# LEGENDS
## OF
# VOID

*The world as we know it is falling apart.*

*It started out with the appearance of the Void. On that fateful day, the ground trembled, the sky darkened, and rivers turned into dust.*

*Today, the Outer Lands no longer grant their fruits. Our fields are no longer covered in green. Our children grow weaker by the day.*

*Nihil is all over us.*

*We cannot wait any longer.*

*We must stand against the Void.*

*It is time to prove that you deserve to be called a Hero.*

*Lead your Faction in the battle against the Void.*

*Become a Legend with its defeat...*

*or fade away, forgotten by all, in an unsuccessful attempt.*

*It is I, Leafly,*

*Elder Druid of the Ash'Nei Faction and Protector of Nimali, who calls to you.*

*Leafly' speech to the XXVII Factions' Ring*

# Table of Contents

**1-4 PLAYER**  **14+ AGE**  **45' PLAY TIME**  **3.6 ESTIMATED COMPLEXITY RATING**

## Game Concept

Legends of Void is a board game for 1 to 4 players, age 14+. Average play time is 45 minutes per player. Our estimated Complexity Rating is 3.6 (on the BGG scale, max 5.0).

We wanted to make a board game high in complexity and aesthetics, a strategy game set in a fantasy world with a history behind it.

This rulebook is your companion to facilitate your journey within the game. The first reading will be long. We want the rules to be clear and easy to find during a game.

Thanks to the 595 backers on KS who made all of this real. You are the pioneers of the Outer Lands!

Board Game Geek      Tabletopia

TWOID GAMES

Legends of Void is a 1-4 player strategy game based on hand-management, engine-building, and area-control mechanics

You'll play a Hero leading a Faction in the battle against the Void. The Void has summoned Seraphs, god-like creatures who threaten the Outer Lands, draining its life and replacing it with Nihil.

You have a common goal: banish all the Seraphs from the Outer Lands. But you compete with each other to gain the favor of Lumen, the Flying City of the Eternals, rulers of all known lands.

## Hand-management

During the game, you will buy and cast **Lumen scrolls**, which have a variety of effects: conjuring animal familiars, gathering magical berries, evoking a fireball, stealing Gold from other players.

Scrolls can increase your production, grant unique actions, and empower your Hero. The game has **216 unique scrolls,** and in addition to these there are **45 Gift scrolls**, which are awarded to Heroes during setup to empower and distinguish them even more.

Acquiring a Lumen scroll for your hand costs 3 Gold. Casting a scroll takes Gold, and sometimes additional resources and requirements.

## Engine-building

There are nine types of resources:

- Gold, Mithril, Mana, and Hero resources. These can be directly produced.
- Dark Matter and Genasi, which descend from Mana.
- Creature, Spirit, and Artifact, which can only be present on specific scrolls.

Your basic income of Gold, as well as your base score, is based on your Lumen Rating. It starts at 13 and increases only when you damage a Seraph. You can damage a Seraph in many ways: fighting it directly with your Hero, sealing a Portal, scorching a Nihil, blooming a Vytae, or through actions granted by your Hero, Faction, and certain scrolls. Usually, to damage a Seraph, your Hero or one of your Areas must be near it.

## Area-control

The Outer Lands are a map made up of six Regions, randomly chosen from eight double-sided tiles. They form a disc with the Void at its center. The Seraphs threaten every Region. Here and there, Portals and Nihil infect the Lands. In a Stronghold on the edge of the map, you are preparing for the battle.

## Game flow

Legends of Void is split into years and seasons. In each year:

- **Spring**: you buy new Lumen Scrolls to expand your options.
- **Summer**: you take Actions, spending resources to counteract the Void and its Seraphs.
- **Autumn**: you generate more resources to pay for Scrolls and Actions next year.
- **Winter**: the Void stirs, and the Seraphs spread corruption across the Outer Lands.

## Endgame

Legends of Void ends immediately when one of these happens:

- You banish all Seraphs, making the Outer Lands safe, and Lumen awards the winning Hero with the title of Legend.
- You reveal the last Event from the Void-Deck and run out of time. The Void probably erupts, swallowing everything. A Hero still wins, but the Outer Lands are doomed.

Endgame scoring depends on how the game ends. **The Hero with the most Lumen Points wins.**

## 8 Double-sided Region tiles
### and 8 Double-sided Region cards
All different
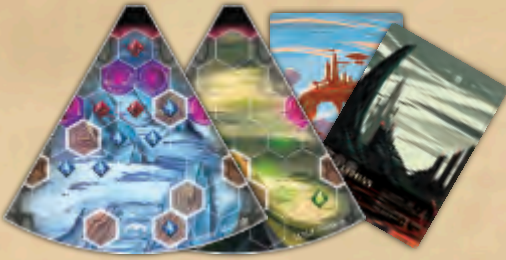
## 1 Void tile and 1 Void token

## 43 Void-Event cards
24 Base-Events + 12 Advanced-Events
+ 7 Endgame-Events

## 3 Seraph health tracks
1 for each Void-Icon
dual layered

## 13 Seraph cards
All different

## 13 Secret scrolls
1 for each Seraph

## 4 Seraph markers
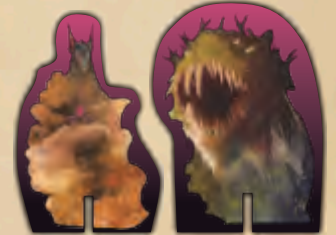3 to keep track of Seraph health + 1 backup

## 12 Seraph supports
4 for each Void-Icon

## 26 Seraph incarnations
2 for each Seraph

## 1 Lumen board
dual layered

## 13 Reward tiles
6 Tags , 4 Regions, 3 Areas
double-sided

## 45 Gift scrolls
All different

## 216 Lumen scrolls
All different

## 20 Hero cards
All different

## 44 Hero figures
2 for each Hero + 2 Golem +2 Neutral Hero for Solo

## 20 Faction cards
All different

## 180 Resource cubes
copper, silver, and gold cubes of different sizes

## 160 Player markers
40 cubes for each color

## 32 Outpost flags
8 for each color
(7 for each player + 1 for backup)

## 8 Hero supports
2 for each color
(1 for each player + 1 for backup/Golem)

## 4 Player boards
dual layered

## 66 Nihil/Desert tiles
Double-sided

## 49 Stronghold/Vytae tiles
Double-sided

## 36 Portal/Sigil tiles
Double-sided
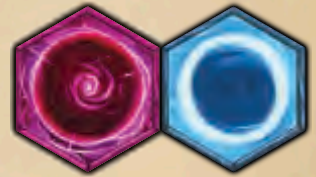
## 15 Lumen Blessings
1 Blessing for each tag + 2 Empty Blessings

## 13 Special tiles
All different

## 1 Seat of the First tile
1st player marker

## 1 Broken scroll tile
Discard pile marker

## 2 Lumen tokens
and 2 supports

## 1 Score sheet pad

## 1 Lone Hero board / Coop board
for Solo and Coop mode

## This rulebook

Before going into the rules, let's look at the key concepts behind Legends of Void.

## Hero

You will travel through the Outer Lands fighting the Void. Where you are affects which actions you can take.

See pages 14-15, and 22-23 for details on Heroes.

## Faction

You lead a Faction, granting you a starting Stronghold, income, unique action, ability, and sometimes a detrimental ability.

See pages 13-15 for details on Factions.

## Actions

Each turn, you'll take exactly two actions, or pass (meaning you'll take no more actions this Summer).

Actions include playing scrolls, gathering resources, fighting Seraphs, and helping to save the Outer Lands. You may also be able to take actions granted by your Hero, Faction or scrolls. For a full list of actions, read about Summer on pages 20-24.

## Resources and Production

You can generate various resources to pay for actions and scrolls. Your player board tracks how many you currently have, and how much you produce each Autumn.

Gold, Mithril, Mana, and Hero resources are produced directly, but Dark Matter and Genasi are generated from unspent Mana. Only Gold, Mithril, and Genasi can be stored from one year to the next. Unspent Hero resources are lost. Creature, Spirit, and Artifact resources can only be present on specific scrolls.

Icons inside a brown kite refer to resources. Icons inside a brown square refer to production. For more about production, read about Autumn on page 26.

## Lumen Scrolls

You'll draft, draw and play these cards throughout the game. Scrolls can have an effect when played, override some of the game rules, or allow you to take a new action. They might let you gain resources, increase production, or damage a Seraph.

Playing scrolls usually takes Gold, and sometimes other resources too. Scrolls may also have *NEED*: prerequisites that must be true before you can play them. For a full understanding of scrolls read pages 16, and 20.

There are some special types of scrolls that aren't in the regular deck and don't cost Gold to play:

- **Gift Scrolls**, which give you bonuses at the beginning of the game. See page 17.
- **Secret Scrolls**, which you can Seize from a Seraph under certain conditions. See the Seize action on page 23.

