order is determined by the turn order deck. When a player or nemesis turn ends, draw a card from the turn order deck to determine who takes the next turn. Place that card on the top of the turn order discard pile. If you need to draw or reveal a card from the turn order deck and that deck is empty, shuffle the discarded turn order cards together facedown to replenish the turn order deck.

Player Turn

Turn Overview:

1. **Casting Phase**:
   You may **Cast** any of your prepped spells in opened breaches. You must **Cast** any of your prepped spells in closed breaches (that is, a spell that was prepped to a focused breach on the previous turn).
2. **Main Phase**:
   You may resolve the following actions in any order and as many times as you want:
   a. Play a gem or relic card
   b. Gain a card
   c. **Focus** or **open** a breach
   d. Prep a Spell to breach
   e. Resolve “While prepped” effects
   f. Gain a charge
3. **Draw Phase**:
   In any order, discard all of the cards that you played from your hand this turn. Draw cards from the top of your deck until you have five cards in your hand.

1 -- Casting Phase

Cast prepped spells: Any spells that are prepped in an opened breach may be **Cast** during this phase. When a spell is **Cast**, discard it from play it on top of your discard pile immediately, then resolve the effect after the word '**Cast:**' on the card. This is your primary means of dealing damage. Every spell prepped in a closed breach (that is, a spell that was prepped to a focused breach in the previous turn) must be **Cast** during the casting phase. Some breaches have a "+1 damage when **Cast**" effect once they are opened. When a spell is **Cast** from an opened breach that has this effect, that spell deals 1 additional damage, even if that spell's effect would normally deal 0 damage. When you deal damage to a minion, remove life tokens from that minion card equal to the damage you dealt. When you deal damage to the nemesis, subtract that damage from its life total. When you **Cast** a spell, that spell can only deal damage to a single minion or the nemesis unless otherwise specified.

There are some effects in ***Aeon's End*** that will allow you to **Cast** other players' prepped spells. When you **Cast** a spell, you are the "you" referred to on the spell, regardless of whose breach the spell is prepped in, and you make any decisions pertaining to that spell. For example, if you play Temporal Helix on an ally's prepped Dark Fire, which requires the player to discard up to two cards from their hand, you must discard the cards and choose the nemesis or minion that Dark Fire damages.

2 -- Main Phase

The following five actions can be done in any order, any number of times. For example, you could play a gem, gain a card, prep a spell, play another gem card, and gain another card.

A. **Play a gem or relic card:** When you play a card, you must execute all of the text on that card, if possible. If there is an "**OR**," you choose exactly one of the options listed. You may gain  even if you choose not to spend it. Any  gained on a turn that is not spent is lost. It does not roll over to the next turn. At the end of your turn, any gem or relic cards you played are placed on top of your discard pile in any order.

B. **Gain cards:** You may gain a card from the supply by spending  you have gained this turn equal to the the cost shown in the upper right-hand corner of the card. When you gain a card, it is immediately placed on top of your discard pile.

C. Focus or open a breach: You can **focus** a closed breach by paying the **focus** cost shown near the center of the card. Rotate the card 90° clockwise. You may now prep a spell to this breach this turn. You can **open** a closed breach by paying the **open** cost currently indicated on the top of the breach. The **open** cost decreases each time you **focus** the breach. If the breach's **open** cost at the top of the breach is the same as the **focus** cost, then instead of rotating the breach, **open** it. When you **open** a breach, flip the breach to the opened side. Opened breaches stay opened for the rest of the game. Spells

can be prepped to opened breaches on the turn they're opened and any subsequent turns for free. Breaches may be **focused** any number of times per turn. You may **focus** a breach without prepping a spell to that breach. Any spell **Cast** from an opened breach with +1 damage on it deals one additional damage. Focused (but closed) breaches do not give +1 damage. (Ex: A Spark **Cast** from an opened breach with the +1 damage effect will deal 2 damage instead of 1 damage.)

D. **Prepping a spell:** Prep a spell by playing it on an opened breach or a closed breach that has been focused this turn. Prepped spells may be **Cast** during the casting phase of that player's next turn.
E. **Resolve "While prepped..." effects**: You can use the effect of any of your spells that have a "While prepped…" effect the turn that spell is prepped, or any subsequent turn while it is still prepped.
F. **Gain charges:** A player may pay 2  to gain a charge. When gaining a charge, place a charge token on the character mat beneath the ability description. You cannot have more charges than the ability requires.

3 -- Draw Phase

Once you have finished your main phase, place all of the cards you played from your hand this turn into your discard pile in any order. Then, draw cards from the top of your deck until you have five cards in hand. There is no maximum hand size. You may not choose to discard cards during your turn. You do not discard your hand before refilling your hand back up to five cards. If at any time you would draw or reveal a card and you have no cards in your deck, flip over your discard pile and it becomes your deck. (Unlike in many other deckbuilding games, you do not shuffle your discard pile when your deck is empty.) You may look through your discard pile at any time, although you may not rearrange it. You may not look through your deck.

Additional Player Information

Ally
An ally is any player other than you.

Destroy
Cards which are destroyed are permanently removed from the game and are not used or interacted with in any way once they are destroyed.

