



GATES OF MARA

The gates are open! Your tribe must seize this opportunity to enter the realms of the elemental lords and seek their blessings (and their mercy). Your goal is to secure influence in each realm, enchant your tribe, collect elemental resources, and earn gate keys. The winner earns 100 years of natural peace and prosperity until the Gates of Mara open again.

GOAL OF THE GAME

Over the course of four rounds, you position influential figures from your tribe around the realms and gates. At the end of each round, the player with the most Influence at each realm stakes a claim on it. You will earn points by enchanting your people, completing objectives, collecting keys, and having claims in a realm at the end of the game. The player with the most points wins the game.



90-120 min.



14+



2-4 players

20
YEARS
WIZKIDS™

CONTENTS

1 Central Gate



5 Standard Gates



1 Wanderer Figure, skirt, and base



4 Elemental Lord Figures, skirts, and bases



28 Player Figures, skirts, and bases (4 sets, 7 Figures per Tribe)

LEADER FIGURES ▲ (Triangle skirt) SPECIALIST FIGURES ● (Circle skirt) CHAMPION FIGURES ■ (Square skirt) ENCHANTER FIGURES ◆ (Hexagon skirt) MERCHANT FIGURES ○ (Circle skirt)

DRAGONKIN



ELVES



GOBLINS



ANTIDS



ASSEMBLING FIGURES

1. Find a plastic standee clip base.
2. Find a Figure and its matching skirt.
3. Slide the skirt over the plastic clip
4. Slide the Figure into the plastic clip



50 (1) Point tokens



27 (5) Point tokens



25 (10) Point tokens



10 (50) Point tokens



1 Hourglass Round marker



15+ Fire Element gems



15+ Water Element gems



15+ Air Element gems



15+ Earth Element gems



15+ Onyx nuggets



20 (1) Key tokens



10 (3) Key tokens



1 Fire Lord Influence marker



56 Claim tokens (14 per Tribe)



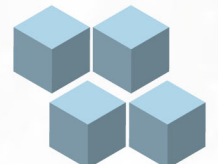
20 Influence markers (5 per Tribe)



4 Turn Order markers (1 per Tribe)



4 Energy markers (1 cube per player)



20 Caravans (5 per Tribe)



1 Enchantment board



5 Realm boards (1 for each of the 4 Elements, and 1 for the Chaos Realm)



4 Player boards (Dragonkin, Elf, Goblin, Antid)



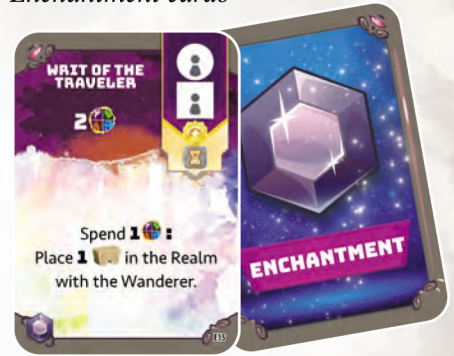
4 Resource boards (1 per player)



COMPONENT LIMITS

Consider all Claim tokens, Key tokens, Point tokens, Onyx nuggets, Element gems, and Fire Banners unlimited. If you run out of these during play, you may substitute them with some other object. All other components are limited to what is available here.

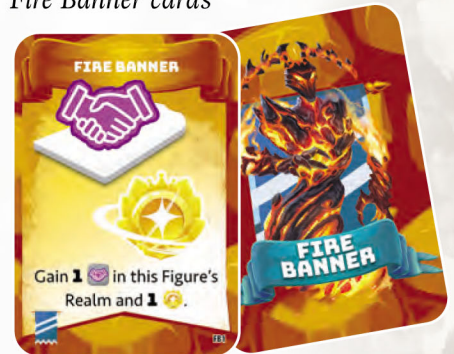
48 Enchantment cards



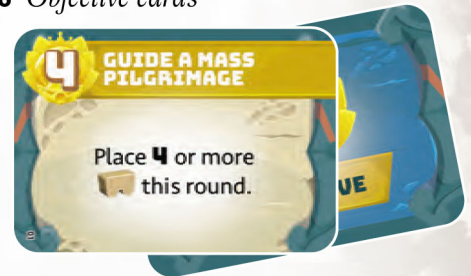
25 Banner cards



8 Fire Banner cards









16 Objective cards



5 Wanderer cards



SETUP

- 1 Place the Central Gate in the center of the table. Place 1 Key on the Central Gate.
- 2 Take the gray Chaos Realm board and place it near the Central Gate.
- 3 Randomly choose a number of other Realm boards equal to the number of players. Place them around the Central Gate, with the appropriate side of each Realm board for the number of players faceup. The 2-player side shows , while the 3/4-player side shows .
- 4 Place one Standard Gate between each Realm board.
- 5 Place the The Wanderer Figure into the indent above the Chaos Realm's Influence track .
- 6 Choose 2 Elemental Lord Figures. You may choose randomly. Return the unused Figures to the box. They will not be used in this game. Place the first Figure above the first Realm board clockwise from the Chaos Realm. Place the second Figure above the second Realm board clockwise from the Chaos Realm.
- 7 Place the Enchantment board to the side of the Realms.
- 8 Shuffle the blue Banner cards and form a facedown deck near the Enchantment board. *(Do not include the Fire Banners.)*
- 9 Deal 1 Banner card faceup onto each of the two designated slots at the bottom of each Realm board (except the Chaos Realm, which has none).
- 10 Place the Hourglass on the "1" space of the round track located on the Enchantment board.
- 11 Shuffle the Wanderer cards. Stack them facedown next to the Enchantment board.
- 12 Reveal a Wanderer card faceup and place it in the marked space of the Enchantment board.
- 13 Shuffle the Enchantment cards to form a deck facedown beside the Enchantment board.
- 14 Deal 6 Enchantment cards faceup onto the Enchantment board in the Enchantment slots.
- 15 Shuffle the Objective cards to form a deck facedown beside the Enchantment board.
- 16 Deal two Objective cards faceup on the Enchantment board.
- 17 Place the Element gems (Fire, Water, Air, Earth), Onyx nuggets , Keys , and Point tokens  to one side of the play area.