## Seraphs

Each game features three Seraphs, the Emissaries of the Void. They drain energies and lives from the Outer Lands to sustain the Void. Whilst they're alive, they will torment the Outer Lands —and you!— with their Winter curses. See pages 10-11, and 28-29.

To save the Outer Lands, you need to banish them by reducing their health to zero.

You can damage a Seraph by:

- Fighting it with your Hero.
- Sealing a Portal in a Seraph's Region.
- Scorching a Nihil in a Seraph's Region.
- Blooming a Vytae in a Seraph's Region.
- Playing certain scrolls.
- Using unique actions granted by your Hero, Faction, or scrolls.

Each time you deal 1 damage to a Seraph, your Lumen Rating (LR) increases by 1 step. Damaging a Seraph is the only way to increase your LR.

| Dark Matter | Genasi | Creature | Spirit | Artifact |
|---|---|---|---|---|
| Gold | Hero | Mithril | Mana | Any |

## Tags

Scrolls have 1-3 tags that thematically describe them and enable other scrolls, Heroes, and Factions to relate to them. There are 13 different tags.

**Arcana** refers to an ancient era when the Void appeared for the first time and was defeated by our ancestors. Arcana is a path of forbidden knowledge.

**Chaos** is the reign of theft over the others, as well as a pact with the Void. Sometimes, a deal with the enemy can be the way to defeat it.

**Creature** involves mighty beasts and living beings with extraordinary capacities. Some Creature scrolls can harbor Creature resources. This is the only way to collect Creature resources.

**Enchant** is focused on Mana, the inner energy of the Outer Lands. Enchant extends from the creation of Mana to its powerful application in the fight against the Void.

**Eternals** are the founders of Lumen and rulers of the Outer Lands. Secret scrolls have an Eternals Tag. Lumen Eternals scrolls grant LP at endgame. They are expensive.

**Hero** improves your Hero, by being a weapon to fight the Seraphs, or by increasing your Hero's production and resources, or by granting a unique action.

**Keeper** is a long-gone brotherhood. It was founded to protect the Outer Lands. They garrisoned the territory and defended it by building Strongholds.

**Law** battles the Void directly, as if the only way to solve a problem is to slice it with the blade of justice. Under Law's rule, the economy thrives.

**Life** involves the fertility of the Outer Lands. Life is the seed that makes a Vytae bloom, gives birth to creatures, and saves wandering spirits.

**Mithril** uses the most valuable ore of the Outer Lands to defeat the Void. The Gold cost of Mithril scrolls can also be paid with Mithril resources, which are each worth 3 Gold.

**Spirit** draws its strength from the leftover energies of those who have perished against the Void. Some Spirit scrolls can harbor Spirit resources. This is the only way to collect Spirit resources.

**Tinker** is the thrust of progress: inventions that make production more efficient; overcoming the Void with an abundance of resources.

**Witchcraft** uses obscure knowledge to defeat the Void. Dark Matter is so lethal that not even the Seraphs are immune to it.

This icon indicates a generic tag.

## Lumen Blessings

Lumen Blessings grant a small income and a tag. Blessings also keep track of the active players.

In Summer, a faceup Blessing means that you can still perform actions when it's your round. When you are ready to pass and wait for Autumn, you replace it with a different Blessing that you place facedown. You will flip up the Blessing at the end of Autumn and collect its income. For more about Lumen Blessings, see page 24.

## Areas and Tiles

Legends of Void takes place in the Outer Lands, a world made of Regions of hexagonal Areas.

You will place tiles on Areas, and so will the Seraphs. You control the Areas with your colored markers on them. You need to control an Area as a prerequisite for some actions and scrolls. Area control can improve your endgame score.

You will also place Outposts, which don't grant you control of an Area but reserve it for your future purpose. Your Hero does not control the Area it is placed on. For more, see pages 9 and 21.

**Sigil**  **Desert**  **Vytae**  **Stronghold**  **Portal**  **Nihil**

## Endgame Scoring

Legends of Void can end in two ways:

- You banish all Seraphs, and the Outer Lands are safe.
- You run out of time, the Void erupts swallowing everything, and The Outer Lands are doomed.

The game ends immediately when all Seraphs are banished, or when you reveal the last Event from the Void-Deck.

The last Void-Event, the one that usually brings doom, might surprise you by banishing the last remaining Seraph and turning disaster into victory.

Endgame scoring depends on how the game ends (pg. 31). In brief:

### The Outer Lands are safe: all Seraphs are banished

Your base LP is your Lumen Rating at the end of the game. Then, add Lumen Points for:

+ your Strongholds (1 LP each)
+ your Eternals scrolls with a listed LP bonus
+ Tag Reward, for each tag you own in play (not in your hand or discarded) matching the Lumen Board (½ LP each)
+ Area Reward, for each Area you own matching the Lumen Board (½ LP each)
+ Region's Dominance Reward, for whoever owns the most Areas in the Region listed on the Lumen Board (2 LP). If tied, nobody scores.

The Hero with the most Lumen Points wins and is awarded – by Lumen – the title of Legend.

### The Outer Lands are doomed: Void erupts

Your final LP score is your Lumen Rating. You do not add any points from any other sources.

The Hero with the most Lumen Points wins, but Lumen awards no title as the Outer Lands are lost to the Void.

## Setup

In the following pages you will find the setup instructions. To make setup more accessible, it is divided into 5 steps:

- Create the Outer Lands
- The Void summons three Seraphs
- Setup Player Assets
- Lead your Faction
- Choose your Hero

*These banners show hints and simplifications for beginners. We strongly suggest you follow them in the first few games.*

Legends of Void takes place in the Outer Lands, a world made up of eight Regions. Each game is played on a random map, composed of six of these Regions.

There is a double-sided tile for each Region. The Region name is the second word on the bottom-right corner of the tile.

## The Outer Lands

To create the map:

a. Place the **Void tile** in the center, randomly pick a **Region Card** and randomly select one of its sides. Take the corresponding tile and fix it to the Void. Add five more Region tiles, picked at random, so that the **6 Regions** form a disc around the Void. In this plan of the Outer Lands, you will play the game.

b. Place Portal/Sigil tiles, Nihil/Desert tiles, Stronghold/Vytae tiles, and Special tiles near the map.

c. Place a **Portal tile** on each Portal reserved Area of the map.

d. Place a **Nihil tile** on each Nihil reserved Area of the map.

e. Place a Desert tile on the corresponding reserved Area of *Ancient Ehra*, a Sigil tile on the reserved Area of *Arctic Goriah*, and a Vytae tile on the reserved Area of *Wild Nimali*.

> **!** *For beginners: create the Outer Lands without using Ancient Ehra, Arctic Goriah, and Wild Nimali.*

## The Lumen Board

Lumen is the flying city where the Eternals live and rule the Outer Lands. The Lumen Board will show what Lumen considers to be valuable in this game. Its upper half is for Rewards, which are awarded at endgame if all Seraphs have been banished. On the lower half, you keep track of your Lumen Rating. Place the Lumen Board near the map and compose it as follows (each reward is double-sided, randomly choose a side):

f. Randomly pick a **Tag Reward** and place it on the top slot of the Lumen Board. There are 12 tag reward tile sides, one for each tag, except that there is one tag reward for the maximum of *Law* or *Chaos*. At endgame, gain ½ Lumen Point (LP) for each tag you own of that kind.

g. Randomly pick an **Area Reward** and place it on the middle slot. There are 6 area reward tile sides: Desert, Sigil, Vytae, Stronghold, Edge, and Next to the Void. At endgame, gain ½ LP for each Area you own of that kind.

h. Randomly pick a **Region Dominance Reward**. If that Region is not present discard it and draw a new one until you find a Region that is on the map. Place it on the bottom slot. There are 8 Region reward tile sides, one for each Region. At endgame, the player who owns the most Areas in that Region gains 2 LP. Ties are not rewarded. To win the Dominance Reward you have to own more Areas than any other individual player. Outposts are not Areas you own, they are only Areas you have reserved.

i. Place the **Lumen token** in the Starting Place of the Region Dominance Reward. See the next page for the Starting Place.

j. Randomly pick **7 Lumen Blessings** and place them near the Lumen Board with the bright side up.

> **!** *For beginners: don't use the Law/Chaos tag, Next to the Void, or Edge Area Rewards.*

The Outer Lands are a world made of 8 Regions: *Ariah, Dormath, Ehra, Gon'Mar, Goriah, Nimali, Rotham,* and *Tellurhian.*

There is a double-sided tile for each Region. The illustration is *Ancient Ehra.* Its reverse side shows *Southern Ehra.* Both are referred to as the Region of *Ehra.* Double-sided **Region Cards** are included to aid in the random selection of tiles for the map setup.