Nemesis Turn:

Turn Overview:

1. Main phase: From oldest to newest, resolve the effects of each minion card and power card the nemesis has in play

2. Draw phase: Draw a card from the nemesis deck and resolve it. If it's an attack, resolve its effect immediately. If it is a minion card or power card, place it into play. Resolve any effects following "**IMMEDIATELY**" on the card. The rest of its effects will not be resolved this turn.

Main Phase

Starting with the minion card or power card that has been in play the longest, the players will resolve the effects of each minion card and power card in play. **Persistent** effects are resolved now. Each power card in play will lose 1 power token. After removing a token, if a power card has no tokens on it, resolve the effect that is shown after "**POWER X:**" and discard it from play.

Draw Phase

Draw a nemesis card, if possible. If the drawn card is an attack card, resolve all the text on the card immediately, in the order that it appears on the card, and place it in the nemesis's discard pile. If the players must resolve an effect, but cannot complete all of it, then they resolve as much as possible. If the card is a minion or a power, first execute any text that follows the word "**IMMEDIATELY:**," then place the card in play. If it is a minion card, place life tokens equal to its life on the card. If it is a power card, place power tokens equal to the number shown after "**POWER**" on the card. **Persistent** and **power** effects only occur during the nemesis's main phase, so those are ignored until the nemesis's next turn. A minion's life is denoted in the left part of the middle of the card. When a minion has 0 life, it is discarded. Minions do not regain life at the end of each turn. If the nemesis deck is empty and the nemesis would draw a card, instead unleash three times.

Additional Nemesis Information

Ambiguity
Nemesis cards may have ambiguous situations where it's not clear what or who should be affected. For example, if a nemesis card makes the player with the lowest life suffer damage and two players have the same amount of life then the players decide who suffers damage. Another card may have the player with the most charges suffer damage when no players have any charges. In this case also, the players choose who will suffer the damage.

When resolving cards with OR effects
When a nemesis card gives two options separated by an **OR**, you may choose either option, unless you cannot fully resolve one of them. In that case, you must choose the effect that you can fully resolve.

TO DISCARD:

Some power cards have "**TO DISCARD:**" on them. During a player's main phase, that player may resolve the text following "**TO DISCARD:**" to discard that power card from play. If a player does discard a power card this way, then that card has no effect.

Unleash
Some nemesis cards will say "Unleash." Each nemesis has a unique effect that is resolved when this happens. This effect is listed on each nemesis mat.

Exhausted

If a player's life is reduced to zero, that player is exhausted.

- When the player becomes exhausted, first resolve the nemesis's Unleash effect twice.
- Then, that player must destroy one of their own breaches and discard any spell prepped in that breach. Destroyed breaches can be returned to the box.
- The remaining breaches stay in their current position.
- Then, that player loses all of their charges.
- After that, the player continues to participate in the game as usual, but they cannot normally gain life.
- When a card specifically deals damage to the player with the lowest life, it always deals that damage to the non-exhausted player with the lowest current life.
- When an exhausted player would suffer damage, instead deal twice that amount of damage to Gravehold. This includes any additional damage from the card that causes a player to become exhausted.

Example: Doom Aegis, which deals 4 damage to the player with the most prepped spells, is being resolved. Christy has the most prepped spells, but only 2 life. She suffers 2 damage, causing her to become exhausted. The other 2 damage doubles and goes to Gravehold, causing 4 damage to Gravehold. She must choose a breach to destroy and discard any spell prepped in that breach.

Game End:

The players are victorious if any of the following conditions are true:
- If the nemesis has no cards in its deck and no minions or powers in play.
- If the nemesis ever has 0 life.

The players lose if any of the following conditions are true.
- If all the players are exhausted (have 0 life).
- If Gravehold has 0 life.
- In addition, a nemesis may or may not have a specific condition that makes the players lose immediately.

In all situations, when a end game condition is met, gameplay ends immediately without further resolution of effects.

Solo Play:

You can play solo as two separate mages where you control both. If you choose to play like this, just follow the rules as normal for two players.

To play a true solo experience, consult the chart above (pg. xx) for constructing the nemesis deck. Create the turn order deck to contain 4 player turn order cards and 2 nemesis turn order cards. When any of the player turn order cards are drawn, the solo player takes their turn. In solo play, you are your own ally. For example, if a card gives a charge to an ally, you instead gain that charge yourself. Otherwise, play the game as normal.

Variable Difficulty:

Aeon's End has adjustable difficulty. Play the cards as written to play normal mode. To adjust the difficulty, follow the rules below:

Beginner: Each player starts the game with 2 additional life. Gravehold starts with 5 additional life. The nemesis starts with 10 less life.

Expert: Implement the additional rules show on the difficulty rule section of the nemesis mat. This rule may affect setup, unleash, or additional rules section of that nemesis.

Nightmare: Use the rule from the expert section shown above. Also, each player starts the game with 2 less life. Gravehold starts with 5 less life. The nemesis starts with 10 more life.

FAQ:

Player Cards:

How much life do I need to pay to split Combustion's damage among multiple husks when playing against the Carapace Queen?
You can deal damage to two different husks without suffering damage. Then, you can suffer 1 damage to divide one instance of Combustion's damage to two husks, thus killing three total. Or, you could also suffer 2 damage total to distribute the damage to all four husks.