Do the following steps only if the Fire Lord is in the game...

- 18 Set the Fire Lord Influence marker at "4" in the Realm where the Fire Lord is.
- 19 Place the Fire Banners near the other cards. Do *not* shuffle them into the Banners deck. All the Fire Banner cards are identical, so you may keep them faceup if you wish.

2-PLAYER REALM AND GATE SETUP



3-PLAYER REALM AND GATE SETUP



4-PLAYER REALM AND GATE SETUP



EXAMPLE 4-PLAYER SETUP



EACH PLAYER'S SETUP

Randomly choose a Tribe to play. Take your Tribe's Player board and Figures, as well as the Claims, Caravans, Influence markers and Turn Order marker in your Tribe's color. Also take a Resource board and an Energy marker.

- 1 Place your Resource board above your Tribe board.
- 2 Place your seven Figures on their home spaces. Home spaces are marked by a corresponding image and base shape. The Figures are, in order from left to right:

- ◆ two Merchants
- ◆ one Specialist
- ◆ one Leader
- ◆ one Champion
- ◆ two Enchanters

- 3 Place your Claims in either of the Resource Storage ovals.
- 4 Place your Caravans in the designated spaces on your Resource board.
- 5 Place 1 Earth Element gem, 1 Water Element gem, 1 Air Element gem, and 1 Fire Element gem in either of your Resource Storage ovals.
- 6 Place your Energy marker on space "11" of your Energy track.

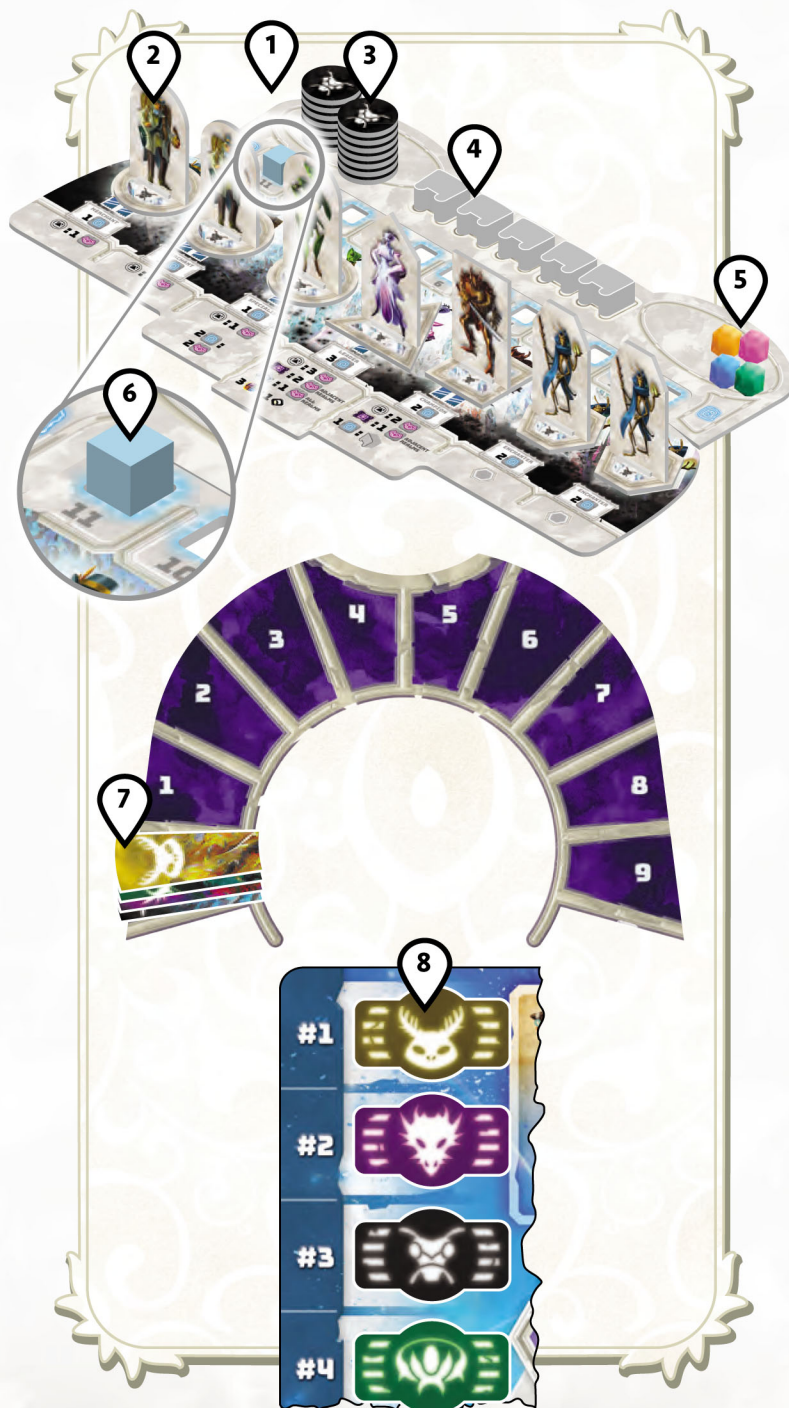
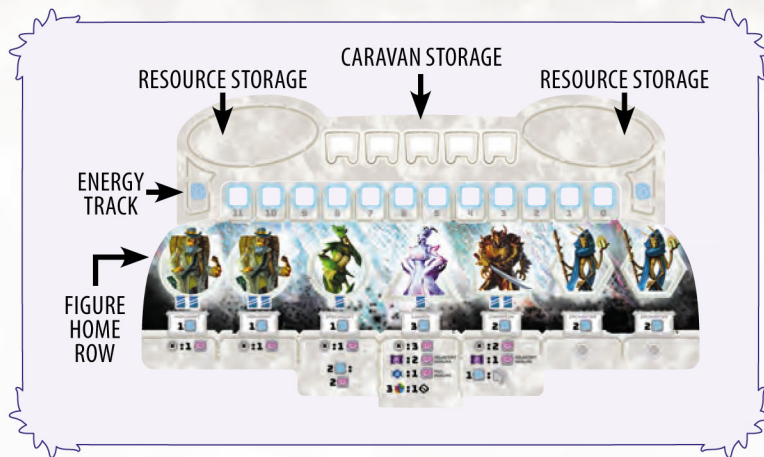
STARTING INFLUENCE

- 7 Place one of your Influence markers on the "0" starting space of the Influence track (👉) on each Realm board. When playing with fewer than 4 players, return any unused Influence markers to the box.