Regions are divided into **hexagonal Areas**. An Area can have one or more of these attributes:

**Wealthy Area** has one or more resources on it, like Gold, Genasi, Mana, Mithril, or Dark Matter. When you cover an Area with a Stronghold, a Vytae, or a special tile, you gain the resources you cover (**placement bonus**). Moreover, each time your Hero performs a Gather on a Wealthy Area, you gain these resources. An Area never runs out of resources, no matter how many times you Gather.

**Mountain Area** is difficult to settle. To place a Stronghold, a Vytae, or a special tile on a Mountain, you must first place an Outpost on it. However, scrolls can allow you to place a tile on a Mountain even if you don't have an Outpost on it.

**Cross-Region Area** lies between two Regions. This Area belongs to both Regions and is attractive because some scrolls have effects related to a Region where you own an Area. E.g., You own a Vytae on a Cross-Region Area between *Ehra* and *Nimali.* If you play a scroll that builds a Stronghold in a Region where you own a Vytae, you can build it in an Area of either *Ehra* or *Nimali.*

**Edge Area** is on the external circle of the Outer Lands. It is not fully surrounded by other Areas and shares no border with the Void.

**Inner Area** is fully surrounded by other Areas and shares no border with the Void. It is not on the external circle of the Outer Lands.

**Area next to the Void** is on the inner circle of the Outer Lands.

**Portal Reserved Area**: at setup, place a Portal on each of them.

**Nihil Reserved Area**: at setup, place a Nihil on each of them.

**Desert, Sigil, Vytae Reserved Area**: at setup, place the corresponding tiles on these Areas. If your Hero ends a Travel in one of them, you claim the Area by placing your marker on it, and you gain the corresponding bonus. You do not gain the Area if you just Travel through it. You do gain the Area if your Hero ends there via the *Escape from the Void* action.

For example: your Hero ends a Travel in the *Desert of Ancient Ehra*, still unclaimed. You gain that Area and the Desert Bonus: 1 Mithril or add 1 Artifact to one of your scrolls. You do not deal any damage to a Seraph, as you haven't scorched any Nihil. Travelling to the *Sigil of Arctic Goriah*, you gain the Sigil Bonus: 1 resource of choice. Travelling to the *Vytae of Wild Nimali*, you gain a Vytae Bonus: add 1 Spirit or 1 Creature to one of your scrolls.

An Inner Area

Cross-Region Area, which is also next to the Void

Portal Reserved Area, which is also a Cross-Region Area

Cross-Region Mountain, which is also an Edge Area

Portal Reserved Area

Desert Reserved Area, which is also an Edge Area

Edge Area wealthy in Genasi

Name of the Region

Nihil Reserved Area, which is also an Edge Area

**Starting place**: at setup, this place is reserved for the Lumen Token or the Faction Starting Stronghold. After the Faction setup, place a Nihil on each available Starting place. The two Areas above the starting place are Inner Areas.

A **Free Area** is an Area without any tile or Outpost on it.

During the game, you will place tiles on the map. An Area covered by a tile loses the Wealthy or Mountain attribute. It becomes whatever the tile shows, such as a Stronghold or a Nihil. However, it still keeps the Edge, Cross-Region, or Next to the Void attributes. **There is no need to ever look under a tile, since what is beneath it can never surface again.**

An Area with a tile on it may still evolve into something different, due to a game effect. Some scrolls may allow you to cover a tile with a new one (i.e: build a Stronghold above your Vytae). When this occurs, you do not gain a placement bonus.

The Void is not a Region. A Hero in the Void is not next to anything, no matter which tiles surround the Void.

At the start of the game, the Void summons three Seraphs from amongst the thirteen. They carry out the Void's plan to swallow the Outer Lands. To stop the Void, you have to banish all 3 Seraphs before running out of time (the end of the Void-Deck).

To summon the Seraphs:

k.  Place the **3 Seraph health tracks** on the left of the Lumen Board. In order: Red Claw, Purple Flame, Yellow Vortex.

l.  Randomly pick **3 Seraph cards** and place each of them above a Seraph health track.

m.  Seraph health depends on the number of players and the game mode (see page 32 for solo and page 33 for coop mode). Use a purple marker to set each Seraph health as shown.

| Players and game mode | 2p–comp (Solo) | 3p–comp (2p–coop) | 4p–comp (3p–coop) |
|---|---|---|---|
| Seraph health | 13 | 16 | 18 |

n.  Place each **Secret scroll** on top of its corresponding Seraph card, with the back of the Secret facing up to show the Seraph's Weaknesses. The front side of each Secret scroll shows the Seraph to which the Secret is connected.

o.  Take the **3 Seraph incarnations** and fix each one on the corresponding **Seraph support**. Place the incarnations on the following Cross-Region Areas next to the Void:

1.  Red Claw on the first Cross-Region Area clockwise from the Lumen token, with its back to the Void.

2.  Purple Flame on the third Cross-Region Area clockwise from the Lumen Token, with its back to the Void.

3.  Yellow Vortex on the fifth Cross-Region Area clockwise from the Lumen Token, with its back to the Void.

> *For beginners: start with Marduk, Moloch, and Seth. Lower their health to 8 in a 2-p game, 11 for 3-p, 13 for 4-p. Remove Secret scrolls from the game.*

## The Void-Deck

The Void needs time to swallow the Outer Lands.

During each Winter, you will draw the Void-Event on top of the Void-Deck and resolve it. You have to banish all 3 Seraphs before you reveal the last Void-Event from the Void-Deck, which will probably lead to the Void's eruption.

The Void-Deck is the game's clock. Build it as follows:

p.  Randomly pick **1 Endgame-Event** as the bottom of the Void-Deck. Do not look at it.

q.  Randomly pick **3 Advanced-Events** and place them on top of the Endgame-Event you just picked. Do not look at them.

> *For beginners: add only 1 Advanced-Event to the Void-Deck.*

r.  Randomly pick **7 Base-Events** and place them on top of the Advanced-Events you just picked. Do not look at them. At this point the Void-Deck has 11 Void-Events.

s.  Draw and resolve as many Void-Events as the number of players. Apply only the Seraph's movement on the top half of each event and skip the Curse on its bottom half. You have not reached this part of the Outer Lands, so you don't suffer any Seraph Curse. Events are always drawn from the top of the Void-Deck. E.g., in a 4-player game, you resolve 4 Events, leaving 7 Events in the Void-Deck. Void-Events are explained on pages 28-29.

> *For beginners: draw and resolve only 1 Void-Event.*

Seraphs are the emissaries of the Void. They drain energies and lives from the Outer Lands to sustain the Void. Whilst they're alive, they will torment the Outer Lands —and you!— with their Winter curses. A Seraph's elements are:

**A.   Armor**: to Fight a Seraph, your Power has to be equal or greater than its Armor. E.g., *Seth* has an Armor of 5.

**B.   Shield**: to Fight a Seraph, you also need to pierce its Shield by spending or sacrificing something. Shield cost appears on the upper-right side of the Seraph's Armor. E.g., to pierce *Seth's* Shield, you have to spend 1 Genasi.

**C.   Winter Curse**: this is what a Seraph can demand of each of you. At Winter, a Void-Event activates one Seraph and its Curse. E.g., *Seth's Dust Storm* requires 2 Genasi. If you can't pay for it, **or choose not to**, decrease your LR by 1 step.

**D.   Void-wave**: when a Seraph is banished, it bursts a wave of Void-energy all over the Outer Lands. To protect your Hero from it, you can choose to sacrifice a scroll of the required type, or else your Hero is swallowed by the Void. **When your Hero is swallowed by the Void, decrease your LR by 1 step**.

**E.   Seraph Icon**: the three Seraphs of the game are each associated with a health track. Their icons are Red Claw, Purple Flame, Yellow Vortex. The only use of these icons is to denote the active Seraph in Winter for Void-Events.

**F.   Seraph Incarnation**: the tangible manifestation of a Seraph.

## Damaging a Seraph

To save the Outer Lands, you need to banish all the Seraphs by reducing their health to zero. You can damage a Seraph by:

· Fighting it with your Hero.
· Sealing a Portal in a Seraph's Region.
· Scorching a Nihil in a Seraph's Region.
· Blooming a Vytae in a Seraph's Region.
· Playing certain scrolls.
· Using a unique action granted by your Hero, Faction, or scrolls.

Each time you deal 1 damage to a Seraph, decrease its health by 1 and increase your LR by 1. This is the only way to increase LR. You cannot deal more damage than a Seraph's remaining health. Any damage in excess is wasted and does not increase your LR. However, note that when you do deal more than 1 damage to a Seraph, your LR increases by the same amount.

Some game elements can heal a Seraph. **A Seraph's health can never exceed 20 points**.

## Banishing a Seraph

When you deal the last damage to a Seraph, you banish it from the Outer Lands. In order:

i.   If the Seraph still has its Secret scroll, remove it from the game. Otherwise, the Secret stays where it is.

ii.   Gain 1 additional LR for the banish. The Lumen icon at the end of the Seraph health track reminds you of this.

iii.   Remove the Seraph Incarnation from the Outer Lands and place a Portal where the Seraph was. The Seraph goes back to the Void-dimension.

iv.   Resolve the Seraph's Void-wave: starting from you and proceeding clockwise, choose between sacrificing the required type of scroll, or else your Hero is swallowed by the Void. As usual when your Hero is swallowed by the Void, decrease your LR by 1 step. E.g., to protect your Hero from *Seth's Void-wave: Poison,* you have to sacrifice a Life scroll.

v.   Endgame check: if all Seraphs have been banished, the game ends immediately, and the Outer Lands are safe. Otherwise, continue.

The Outer Lands, Lumen, the Void, and the Seraphs are ready. Now let's proceed with the players' setup. In order:

t.   Randomly select a first player who receives the **Seat of the First**, marker for the first player in turn order.

u.   Starting from the first player and proceeding clockwise, each of you chooses a color and takes **7 Outposts, 2 Hero supports, and all markers** of that color.

v.   Each of you places a marker at **13 Lumen Rating (LR)** on the Lumen Board. This is your basic income of Gold and LPs at the endgame. It increases each time you damage a Seraph. LR is not limited to 30. If you have to increase it over 30, leave your marker at 30 and start a new marker from 1.

w.   Each of you takes a **Player board** and places markers on the zero step of each production: Gold, Hero, Mithril, and Mana.

x.   Shuffle the Lumen scrolls and deal **8 Lumen scrolls** to each of you, randomly and facedown. Place the Lumen deck next to the Lumen board. It will be used during Spring draft.

y.   Shuffle the Gift scrolls deck and deal **4 Gift scrolls** to each of you, randomly and facedown. Remove the other Gift scrolls.

z.   Shuffle the Hero cards and deal **2 Hero cards** to each of you, randomly and facedown. You can look at your Hero cards, Lumen scrolls, and Gift scrolls.

> *For beginners: only use Hero cards from Khymera, Khobe Ashun, Lyra, Nasit, Nie Sunstride. Deal only one Hero card to each player.*

## Markers

Resources are collected on the player board or on specific scrolls. There are nine types of resources (see page 6), and they are all marked by **resource cubes**:

COPPER =  1 unit

SILVER  =  5 units

GOLD    = 10 units

**Player markers**: players use cubes of their color to mark LR, ownership of tiles, production (see page 6), and to indicate exhausted scrolls, Heroes, and Factions.

**Seraph markers**: purple cubes mark a Seraph's health tracks.

**Seat of the First**: marker for the first player in turn order.

**Broken Scroll**: marker for the discard pile. Place discarded scrolls under this marker.
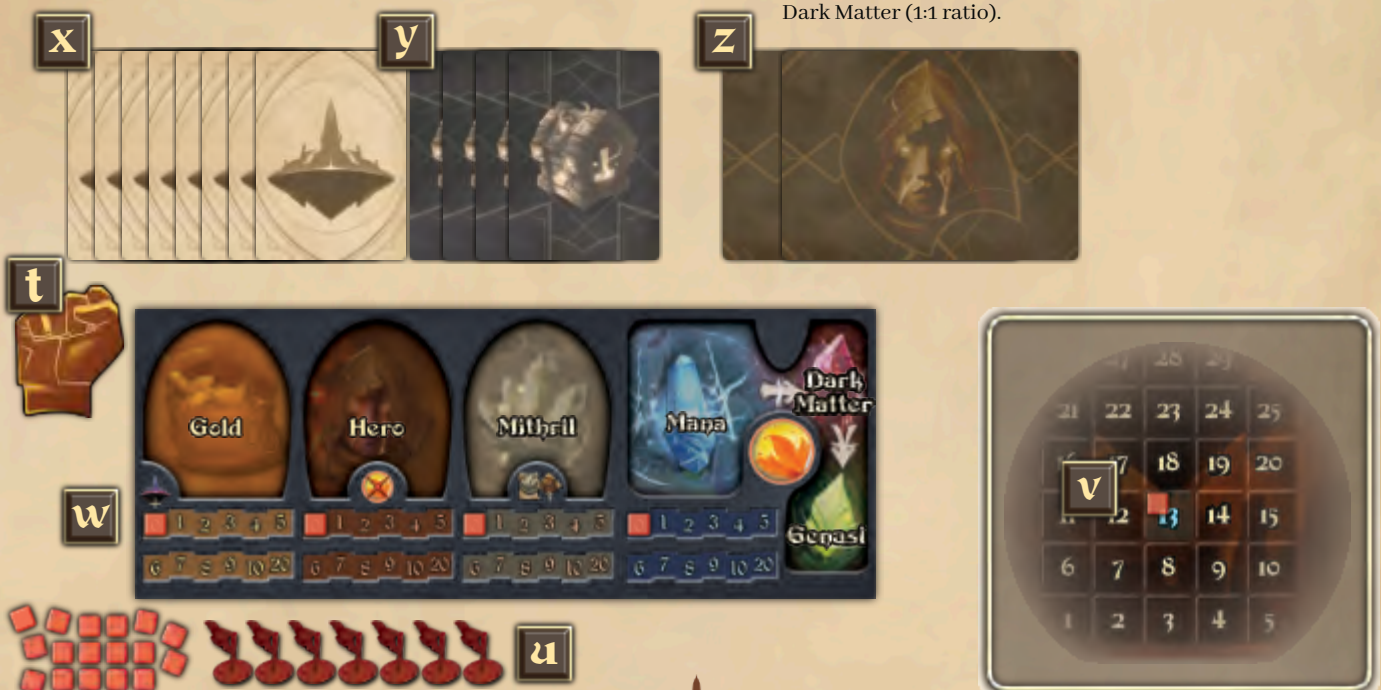
## The Player Board

The Player Board keeps track of your current resources and production. Resource cubes are placed in the depots, while your markers are used for production.

During Autumn, you gain resources equal to your production.

**Production is not limited to 10.** If You have to increase production over 10, leave your marker on 10 and start a new marker.

**A production can never drop below zero.** With a Mana production of zero, you cannot play scrolls and use actions that require you to decrease your Mana production.

The player board has some reminders on it. From left to right:

•   Gold income is equal to Gold production plus Lumen Rating.

•   In Autumn, before Hero production, remove all unspent Hero resources.

•   Mithril resources can also be used to play Mithril scrolls. Each Mithril resource is worth 3 Gold. You can pay partly in Gold and the rest in Mithril, getting no refund for overpaying with Mithril resources.

•   The Mana Cycle - At the beginning of Autumn, convert each pair of Dark Matter into 1 Genasi (2:1 ratio). Remove the unpaired Dark Matter (if any). Then, convert each Mana into Dark Matter (1:1 ratio).

Your Hero leads and is supported by a Faction. There are twenty Factions, each one emphasizing a different aspect of the game. Shuffle the **Faction cards** and then start with the first player:

aa.  Randomly reveal a Faction card. Check for its setup Regions on the upper-left corner. If its first Region is on the map and it is not occupied by Lumen, place the Faction card at the edge of that Region, near that Region's Starting Place. If the first setup Region is not available, repeat the process considering the Faction's second setup Region. If even this is not available, place the Faction card at the edge of the first available Region clockwise next to Lumen. Every Faction with *"The Outer Lands"* as the setup Region goes next to the Lumen Board.

bb.  Reveal a second Faction card and repeat the process. Each Region can host only one Faction card.

> **Hint -** *Note that although you are still setting up the game, the game has already begun. The last stages of setup reward forethought.*

cc.  After revealing two Faction cards, the first player can choose one of the two Factions or postpone the choice. If the player picks a Faction, place the Faction card near the player board. The first player gains its starting income and places a Stronghold on the Starting Place of that Region with the player's marker on it. You just got a Stronghold, so gain the Stronghold bonus: 1 Hero resource (add 1 copper cube to the Hero depot). If a player picks a Faction of *"The Outer Lands"*, the Stronghold can be placed on any available Starting Place of that player's choice.

> *All your Areas and Outposts belong to your Faction. During the game, the starting Stronghold is just a Stronghold like any other. A Faction is not identified by a special marker on the map.*

dd.  The next player reveals one more Faction card and follows the process described in the previous points. The second player picks one of the two available Factions (three if the first player decided to delay) or postpones the choice.

ee.  Keep going until each player has revealed a Faction card, made a choice, or postponed it. In the end, there are as many revealed Factions as the number of players plus 1. After the first round of choice, the action goes back to the first postponer. Each postponer must choose an available Faction, and so on. When everyone has chosen a Faction, remove the unchosen Faction. **Place a Nihil on each Starting place not occupied by a Stronghold.**

> *For beginners: play without Factions. Instead, each of you plays with an anonymous faction that grants starting income of 17 Gold and 1 step of production in Gold, Mithril, and Mana.*
>
> *Starting from the first player, each of you places a Stronghold, with your marker on it, on any available Starting Place of that player's choice.*
>
> *Each time a player places a Stronghold, including this time, that player gains the Stronghold bonus: 1 Hero resource, because the people of the Faction support their Hero.*

**2** Postpone

## Lead your Faction: game example

In a 3-Player game, *Ariah* is the Dominance Region and you are the first player. Here is an example from step.aa to step.ee.