STARTING TURN ORDER

- 8 Randomize the order of the Turn Order markers for all players and place them on the Turn Order track on the Enchantment board, starting at slot #1 and proceeding down the track until all markers have been placed.

This determines the playing order for the first round.



GAMEPLAY OVERVIEW

The game plays over four rounds. After the fourth round, the game is over and whoever has the most points 🏆 wins.

Starting with the first player on the Turn Order track, each player takes a turn. On your turn, choose to **play** or **pass**.

If you **play**, perform the following 2 steps in order.

- 1 You **must** place a Figure from your Player board onto an unoccupied space on a Realm or Enchantment board, obeying any other placement restrictions.
- 2 You **may** activate one or more of that Figure's Innate Abilities, Enchantment Abilities, Banner Abilities, or Abilities on the space you played the Figure.

If you **pass**, you may not take another turn in the current round.

If you have 0 Energy 📊, you must pass.

A round ends when all players have passed.

At the end of the round, check to see who has the most Influence at each Realm.

The most influential players get to place Claims in those Realms.

You earn points during the game through Abilities, completing Objectives, and gaining Enchantments.

You earn points at the end of the game for having the most Claims in a Realm, the most Keys, and for your remaining Onyx nuggets and Element gems.

The player with the most points at the end of the game wins!

PLACE A FIGURE

PLACEMENT LIMITS

To place a Figure, you must pay its Energy cost by sliding your Energy marker to the right a number of spaces equal to the Figure's placement cost.

- ▲ **LEADERS** cost 3 Energy.
- **CHAMPIONS** and **ENCHANTERS** cost 2 Energy each.
- **SPECIALISTS** and **MERCHANTS** cost 1 Energy each.

You may only place your Figure on an **unoccupied** space. (Note that some Figure Abilities or Attachments may break this rule when placing on Realm board spaces.) Each Figure also has its own placement restrictions, as indicated by the shapes in the spaces on the boards, which match the relevant Figures' skirts:

- ▲ **LEADERS** may be placed only on Realm boards, Standard Gates, or the Central Gate.
- **CHAMPIONS** may be placed only on Realm boards or Standard Gates.
- **SPECIALISTS** and **MERCHANTS** may **only** be placed on the Realm boards.
- **ENCHANTERS** may **only** be placed on the Enchantment board. Each Enchanter **must** be placed on the leftmost unoccupied space, as indicated by the arrow.

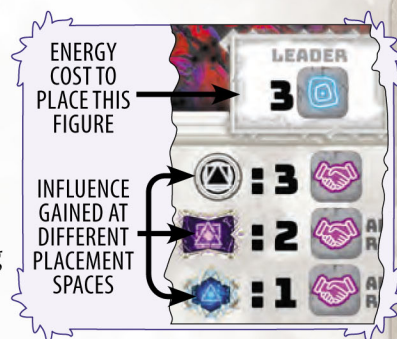
LEADER GAINS KEYS

Key tokens accumulate on the Central Gate over time. If you place your Leader at the Central Gate, you gain all of the Key tokens there.

GAIN INFLUENCE

Placing a Figure on a **Realm board** gains you Influence in that Realm.

A Figure on a Gate influences all adjacent Realms, so placing a Figure on a **Standard Gate** gains you Influence in the two Realms on either side, while placing a Figure on the **Central Gate** gains you Influence in all Realms.



- ▲ **Leaders** grant: 3 Influence if placed on a Realm board; 2 Influence at each adjacent Realm if placed on a Standard Gate; or 1 Influence at every Realm if placed on the Central Gate.
- **Champions** grant: 2 Influence if placed on a Realm board; or 1 Influence at each adjacent Realm if placed on a Standard Gate.
- **Specialists** or **Merchants** grant 1 Influence at the Realm board they are placed on.
- **Enchanters** do not normally grant Influence because they may not be placed on a Realm or a Gate.

For each Influence you gain in a Realm, move your marker on that Realm's Influence track up 1 space. If your marker is at the end of an Influence track, any more Influence you gain in that Realm is lost.

LEADER (TRIANGLE ▲)



...AT A REALM

Gain 3 Influence in the Realm.



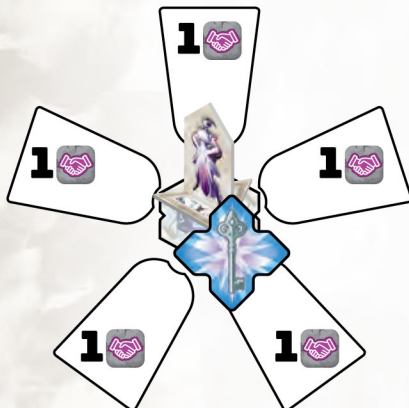
...AT A STANDARD GATE

Gain 2 Influence in the 2 adjacent Realms.



...AT THE CENTRAL GATE

Gain 1 Influence in all Realms and any Keys stacked on the Central Gate.



CHAMPION (SQUARE ■)



...AT A REALM

Gain 2 Influence in the Realm.



...AT A STANDARD GATE

Gain 1 Influence in the 2 adjacent Realms.



MERCHANT / SPECIALIST (CIRCLE ●)



...AT A REALM

Gain 1 Influence in the Realm.