As the first Faction of the game, you reveal the *Church of Teara*. *Ariah* is taken by Lumen, so the *Church of Teara* goes to its second setup Region, which is *Ehra*. Place the *Church of Teara* card at the edge of *Ehra*. The second Faction is the *Keyi Varh*, which is a Faction of *The Outer Lands*. Place the Faction card near the Lumen Board. You choose to play the *Keyi Varh*. Place that Faction card near your player board and gain its starting income (9 Gold and 1 step of Mana production). You can place the starting Stronghold on one of the four remaining available Regions *(Ariah* is taken by Lumen and *Ehra* by the *Church of Teara)*. You choose *Nimali*, so place the starting Stronghold on its Starting Place with your marker on it. Gain the Stronghold Bonus: 1 Hero resource.

The second player reveals the *Pitch Dogs*. *Tellurhian* is available, so place the Faction card at the edge of *Tellurhian*. The second player decides to postpone choice and leaves the *Pitch Dogs* and the *Church of Teara* for the third player.

The third player reveals the *Grimhold* Faction. *Goriah* and *Gon'Mar* are not part of this game, so the *Grimhold* goes to the edge of the first available Region clockwise next to Lumen, which is *Rotham*. The third player chooses the *Pitch Dogs* Faction.

The action returns to the only postponer, the second player, who chooses the *Grimhold* over the *Church of Teara*. Every player has a Faction, so the *Church of Teara* Faction card is removed from the game. Proceed with the last step of setup: Choose your Hero.

This is the final step of the setup. In this phase, your choices may determine your strategy against the Void. In order:

ff. **Draft the Lumen scrolls.** Simultaneously, each of you takes the 8 Lumen scrolls dealt earlier, chooses one and puts it aside, then passes the remaining 7 Lumen scrolls to the left (clockwise). Each of you receives 7 Lumen scrolls from the right, chooses one to put aside with the one selected before, and passes the rest to the left, and so on until each of you has put aside 8 Lumen scrolls.

> *For beginners: don't draft the Lumen scrolls, just skip this step.*

gg. **Draft the Gift scrolls.** Simultaneously, each of you takes your 4 Gift scrolls, chooses one and puts it aside, then passes the remaining 3 Gift scrolls to the right (counterclockwise), until each of you has put aside 4 Gift scrolls.

> *For beginners: don't draft the Gift scrolls, just skip this step.*

hh. Simultaneously, each of you **chooses which Hero to play**. Place the chosen Hero card facedown in front of you, without revealing it to the other players.

ii. Simultaneously, each of you **chooses which Lumen scrolls to acquire** among the 8 picked in the previous draft. You will pay 3 Gold for each scroll you want to acquire. Acquisition costs will be paid with the starting Gold provided by your Hero and Faction. Send the unchosen Lumen scrolls to the discard pile. **Lumen scrolls are always discarded facedown.**

jj. Starting from the first player and proceeding clockwise, each of you **reveals your Hero**, gains Hero starting Gold, pays for acquired scrolls (3 Gold each), and gains other Hero's income (resources, scrolls, production, eventual decrease of LR). Each of you takes your Hero figure, fixes it to your support, and places it on your Stronghold.

kk. Starting from the first player and proceeding clockwise, each of you **plays 2 Gift scrolls** from the 4 Gift scrolls you have picked in the previous draft. Gift scrolls don't cost any Gold. Play your first Gift scroll near your player board and resolve all its immediate effects and any Ability which is triggered by its tags coming into play. Then play the second Gift scroll. Remove all the other Gift scrolls from the game.

ll. Simultaneously, each of you **produces resources according to your production tracks**. Gain Gold equal to your LR plus the steps in Gold production, then gain Mana, Mithril, Hero resources equal to your Mana, Mithril, and Hero production.

mm. Starting from the last player, the one counterclockwise next to the first player, and proceeding counterclockwise, each of you chooses an available **Lumen Blessing**. Place it near your player board, gain its income and resolve any Ability that the Lumen Blessing tag may trigger. The Seat of the First is the last to choose the Lumen Blessing.

**The game begins in Summer**, with the Seat of the First as the active player. Enjoy Legends of Void!

*E.g., it is the end of the setup. Given these assets, you have:*

- *LR of 13. Your Gift scrolls dealt no damage to any Seraph and you're not playing any Hero or Faction disliked by Lumen.*
- *Gold and Mana production is 0. No assets increased them.*
- *3 Hero production: 2 (Nie) + 1 (Fjoldor).*
- *3 Mithril production: 2 (Endless Mine) + 1 (Fjoldor).*
- *17 Gold: 3 (Nie) + 9 (Fjoldor) + 13 (LR) +1 (Blessing) – 9 (3 Gold for each of the three acquired scrolls).*
- *5 Hero resources: 1 (starting Stronghold) + 3 (production) +1 (Blessing).*
- *6 Mithril resources: 3 (production) + 3 (Earth Strength).*
- *2 Dark Matter and 4 Genasi, all from Earth Strength.*

# Heroes

Heroes are the lifeblood of Legends of Void. There are twenty Heroes, each of them linked in some way to a Faction. Each Hero's abilities highlight a different aspect of the game.

A Hero's features are:

**A.** **Name & Concept**: the Hero's name and the idea that it emphasizes.

**B.** **Travel Range**: the max number of Areas by which the Hero can move with the standard Travel action. E.g., *Leafly* has a Travel Range of 2 Areas, and *Wayland* has only 1.

**C.** **Fight Power**: used to Fight a Seraph. To Fight, your Hero has to be next to a Seraph and your Power has to be equal or greater than that Seraph's Armor. You can gain +1 Power for each Hero resource you spend (which lasts only for this Fight). E.g., *Leafly's* base Power is 1, while *Wayland's* base Power is 2.

**D.** **Triggered Ability**: most Heroes have an ability that is triggered when a specific condition occurs. The ability is specified by a trigger, two dots, and an outcome. Abilities are always triggered when their condition occurs. An ability never exhausts. Some abilities have a limit of one trigger per action. Once they have triggered, they cannot trigger again until the action is complete. If several abilities trigger together, the active player chooses the order of resolution. **Detrimental ability**: obliges you to pay an additional cost each time its condition occurs. E.g., *Leafly's True Neutral* requires you to spend 1 Genasi in addition to all other costs to play a scroll that has a Law tag or a Chaos tag. To make them more visible, they are placed inside an ivory box.

**E.** **Action**: most Heroes grant a unique action that you may perform once each Summer, identified by a cost and requirement, a red arrow, and an outcome. When you use it, place one of your markers on it to indicate that it is exhausted for this Summer. During Autumn, Heroes recover, and their action will be available again.

**F.** **Background**: a peek at the Hero's life story.



**G.** **Starting Income**: what the Hero grants at setup when you reveal your Hero. In order:

**Gold**: gain that amount of Gold resources. E.g., **7** Gold for *Leafly*.

**Lumen scroll**: reveal scrolls from the draw pile until you find a scroll of the specified kind. Add that scroll to your hand (without paying the 3 Gold acquisition cost), send the other revealed scrolls to the discard pile. E.g., *Leafly* grants a Life scroll (one with a Life tag). You get one when you reveal that *Leafly* is your Hero.

**Disliked by Lumen**: decrease your Lumen Rating (LR) by 1 step. E.g., *Lyra*.

**Other resources**: gain that number of resources. E.g., *Leafly* grants 2 Genasi, while *Lyra* grants 1 resource of your choice.

**Production**: increase the indicated production by these steps. E.g., *Leafly* gives 1 step of Hero production. *Pinkie'Toe* gives 2 steps of Gold production and 1 step of Hero production.

# Factions

A Faction is a coterie of people who support your Hero against the Void.

A Faction's features are the same as the Hero's, excluding Travel Range and base Power. Factions have starting Regions (H), which are used only at setup to specify from which edge of the map the Faction will start the game.

During Summer, you will play Lumen scrolls. **To play a scroll, you have to pay all its costs, meet all its requirements, and accomplish all its mandatory immediate effects.**

Once played, place the scroll in your playing zone, near your player board. You can use played scrolls' actions, trigger their ability, consider their tags for requirements and effects, and sacrifice them when a game element requires you to do so. You can only sacrifice scrolls from your player zone.

Once sacrificed, a scroll is removed from the game. You don't lose any of its immediate effects it had given you. You just can't rely on its tags, actions, triggered abilities, and harbor capacity anymore.

A scroll's features are:

**A.** **Gold cost**: pay this amount of Gold to play the scroll. It varies from zero to over forty Gold for the most expensive ones. E.g., *Allure* costs 3 Gold, *Shamanism* costs 11 Gold.