ENCHANTERS (HEXAGON ●)

Enchanters grant no Influence because they may only be placed on the hexagon spaces on the Enchantment board.



ACTIVATING ABILITIES

After placing a Figure, you have the option to activate one or more Abilities:

- ◆ The Figure's Innate Ability.
- ◆ Ability granted by the Water Lord, Earth Lord, or Air Lord if they are present at the Realm board where you placed a Figure.
- ◆ Abilities granted by the Realm boards.
- ◆ Ability granted by the Wanderer, if it is present at the Realm board where you placed a Figure.
- ◆ Abilities granted by the Enchantment board.
- ◆ Abilities from Enchantments or Banners.

You may activate Abilities in any order. Abilities occur after placing and gaining Influence. They have no impact on the Influence gained from placement (*exception: see Water Lord Ability on page 10*).

FIGURE INNATE ABILITIES

ENCHANTER

Enchanters have no Innate Abilities, but are the only Figure that may be placed on the Enchantment board. (*See Enchantment board Ability on page 12.*)

MERCHANT

Merchants have no Innate Abilities.

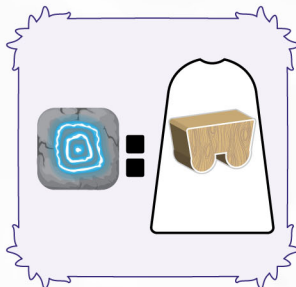
LEADER

Spend any combination of 3 Element gems (Fire, Earth, Air, Water) to gain 1 Onyx nugget.



CHAMPION

Spend 1 Energy to place 1 Caravan on an **unoccupied** Caravan space on the board of 1 Realm which the Champion is influencing (either the board they are on, or if the Champion is at a Standard Gate, one of the two adjacent Realms). Then resolve that space's Ability.



CARAVAN ABILITIES

Abilities of Caravan Spaces are only accessible by placing Caravans there, usually with a Champion, though there are other ways.



TRIBE-SPECIFIC INNATE ABILITIES

ANTID SPECIALIST

Spend 2 Energy to gain 2 Influence on the Specialist's current Realm board.



DRAGONKIN SPECIALIST

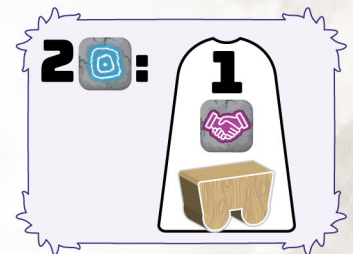
Spend 2 Energy to place this Specialist on an occupied space* and then gain 1 Influence on the Specialist's current Realm board.



*Note: This Innate Ability breaks the normal sequence of play, because you may activate it as you place the Figure.

ELF SPECIALIST

Spend 2 Energy to gain 1 Influence on the Specialist's current Realm board and place 1 Caravan on an unoccupied Caravan space of the Specialist's current Realm board. Then resolve that space's Ability.



GOBLIN SPECIALIST

Spend 2 Energy to gain 1 Influence on the Specialist's current Realm board, gain 1 Element gem of any type (Fire, Earth, Air, Water), and activate the Wanderer. (*See Wanderer Ability on page 10.*)



ABILITIES AND ADJACENT REALMS

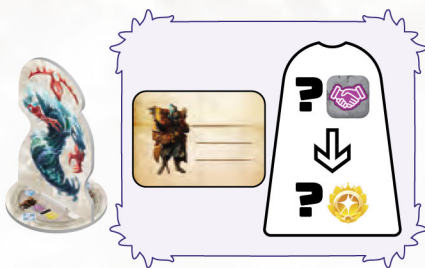
For the purposes of most Abilities, your Leader or Champion at a Standard Gate is considered "in" both adjacent Realms. Your Leader at a Central Gate is considered "in" all Realms.



However, if their Abilities affect a Realm, they only affect *one* of those Realms.

LORD ABILITIES

WATER LORD

When you place any Figure in the Realm occupied by the Water Lord, you may activate the Wanderer. (See Wander Ability to the right.)



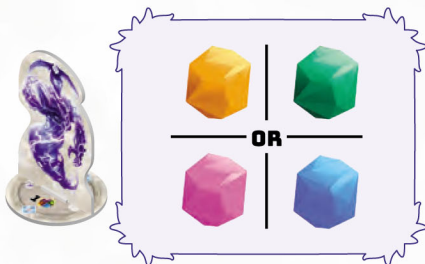
Whenever you gain Influence  in the Water Lord's Realm, you may choose to immediately gain that number in points  instead.

Note: If you are at the end of the Influence track, you cannot convert Influence into points using the Water Lord Ability since you cannot gain any more Influence to exchange.


Gates: Even if you gain Influence on multiple Realms, you may only change the Influence from the Water Lord's Realm into points.

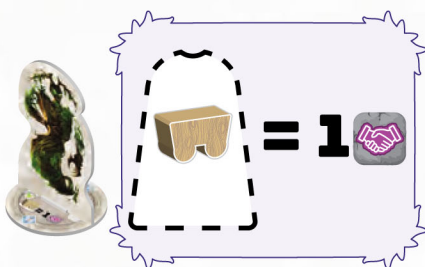
AIR LORD

When you place any Figure in the Realm occupied by the Air Lord, gain 1 Element gem of any type (Fire, Earth, Air, or Water).




EARTH LORD

When you place a Caravan  in the Realm occupied by the Earth Lord, gain 1 Influence in that Realm.



FIRE LORD

The Fire Lord offers no Ability. Instead, the Fire Lord has 4 Influence  in its current Realm. It competes with the players for Influence in its current Realm. This will factor into the end of round Influence resolution. (See page 13.)



WANDERER ABILITY

When you place any Figure in the Realm occupied by the Wanderer, you may perform **one** exchange displayed on the current Wanderer card.

The Wanderer only exchanges **once** per activation.

These exchanges typically provide better than average exchange rates for Element gems.

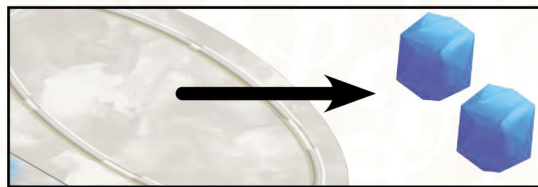
Note: The Wanderer is not considered an Elemental Lord.

EXAMPLE WANDERER EXCHANGE

In this example, this is the current Wanderer card.



When you activate the Wanderer, you may spend 2 Water Element gems from your supply to the general supply. If you do, you gain one of the following three options.



2 Element gems of any type (Fire, Earth, Air, or Water) and 1 point



1 Onyx nugget



1 Key



REALM BOARD ABILITIES

You may place your Leader, Champion, Specialist, or Merchants on the Realm board spaces. After you place a Figure on a Realm board, you may activate the Ability granted by the Realm board.

Abilities may have an activation cost in Element gems or Energy. You may activate each Ability once and only if you can pay the activation cost, if any. If you cannot pay an Ability's full cost, you cannot use the Ability.

Caravan spaces do not show a cost, because those Abilities are free. However, you may only place a Caravan on a Realm board under certain conditions, such as using a Champion's Innate Ability, certain Enchantment Abilities, and certain Banner Abilities. Caravan Spaces are only accessible by the first to place a Caravan on the unoccupied Caravan Space.

ATTACHING BANNERS

Some Realm spaces allow you to gain a Banner card from that space. After gaining a Banner card, attach it to **any** Figure on your Player board by tucking it under the Figure's home space slot.

- Merchants and Champions may have up to 2 Banners.
- ▲ Specialists and Leaders may have up to 1 Banner.
- ◆ Enchanters may not have Banners.

Once attached, that Figure gains the Ability noted by the Banner. Banner Abilities only activate when a Figure is placed on a Realm board or Gate.

If you attach a Banner to a Figure that has already been placed this round, the Ability will not be available until next round.

Banners cannot be moved or discarded once attached.

If you gain a Banner that cannot be attached, discard it.

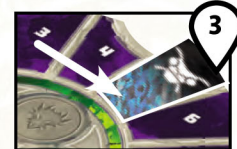
Fire Banners are gained by other means. (See page 13.)

EXAMPLE: A CHAMPION ON A REALM BOARD AND USING ITS INNATE ABILITY

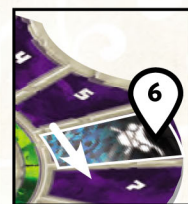
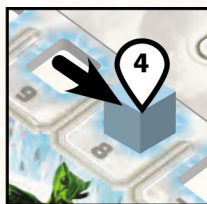
1. You pay 2 Energy to place a Champion.
2. You place the Champion on the Realm board space shown.



3. You gain 2 Influence for placing the Champion on a Realm board.
4. To activate the Champion's Innate Ability, you pay 1 Energy.



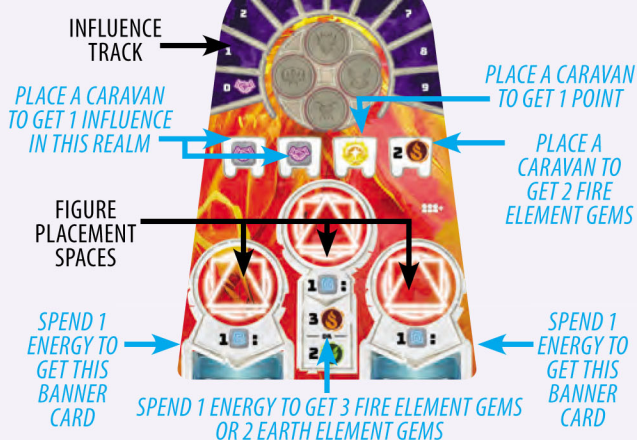
5. You use this Ability to place a Caravan on an empty Caravan space on the same Realm board.
6. That Caravan space gains you 1 more Influence.



7. Then you pay 1 Energy to gain the Banner card from this Champion's space.
8. You attach it to your Specialist, tucking the card beneath your Player board. The Specialist now has a new Ability available from the next time you place it.



REALM BOARD



BANNER CARD



ENCHANTMENT BOARD ABILITIES

The only spaces where you can place your Enchanters are on the Enchantment board. No other type of Figure may be placed there.

When you place an Enchanter, you may use the Board's Ability to gain up to 2 Enchantment cards.

Unlike the Banner spaces on the Realm boards, the locations of the Enchantment cards are not relative to where you place your Enchanter — you may select a card from any Enchantment slot. You may only gain Enchantments by placing an Enchanter on the Enchantment board.

Each time you gain an Enchantment card, you must follow these 3 steps, in order.

- A PAY THE COST:** Pay the card's cost from your personal supply to the general supply.
- B GAIN POINTS** ⚡: Take the Enchantment card and gain its points.
- C ATTACH THE ENCHANTMENT:** Tuck the card under the home space slot of one of your Figures. A **triangle** ▲ in the top right of the card means it only attaches to your Leader. A **square** ■ only attaches to your Champion. A **circle** ● only attaches to your Merchants or Specialist. A **hexagon** ⬡ only attaches to your Enchanters. Some Enchantments may attach to more than one type of Figure.

Once attached, that Figure gains the new Ability. You may only activate Abilities when a Figure is assigned to a Realm or Enchantment board. If you attach to a Figure that is already placed, the Ability will not be available until next round. Enchantments cannot be moved to a different Figure once attached.

After gaining Enchantments for this Figure's placement, refill the empty slots in the Enchantment board with new cards from the Enchantment deck.

ATTACHMENT RESTRICTIONS

Banner cards and Enchantment cards are both considered types of Attachments.

Each Figure is allowed up to 3 Attachments.

Some Figures do not allow Banners. Figures that have 1 or 2 maximum Banner slots do not require Banners to fill those slots. A player may choose to ignore Banner slots and attach up to 3 Enchantments instead.

EXAMPLE OF CAPACITIES

Merchants may have up to 2 Banners.