**B.** **Additional resource cost**: to play some scrolls you have to pay resources of other types than Gold. E.g., to play *Counteract the Void*, you have to spend 9 Gold and 2 Dark Matter. Any additional resource cost is always shown on an orange banner next to the Gold cost.

**C.** **Specific requirements** *(NEED)*: a scroll can have a condition you must meet to play it. E.g., your Hero is on a Mountain, sacrifice a Life scroll, own at least 3 Arcana tags. You can meet each requirement only with your own elements in your playing zone and on the map. The scrolls in your hand and the scroll you are playing cannot be considered to meet its own requirement. E.g., for *Shamanism*, your Hero must be on your Sigil, while for *Altar of Flourishing*, you need to own at least 3 Vytae. If present, the specific requirement is always shown on a blue banner next to the Gold cost.

**D.** **Tag**: each scroll has from 1 to 3 tags. There are thirteen different types of tags, which thematically classify the scrolls. Tags trigger abilities, boost actions, and allow you to play more powerful scrolls. *Altar of Flourishing* has a Life tag and an Eternals tag, so it's a Life scroll and also an Eternals scroll.

**E.** **Immediate effects**: scrolls can have immediate effects, which are applied when you play them. E.g., increase Hero production 1 step, gain 3 Genasi, build a Stronghold where Hero is. Unless stated, you choose the order of resolution of these effects and of any ability which is triggered by your play. To play a scroll, you have to perform all of its mandatory effects, including any decrease in production.

**F.** **Action**: most scrolls grant a unique action that you may perform once each Summer, identified by a cost and requirement, a red arrow, and an outcome. When you use it, place one of your markers on it to indicate that the scroll is exhausted for this Summer. During Autumn, scrolls recover, and their action will be available again. If present, a unique action is always shown on a dark brown background, below the scroll's name.

**G.** **Triggered Ability**: some scrolls have an ability that is triggered when a specific condition occurs. The ability is specified by a trigger, two dots, and an outcome. Every time the specific condition occurs, the ability triggers. An ability never exhausts. Some abilities have a limit of one trigger per action. Once they have triggered, they cannot trigger again until the action is complete.
**Detrimental ability**: some scrolls oblige you to pay an additional cost when a specific condition occurs. To make this cost more visible, it is placed inside an ivory box.
**Permanent ability**: some scrolls grant protection from other players' manipulation. These also use an ivory box for visibility (see *Ward of Law* at page 20).



**H.** **Home for Creature, Spirit, Artifact**: some scrolls can harbor Creature, Spirit, or Artifact resources. The type of resource is shown on the bottom-right corner of the scroll. Place resource cubes on these scrolls to track how many resources they have. A scroll's action and ability have a specific use for these resources. E.g., *Shamanism* harbors *Shamans*, which are Spirit resources. You can use the *Shamanism* action only by sacrificing the *Shamans* on it. *Shamanism* cannot generate *Shamans*, but when you gain a Spirit resource, you can choose to add a *Shaman* there. Or, when you gain a resource of choice, it can be a *Shaman*.

**I.** **Endgame LP**: Eternals scrolls grant LP at the end of the game. These scrolls have a Lumen Icon on their bottom-right corner. LP are awarded only if the Outer Lands are safe (all Seraphs have been banished). They might award you a fixed amount of LP, or half an LP for each of a kind, e.g., Life tags you own. An Eternals scroll cannot award you more than 3 LP.

**J.** **Flavor & Image**: our inspirational muse for the scroll.

# Gift Scrolls

Gift scrolls are played during setup. They work like Lumen scrolls, except that you don't have to pay 3 Gold to acquire them. They cost neither Gold nor additional resources to play, and they have no specific requirements.

*Nomen omen, they are Gifts.*

Gift scrolls have a different back and are identified by the chest on the upper-left corner. During the game, they act like Lumen scrolls.

Some Gift scrolls grant a Lumen scroll as an immediate effect. Follow the rules for the Heroes' starting income.

Gift scrolls are played before the setup production step. A Gift scroll that increases production will produce resources during the setup production steps.

> **Hint**: *Gift scrolls are played before the setup production step. Increase of production granted by a Gift scroll will produce resources just after you play them.*

## Gift scrolls: example of play

Your Hero is *Wyldmane*.

1. As your first Gift scroll, you play *Nymphs*.

2. Its Creature tag triggers *Wyldmane's Lure*. You decide to spend 1 Genasi to add 1 more *Nymph* (Creature resource) to this scroll.

3. *Private Garden* is your second Gift scroll. You bloom a Vytae on a Mountain next to your Stronghold. A Seraph shares a Region with this Vytae, so you deal 1 damage to it (increase LR 1 step). Increase your mana production by 1 step.

4. Thanks to the Vytae Bonus, you can also add 1 Creature to one of your scrolls: 1 *Nymph*. At the end of setup, you have 4 *Nymph* resources on the *Nymphs* scroll.

# Game Flow

*The battle against the Void does not end in a day!*

To stop the Void, you have to banish all three Seraphs before running out of time. During each Winter, you will draw the Event on top of the Void-Deck and resolve it. You have to banish all Seraphs before revealing the last Event from the Void-Deck, which will probably lead to the Void's eruption.

In the Outer Lands, time is measured in years. Each year has four seasons, which are also the phases of the game:

**Spring**: draft 4 Lumen scrolls and decide which to acquire for your hand.

**Summer**: take turns to do two actions each, until all of you pass. Each of these count as one action:

- Play a Lumen Scroll.
- Activate your Hero, Faction, or one of your scrolls, if they grant an action.
- Perform a Hero action: Travel, Gather, Fight a Seraph, or Seize a Seraph's Secret.
- Perform a standard action: trade with Lumen (**7 Gold**), build a Stronghold (**7 Mithril**), seal a Portal (**7 Mana**), scorch a Nihil (**7 Dark Matter**), or bloom a Vytae (**7 Genasi**).
- Pass and take a new Lumen Blessing.

**Autumn**: gain resources according to your Lumen Rating and production.

**Winter**: draw and resolve the top Event from the Void-Deck. Each Event moves one Seraph. Its movement spreads Portal and Nihil, and forces you to choose: sacrifice something (resources, scrolls, Areas) or decrease your Lumen Rating.

**The game starts in Summer**, with the Seat of the First as the active player.

# Spring Draft

*Each vernal equinox, Lumen bestows heavenly Scrolls of wisdom on you, earthlings. However, knowledge has a price: three gold each!*

Draft direction based ↺ **OR** ↻ on last Void-Event

During each Spring apply the following steps:

i. Check for Spring abilities on Heroes, Factions, scrolls. E.g., the *Dèjà Vu* ability of the *Forgottens* Faction.

ii. Deal 4 Lumen scrolls from the draw pile to each player. Start from the Seat of the First and proceed according to the draft direction. If the draw pile is empty, deal scrolls from the discard pile. If both piles are empty, form a new draw pile with the Lumen scrolls removed from the game.

iii. Each player simultaneously looks at their hand of scrolls, chooses one to keep, and places it facedown. Each player then passes the remaining scrolls to the next player, according to the direction shown on the last Void-Event.

iv. Repeat this process — choosing one scroll and passing the rest — until all players have chosen four scrolls.

v. Each player can buy any scrolls from their pile for 3 Gold each, adding them to their hand. **There is no hand size limit**.

vi. Finally, any unbought scrolls are discarded. **Lumen scrolls are always discarded facedown.**

*Since the dawn of time,*
*every year begins with the arrival of the Scrolls.*
*Nobody knows why Lumen sends them.*
*Some say it is driven by mercy.*
*According to others it's only the memory*
*of an old trading custom when Lumen still needed gold.*
*The more malicious ones say*
*it is for experimentation or just for amusement.*
*Eternity can be boring.*
*Are Lumen Scrolls just a poison*
*disguised as promises for a better future?*

*From the Underground Notes of Vaclav,*
*First of the Umbra Scavengers*

*Finish your enemy in the Summer days,*
*or you will have to wait for next year.*

Summer is the time when you battle the Void. Starting with the Seat of the First, **take turns to perform two Actions,** which are detailed below.

You can perform the same Action more than once, even on the same turn. You cannot perform an Action if you can't afford its costs.

If you only want to perform one action, or no actions, you must pass afterwards, and take a new Lumen Blessing. You'll take no more Actions this year, but other players continue to take turns until they pass.

Summer ends when all players have passed.

## Play a Lumen Scroll

*Scrolls are doors to knowledge. However, they only contain notions. Do not forget to favour those linked to your path at the right time, or you will be lost.*

As an action, you can play a Lumen scroll from your hand.

**To play a Lumen Scroll, you have to meet all of its requirements and accomplish its mandatory effects.** This means:

A. **Pay the Gold cost and the additional resource cost** *(orange banner)*. You must have the Gold and the other resources before playing the scroll. A scroll's cost **cannot** drop below zero, no matter how many discounts you have. E.g., to play *Void Scientist*, you have to pay 10 Gold and 2 Dark Matter.