The left Merchant may have 1 more Banner or Enchantment. The right Merchant may only have 1 more Enchantment and no more Banners.



ENCHANTMENT CARD

TITLE → MANIPULATE WIND

COST TO GAIN → THIS ENCHANTMENT COSTS 2 AIR AND 1 ONYX NUGGET.

ABILITY → WHEN YOU PLACE THE ENCHANTED FIGURE, YOU MAY SPEND 1 AIR TO PLACE A CARAVAN IN ITS REALM. THEN GAIN 1 OF ANY ELEMENT. THEN ACTIVATE THE WANDERER.



TYPE OF FIGURE TO ENCHANT

THIS ATTACHES TO MERCHANTS, SPECIALISTS, OR CHAMPIONS

POINTS

THIS GAINS YOU POINTS EQUAL TO THE CURRENT ROUND PLUS 5.

EXAMPLE OF ENCHANTING

1. You pay 2 Energy to place an Enchanter.
2. You place your Goblin Enchanter in the next available space on the Enchantment board.
3. You decide to gain the Manipulate Wind Enchantment.
4. You pay 2 Air and 1 Onyx from your personal supply to the general supply.
5. Manipulate Wind earns you 5 plus the current round number in Points. It is round 2, so you earn a total of 7 points.
6. You attach Manipulate Wind to one of your Merchants. Your Merchant now has a new Ability the next time you place it. (Described in the example above.)



END OF ROUND

After all players pass, perform the following steps for each Realm board.

WIN CLAIMS

- ◆ The player with the most Influence places 2 Claims on that Realm board.
- ◆ The player with the second-most Influence places 1 Claim on that Realm board.

Note: Zero doesn't count. Players must have at least 1 Influence in a Realm to be eligible for either award.

Ties: If there is a tie for the most Influence, the tied players place 1 Claim each and there is no second place awarded. If there is a tie for second-most Influence when there is a single player with the most Influence, then the tied players each gain 2 points 🏆, but place no Claim.

FIRE LORD EXTRA RULES

Unless your Influence equals or exceeds the Fire Lord's Influence of 4 🏹, you cannot place Claims in the Fire Lord's current Realm, nor can you earn points for a 2nd place tie.

The Fire Lord does not count as a player for ties. You still get the full amount you would otherwise.

If you are able to place a Claim on the Fire Lord's current Realm, you may acquire a Fire Banner. Attach it to a Figure with an available Banner slot.

WIN KEYS

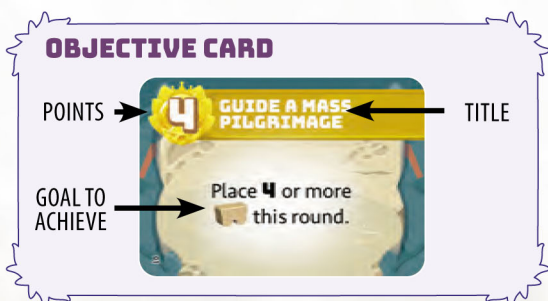
Check if you have any combination of 3 or more Figures or Caravans on or adjacent to a Realm board with an Elemental Lord. For each Realm where this is the case, you gain 1 Key.

You can gain at most 2 Keys in a round, because there are only two Elemental Lords in play at once.

Remember: The Wanderer is not an Elemental Lord.

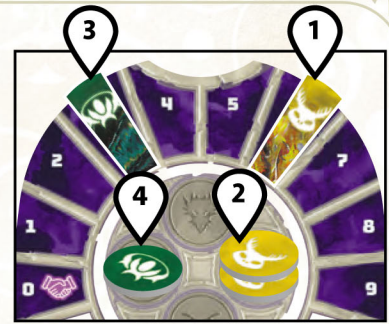
WIN POINTS FROM OBJECTIVES

You gain 4 points 🏆 for each faceup Objective you completed this round.



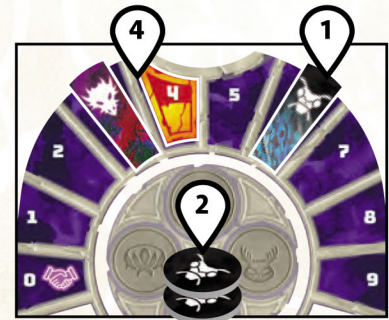
EXAMPLE OF WINNING CLAIMS

1. Goblins have the most Influence in this Realm.
2. Goblins place 2 Claims.
3. Elves have second-most Influence.
4. Elves place 1 Claim.



EXAMPLE OF COMPETING WITH THE FIRE LORD

1. Antids have the most Influence on this Realm and have surpassed the Fire Lord's Influence.
2. So, Antids place 2 Claims.
3. Antids also earn a Fire Banner.
4. Dragonkin have 3 Influence, which would normally put them in second place. However, they didn't equal or exceed the Fire Lord's Influence, so they do not place a Claim or acquire a Fire Banner.



EXAMPLE OF WINNING KEYS

This Realm has an Elemental Lord.

1. The Antids have 2 Figures and 1 Caravan on the Realm board. So, Antids win 1 Key.
2. The Goblins have 1 Figure on the Realm board, 1 Figure on an adjacent Standard Gate, and 1 Figure on the Central Gate. So, Goblins win 1 Key.



RESET PLAY AREA

At the end of rounds 1-3, follow these steps to reset the play area. However, at the end of round 4, skip this reset phase and proceed straight to End of Game on the next page.

- 1 UPDATE TURN ORDER:** The player with the most remaining Energy on their track becomes the first player.


Similarly, the players with the second, third, and fourth most remaining Energy take those positions in turn order.

Set each player's Turn Order marker on the Turn Order track accordingly.

If tied, the player with an Enchanter closest to the arrow on the Enchantment board takes the earlier turn order. If still tied, because none of the tied players placed a Figure on the Enchantment board, the turn order between the tied players stays the same.

- 2 COLLECT FIGURES AND CARAVANS:** Return all players' Figures and Caravans to their home spaces on Player boards.