(B.) **Mithril scrolls** (those with a Mithril tag): Mithril resources can also be used to play Mithril scrolls. Each Mithril resource is worth 3 Gold. You can pay partly in Gold and the rest in Mithril, getting no refund for overpaying with Mithril. E.g., to play *Mithril Cannon*, you can spend 10 Gold, or 4 Gold and 2 Mithril, or 7 Gold and 1 Mithril, or 4 Mithril (no refund).

C. **Fulfil all specific requirements** *(NEED - blue banner)*. E.g., to play *Altar of Flourishing*, you have to own at least 3 Vytae.

D. **Pay all costs triggered by detrimental abilities** of your scrolls, Hero, or Faction. E.g., to play *Ward of Law* when your Hero is *Leafly*, you have to spend 1 additional Genasi due to her *True Neutral* ability.

E. **Perform all of its mandatory effects**, such as: gain resources, place tiles, decrease production. These are below the scroll image. E.g., to play *Void Scientist*, your Gold production has to be 2 steps or higher, you have to own a Stronghold in a Region where a Portal is, and you have to seal that Portal. You can ignore any optional effect. E.g., you can play *Allure* even if you do not own a scroll capable of harboring Creature resources. Some scrolls perform **manipulation** on other players, such as: steal or remove their resources. To steal another player's resources, that player has to have the resources you want to steal. Some scrolls, like the *Ward of Law*, grant protection from manipulation. You cannot steal from another player who has protection from it.

F. Ignore scroll's actions (red arrow) and abilities (brown background). They are not mandatory effects, so they are not relevant to decide whether you can play a scroll or not.

Once played, place the scroll near your player board.

A scroll can have several immediate effects and playing it can trigger more abilities at once. The active player chooses the order of resolution, even for the abilities owned by other players. An ability is triggered only after you have performed its specific condition. E.g., *Altar of Flourishing* is triggered only after a Portal is sealed, not just when you play *Void Scientist*.

### Dominant Rule

This is a game of scrolls. Heroes, Factions, and scrolls can conflict with this rulebook or with other game elements. Denial statements always take precedence; then game elements prevail over this rulebook. Denial statements can be identified by the presence of the word "**cannot**". E.g., see **cannot** on *Ward of Law*.
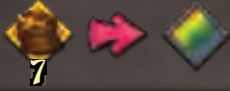
Standard Actions are always available, as long as you can afford their cost. Each of these count as an action.

## Trade with Lumen

*Lumen is expensive, but it always has the answer to your questions.*

As an action, you can spend **7** Gold to gain **1** resource of your choice. You can gain 1 Mithril, Mana, Dark Matter, Genasi, or Hero resource. You can gain 1 Creature, Spirit, or Artifact resource, as long as you own a scroll that can harbor them.

## Seal a Portal

*These entrances spread venom that is the Seraphs' lifeblood. Seal the Portals to starve the Seraphs.*

As an action, you can spend **7** Mana resources to seal a Portal next to any of your areas or next to your Hero.

When you seal a Portal — whether you seal it through this standard action or by other means — you deal 1 damage to a Seraph that shares a Region with it, your choice if there is more than one Seraph (as usual increase your LR). You gain that Area, flip the tile to the Sigil side and place one of your markers on it. You also gain the **Sigil Bonus**: 1 resource of your choice.

## Scorch a Nihil

*Nihil is not empty, it retains lifeless memories of unfulfilled dreams...*

As an action, you can spend **7** Dark Matter resources to scorch a Nihil next to any of your areas or next to your Hero.

When you scorch a Nihil — whether you scorch it through this standard action or by other means — deal 1 damage to a Seraph that shares a Region with it, your choice, if there is more than one (+1 LR). You gain that Area, flip the tile to the Desert side and place one of your markers on it. You also gain the **Desert Bonus**: 1 Mithril or add 1 Artifact to one of your scrolls that can harbor it.

*An Outpost can only be placed through scrolls, actions, and triggered abilities. There is no Standard Action to place it.*

## Build a Stronghold

*The endurance of Mithril gives life to an unbreakable barrier that keeps Seraphs away.*

As an action, you can spend **7** Mithril resources to place a Stronghold tile next to any of your Areas, where your Hero is, or on your Outpost. You can build this Stronghold only on an Area free of other tiles and other players' Outposts. You can build this Stronghold on a Mountain Area only if you own an Outpost there.

When you build a Stronghold on a Wealthy Area — whether you build it through this standard action or by other means — gain any placement bonus you cover with it. You also gain the **Stronghold Bonus**: 1 Hero resource.

**Stronghold Protection**: Seraphs cannot move to or spread Nihil on Strongholds and player's tiles next to a Stronghold, no matter who owns the player's tile or the Stronghold. Outposts and free Areas do not benefit from Stronghold protection.

**Endgame**: if all Seraphs are banished, each Stronghold is worth **1 LP.**

## Bloom a Vytae

*Life is the answer.*

As an action, you can spend **7** Genasi resources to place a Vytae tile next to any of your Areas, where your Hero is, or on your Outpost. You can bloom this Vytae only on an Area free of other tiles and other players' Outposts. You can bloom this Vytae on a Mountain Area only if you own an Outpost there.

When you bloom a Vytae on a Wealthy Area — whether you bloom it through this standard action or by other means — you deal 1 damage to a Seraph that shares a Region with it, your choice, if there is more than one (as usual increase your LR). You also gain any placement bonus you cover with it and the **Vytae Bonus**: add 1 Creature or 1 Spirit to one of your scrolls that can harbor them. You can bloom a Vytae even if you do not own any scroll that can harbor them. In that case, the bonus is wasted.

# Hero Actions

*An army of one person, with a Faction behind it.*

Heroes are the core of Legends of Void. During Summer, you can spend 1 Hero resource to perform one of the following actions:

- **Travel** across the Outer Lands.
- **Gather** resources.
- **Fight** a Seraph.
- **Seize** a Seraph's Secret scroll.
- **Escape** from the Void.

## Travel

You can spend 1 Hero resource to perform a Travel action, which allows you to move your Hero up to X Areas, where X is the Hero's Travel Range.

**Hero's Denial Areas**: Heroes cannot Travel the Void, Nihil, Areas with a Seraph, and where Lumen is. All other Areas are accessible, even Mountains, other players' Areas, or an Area where another Hero is. A Hero moving onto a Portal is swallowed by the Void; place Hero into the Void and decrease LR 1 step.

**Transport**: your Areas and Outposts are magically connected. Your Hero can move from any of your Areas or Outposts to another of your Areas or Outposts, as if they are next to each other. For Travel Range, this counts as moving 1 Area.

Travel Range is relevant only when you spend 1 Hero resource to perform a Travel action. Scrolls and abilities which grant a Travel have their own range. It can be measured in Areas, or specified (e.g., any Area of Hero's Region, next to a Portal, anywhere in the Outer Lands). During a Travel, you must avoid Denial Areas. Don't forget to use magical Transport among your Areas and Outposts!

## Gather

You can spend 1 Hero resource to perform a Gather action, which allows you to gain resources based on the Area where your Hero is, no matter who owns the Area.

| | |
|---|---|
| Sigil: | gather 1 Mana. |
| Vytae: | gather 1 Genasi. |
| Desert: | gather 1 Dark Matter. |
| Stronghold: | gather 2 Gold. Special tile: gather 2 Gold. |
| Wealthy Area: | gather the resources shown on it. You cannot gather on a Free Area that is not wealthy. |
| The Void, Portal, Nihil: | you cannot gather on these Areas. |

An Area never runs out of resources, no matter how many times you Gather there. Some Hero's abilities can improve or modify the outcome of a Gather action. E.g., when you try to gather Genasi with *Noth*, you get Dark Matter instead.



### Travel Example

*Leafly* is your Hero and is next to your Stronghold. You spend 1 Hero resource to perform a Travel. With the first move [1], *Leafly* enters your Stronghold. With the second move [2], *Leafly* reaches the Vytae you own next to the Void, thanks to the magical Transport which connects all your Areas and Outposts.



### Gather Example

You need 1 Genasi, and *Leafly* is on a Free Area that is not wealthy (no resources printed on it), so you cannot Gather there.

a. Your first action: spend 1 Hero resource to Travel to a nearby Vytae, owned by another Player.

b. Your second action: spend 1 Hero resource to Gather 1 Genasi when *Leafly* is on a Vytae, no matter who owns it.

c. *Leafly's Nature's Stride* ability triggers (when you Gather 1 Genasi, Travel up to 1 Area), so *Leafly* can Travel to your Stronghold which is next to that Vytae. You have done your two actions for this turn. The next player becomes the active one.