Note: Leave any Claims placed in Realms where they are. They will be relevant for end game scoring.

- 3 RESET INFLUENCE:** Return all players' Influence markers to their starting positions on each Realm board .

- 4 NEW BANNERS:** Deal out new blue Banner cards to all Realm boards with empty Banner slots. Deal them clockwise, starting from the Chaos Realm board. If you run out of Banners, leave the remaining slots empty.

- 5 NEW KEYS:** Place 1 Key on the Central Gate, even if Keys are already present.

- 6 WANDERER CARD:** Discard the current Wanderer card facedown underneath the deck. Reveal a new Wanderer card faceup. Place it in the marked space on the Enchantment board.

- 7 THE WANDERER WANDERS:** Move the Wanderer Figure clockwise to the next Realm board. The Wanderer may share a Realm with an Elemental Lord.

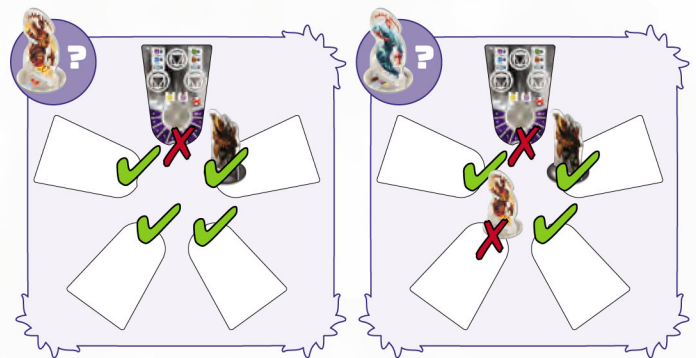


- 8 NEW OBJECTIVES:** Discard the current Objective cards facedown underneath the deck. Deal two new Objective cards faceup beside the Enchantment board.
- 9 RESET ENERGY:** Reset all players' Energy track markers to 11.
- 10 RESET THE ELEMENTAL LORDS:** Remove the Elemental Lords from Realm boards.

The new first player must choose and place one of the Elemental Lords above any Realm board other than the Chaos Realm.


The new second player must place the other Elemental Lord above a different Realm board than the first and other than the Chaos Realm.

An Elemental Lord may share a Realm with the Wanderer.



Elemental Lords **may not** be placed in the Chaos Realm.

You may return an Elemental Lord to its prior Realm board, if you wish. You are not required to move it to a new Realm board.

If you're playing with the Fire Lord, set its Influence to 4  on its current Realm.

Note: You play with the same two Elemental Lords throughout the game. Do not select from all four Elemental Lords as you did during the setup.

- 11 NEW ROUND:** Advance the Hourglass to the next space on the round track.

END OF GAME

The game ends after round 4. At the end of the game, players gain additional points from Claims, Keys, Element gems, and Onyx nuggets.

GAIN POINTS FROM CLAIMS

Check each Realm board for Claims.

- ◆ The player with the most Claims at the Realm board gains 20 points.
- ◆ The player with the second-most Claims at the Realm board gains 10 points.

GAIN POINTS FROM KEYS

- ◆ The player with the most Keys gains 20 points.
- ◆ The player with the second-most Keys gains 10 points.

TIES FOR CLAIMS OR KEYS

If there is a tie for most Claims or Keys, each tied player gains 10 points and second-most does not gain points.

If there is a tie for second-most when a single player gained 20 points, then each player tied for second-most gains 5 points.

ZERO DOESN'T COUNT

Players must have at least 1 Claim or 1 Key to be eligible for any appropriate award.

GAIN POINTS FROM ELEMENT GEMS

Every 2 Element gems in your personal supply gain you 1 point.

GAIN POINTS FROM ONYX NUGGETS

Each Onyx nugget in your personal supply gains you 3 points.

VICTORY

The player with the most points wins the game!

- ◆ In the event of a tie, the player with the most Keys wins.
- ◆ If still tied, the player with the most Attachments (Banner, Fire Banner, and Enchantment cards) on their Player board wins.
- ◆ If still tied, the player with the most total Claims on Realm boards wins.
- ◆ If still tied, the player with most Onyx nuggets wins.
- ◆ If still tied, all tied players share the victory.

COMMON TERMS


Element gems: Game pieces representing the four Elements in Mara: Water, Fire, Earth, and Air.

Onyx nugget: Onyx is a separate Resource from the Element gems. It is a rare and highly prized mineral in Mara.

Figures: A Leader, Champion, Specialist, Merchant, or Enchanter. Specifically, not a Caravan.

Attachments: Banner or Enchantment cards tucked under a Figure's home space slot.

Abilities: These are effects that may occur when a Figure is placed somewhere in the game.

Realm boards: The large boards with Figure spaces, Caravan spaces, Influence  tracks, and reserved areas for each player's Claim tokens.

Gates: These are the smaller boards in between the Realm boards.

Elemental Lord: The large Figures of the Fire Lord, Air Lord, Water Lord, and Earth Lord. Specifically, not the Wanderer.

COMMON ICONS



: Banner card



: The current round, noted on the round track of the Enchantment board



: Enchantment card



: Onyx nugget



: Energy, noted on your Player board's Energy track



: Water Element gem



: Fire Element gem



: Caravan token



: Earth Element gem



: Figure Placement space on a Realm boards



: Air Element gem



: Any Element gem: Water, Fire, Earth, Air



: Placement space on the Enchantment board



: Key token



: Points token



: Influence in a Realm, noted on the Influence track of each Realm board



: Standard Gate



: The Central Gate

CREDITS

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CARD ALMANAC

ENCHANTMENTS	Cost	Figures	Ability	Points
ASH ARMOR	1 1		Spend 1 1 ■ Gain 2 .	+2
CONJURE FLAME	3		Spend 1 ■ Gain 2 .	+2
CONJURE ICE	3		Spend 1 ■ Gain 2 .	+2
CONJURE STONE	3		Spend 1 ■ Gain 2 .	+2
CONJURE WIND	3		Spend 1 ■ Gain 2 .	+2
EARTHROOT TUNIC	2		Spend 1 ■ Gain 1 in this Figure's Realm. Gain 1 .	
EMBLEM OF FAZZAR (x2)	2		Place in an occupied space if this Figure's Realm has an Elemental Lord.	
EMBLEM OF PEACE (x3)	1 1 1 1		Spend 3 ■ Gain 1 1 .	+1
ENRICH LAND	1 1		Gain 1 or 1 .	
ETERNALBLOOM	1 1		Gain 1 or 1 .	
EVERCLEAN	1 1		Gain 1 or 1 .	
EVERFLAME	1 1		Gain 1 or 1 .	
FIREFLOWER BOOTS	2		Spend 1 ■ Gain 2 in this Figure's Realm.	
FIREWATER	1 1		Gain 1 or 1 .	
GLACIER MINES	1 1 1		Spend 1 1 1 ■ Place this Figure in an occupied space. Place 1 in this Figure's Realm. Gain 1 .	+4
GUILD CHARTER (x3)	3		Spend 1 ■ Gain 1 .	+1
HEATSTONE	1 1		Gain 1 or 1 .	
LAVA MINES	1 1 1		Spend 1 1 1 ■ Place 2 in this Figure's Realm. Gain 1 .	+4
MANIPULATE FLAME	2		Spend 1 ■ Gain 1 1 . Activate the Wanderer.	+5
MANIPULATE ICE	2		Spend 1 ■ Gain 1 1 . Activate the Wanderer.	+5
MANIPULATE STONE	2		Spend 1 ■ Place 1 in this Figure's Realm. Gain 1 . Activate the Wanderer.	+5
MANIPULATE WIND	2		Spend 1 ■ Place 1 in this Figure's Realm. Gain 1 . Activate the Wanderer.	+5
MIST ARMOR	1 1 1		Spend 1 1 1 ■ Place this Figure in an occupied space. Place 1 in this Figure's Realm.	+3
MUD FAMILIAR	1 1		Spend 1 1 ■ Gain 1 .	
ROOT ARMOR	1 1 1		Spend 1 1 1 ■ Place 2 in this Figure's Realm.	+2
SIGIL OF ELEMENTS (x2)	2		Spend 3 ■ Gain 1 1 1 1 .	+6
SILK-TONGUE	1		Spend 1 or 1 ■ Place 1 in this Figure's Realm. Activate the Wanderer.	+3
SIZZLE-TONGUE	1		Spend 1 or 1 ■ Gain 1 . Activate the Wanderer.	+3
SMOKE FAMILIAR	1 1		Spend 1 1 ■ Gain 1 . Place 1 in this Figure's Realm.	
STORM ARMOR	1 1 1		Spend 1 1 1 ■ Gain 2 in this Figure's Realm.	+2
TRANSMUTE AIR	2		Spend 2 3 ■ Gain 2 . Place 1 in this Figure's Realm.	
TRANSMUTE EARTH	2		Spend 2 3 ■ Gain 2 . Activate the Wanderer.	
TRANSMUTE FIRE	2		Spend 2 3 ■ Gain 2 1 .	
TRANSMUTE WATER	2		Spend 1 3 ■ Gain 1 1 1 .	
WATER ELEMENTAL ALLY	2		Spend 1 ■ Gain 1 in this Figure's Realm. Place 1 in this Figure's Realm.	
WINDSILK CLOAK	2		Spend 1 ■ Gain 1 in this Figure's Realm. Gain 1 .	
WRIT OF AZAAV	1 1		Spend 1 ■ Gain 1 .	
WRIT OF ROOTLIMB	1 1		Spend 1 ■ Gain 1 in a Realm with an Elemental Lord.	
WRIT OF SHASSA	1 1		Spend 1 ■ Place 1 in a Realm with an Elemental Lord.	
WRIT OF THE TRAVELER (x2)	2		Spend 1 ■ Place 1 in the Realm with the Wanderer.	
WRIT OF VARU	1 1		Spend 1 ■ Gain 1 .	

BANNERS

BANNER OF CARAVANS (x5)	—		Place 1 in this Figure's Realm.	—
BANNER OF ENERGY (x5)	—		Gain 1 .	—
BANNER OF THE WANDERER (x5)	—		Activate the Wanderer.	—
BANNER OF UNITY (x5)	—		You may place this Figure in an occupied space.	—
BANNER OF VICTORY (x5)	—		Gain 1 .	—
FIRE BANNER (x8)	—		Gain 1 in this Figure's Realm and 1 .	—

OBJECTIVES

GUIDE A MASS PILGRIMAGE	Place 4 or more this round.	BECOME THE DIVINE EMISSARY	Earn 3 or more this round.
NEGOTIATE AT THE SUMMIT	Have 2 or more in each Realm with an Elemental Lord and/or The Wanderer.	PUSH THE STATE OF THE ART	Have 3 or more in your supply.
ACHIEVE A DIPLOMATIC COUP	Place 3 or more Claims this round.	ESTABLISH MINING OPERATION	Have at least 3 2 and 1 in your supply.
OFFER SOMETHING IRRESISTIBLE	Earn a Claim using 5 or more .	ALIGN NATURAL FORCES	Have at least 1 1 1 1 and 1 in your supply.
FORM AN EMBASSY	Have a combination of 4 or more Figures and/or in a single Realm.	DISPLAY DEVOTION	Have at least 5 or 5 or 5 or 5 in your supply.
TRIANGULATE COORDINATES	Place a Claim in 3 or more different Realms this round.	STUDY THE ARCANE	Earn 3 or more this round.
PLAN A TRIBAL DIASPORA	Place 1 in 3 or more different Realms.	UPLIFT YOUR POPULACE	Have an Attachment on each of your Merchant and Specialist Figures.
DELEGATE A COMMITTEE	Have all of your Merchant and Specialist Figures in Realm spaces.	DISCOVER LEGENDARY HEROES	Have 3 or more Figures with an Enchantment and a Banner.