# Hero Actions

## Fight a Seraph

You can spend 1 Hero resource to perform a Fight action against a Seraph and deal 1 damage to it (as usual, increase your LR). To perform a Fight, you have to meet the following criteria:

- Hero has to be next to that Seraph.
- Hero's Power has to be equal to or greater than Seraph's Armor.
- Pay the additional cost to pierce Seraph's Shield.

**Increase Power:** Hero's base Power is always lower than Seraph's Armor. During a Fight, you can spend Hero resources to gain temporary +1 Power for each Hero resource you spend. These increases last only for this Fight.

**Fighting style**: some Heroes use a different kind of resource to increase Power. E.g., *Aeonia* uses Mana resources due to *Wizardry*.

Scrolls, Heroes, and Factions can grant actions which allow you to Fight with a boost of Power. To use these actions, just pay their cost; no need to add the Hero resource required for the Fight action. You still have to meet the above criteria.

## Seize a Seraph's Secret

You can spend 1 Hero resource to perform a Seize action against a Seraph and take control of its Secret Scroll. Seizing a Seraph's Secret is a powerful action, the reward for a long hunt. To Seize a Secret, you have to meet the following criteria:

- The Secret scroll is still above its Seraph (no player has already seized it).
- Hero has to be next to that Seraph.
- Fulfill at least one of the two **Seraph's Weaknesses**.

Seraph's Weaknesses are based on Areas or tags you may own. E.g., *Marduk's* Secret, *Tablet of Destinies*, requires you to own at least 3 Sigils or at least 5 Enchant tags.

When you Seize a Seraph's Secret scroll, place it on its front-side near your player board. Resolve its immediate effects: each Secret deals 1 damage to its Seraph and does some additional effect. Each Secret also gives you a powerful action. To use it, you sacrifice the Secret scroll. E.g., you can sacrifice the *Tablet of Destinies* to place a Stronghold where your Hero is.

Once flipped to the front side, Secret scrolls are like any other scroll. Secret scrolls have an Eternals tag. When you gain a Secret scroll, you trigger any ability with the *"when you play an Eternals tag"* condition.

On the Secret's back, above the Seraph's Weaknesses, there is a reminder of its immediate effect and action. When a Seraph is banished from the Outer Lands, if it still has its Secret scroll, remove it from the game. Otherwise, the Secret stays where it is.

## Escape from the Void

If your Hero is in the Void, as an action you can spend 1 Hero resource to escape from the Void. Place your Hero in any Area next to a Portal. This action is not a Travel, but it follows the limitation for Hero's Denial Areas (avoid Nihil, Seraphs and Lumen).

Regardless of your Travel Range, the Escape from the Void action just moves your Hero from the Void to an Area next to a Portal.

The Void is not a Region. A Hero in the Void is not next to anything, no matter which tiles surround the Void.

### Fight a Seraph: game example

*Leafly* is your Hero and is next to *Seth*.

1. First Action: you decide to spend 1 Hero resource and perform a Fight. *Leafly's* base Power is 1. You spend 4 additional Hero resources to match *Seth's* Armor of 5. You also spend 1 Genasi to pierce *Seth's* Shield. You have spent 1 Genasi and 5 Hero resources to deal 1 damage to *Seth*, increasing your LR by 1 step.

2. Second Action: you use *Leafly's Animal Form* to Fight *Seth* again. You spend 1 Genasi, the cost of this action. You own two Life tags, so for this Fight *Leafly's* Power starts at 3 (the increase of Power for the previous action has vanished at the end of that Fight). You spend 2 Hero resources to increase Power to 5 and 1 Genasi to pierce *Seth's* Shield. You have spent 2 Genasi and 2 Hero resources for 1 damage and +1LR.



### Seize a Seraph's Secret: game example

*Church of Teara* is your Faction. Your Hero is next to *Marduk* and you own 5 Enchant tags, so you fulfill the *Azure Winds* Weakness. You use an action and spend 1 Hero resource to Seize its Secret scroll. Take control of *Tablet of Destinies* and resolve these effects in the order you prefer:

- deal 1 damage to *Marduk* (as usual gain 1 LR),
- increase your Mana production by 1 step,
- gain 1 resource of choice as the *Donation* ability is triggered (you have played an Eternals tag, the one on the Secret).

All of this was just one action.
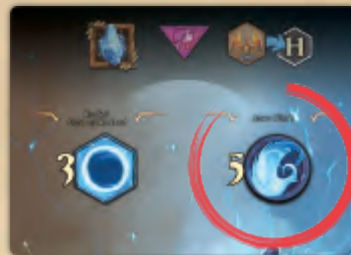
Heroes, Factions, and scrolls can grant you unique actions that you may perform once each Summer, identified by a cost and requirement, a red arrow, and an outcome. When you use any of them, place your marker on it to indicate that it is exhausted for this Summer. During Autumn, Heroes, Factions, and scrolls recover, and their action will be available again.

To perform a unique action, you have to pay all its costs, meet all its requirements, and accomplish all its mandatory effects. Follow the rules outlined for the *Play a Lumen Scroll* action.

Some scrolls have more than one unique action. When you use one of its actions, the scroll is exhausted, and you can no longer use any of its actions until the next Summer. Abilities from exhausted Heroes, Factions, and scrolls are triggered as usual.

### Unique Action: game example

You have the *Shamanism* scroll with 3 *Shamans* (Spirit resources) on it.

First action: you spend 7 Gold to *Trade with Lumen* (standard action): gain 1 resource of choice. You choose 1 *Shaman*.

Second action: you perform the unique action on *Shamanism*. Sacrifice 4 *Shamans* from it and seal a Portal in a Region where you own a Vytae. Flip the Portal tile onto the Sigil side with your marker on it. Deal 1 Damage to *Moloch*, which shares a Region with that Portal and gain the Sigil Bonus: 1 resource of choice. You choose 1 *Shaman*.

## Pass and take a new Blessing

*At end of Summer, each Faction vows itself to one of the Eternals.*

If you only want to perform one action, or no actions, you must pass afterwards. You'll take no more actions this year, but other players continue to take turns until they pass.

When you pass, return your Lumen Blessing next to the Lumen Board and choose a different Lumen Blessing. Place the new Blessing facedown by your player board.

If the Seat of the First is still faceup (meaning that you're the first player to pass), you have to claim it. Take the Seat of the First and place it facedown beside your player board. You will be the first player in the next Summer. You can claim the Seat of the First even if it is already yours, as long as it is faceup.

After you have passed, abilities from your Hero, Faction, and scrolls are triggered as usual.

Once everyone has passed, the Summer ends and it is time for the Autumn Harvest.

## Lumen Blessings

*Lumen bestows help upon its servants through minor favors.*

There are 13 Lumen Blessings, one for each tag. Each game is played with 7 Blessings, randomly chosen at setup.

During the game, you will always have a Lumen Blessing beside your player board. In Summer, a faceup Blessing means that you are still taking turns. A facedown Blessing means that you have passed and will no longer take turns this Summer.

Each Blessing has a tag on it. As long as the blessing is faceup, that tag counts as one that you own. Ignore the tag on a facedown Blessing.

In Autumn, you flip the Blessing up, you gain its income, and abilities are triggered as if you played the Blessing tag.

**Trade with Lumen**
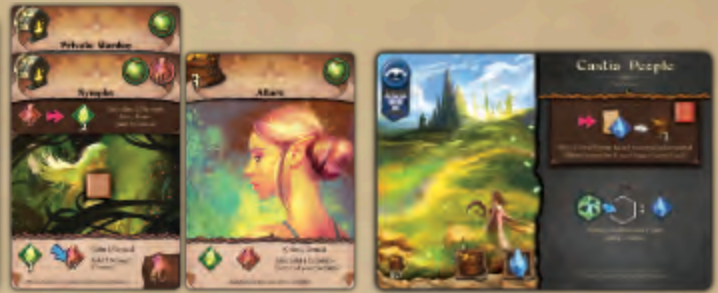
7

## Burn a Scroll [not an action]

**This is not an action.**

During your turn, you can remove from the game any number of Lumen scrolls in your hand to gain 1 Gold for each.

Once a scroll is burned, remove it from the game. You can burn a scroll only from your hand. You cannot burn a scroll that is already in play.

# Autumn Harvest

*You're going to reap just what you sow...*

Autumn is the time to collect your production. The Harvest can be carried out by each player simultaneously. In the rare occasion in which the order of resolution would matter, resolve each step starting from the Seat of the First and proceed clockwise until all of you have completed the step, then go to the next step.

During Autumn, each of you performs the following steps:

A.  The Mana Cycle:
    i.   convert each pair of Dark Matter into 1 Genasi (2:1 ratio),
    ii.  remove the unpaired Dark Matter (if any),
    iii. convert each Mana into Dark Matter (1:1 ratio),
    iv.  gain Mana resources equal to Mana production.

B.  Gain Mithril resources equal to Mithril production.

C.  Remove all unspent Hero resources, then gain Hero resources equal to Hero production.

D.  Gain Gold equal to LR plus Gold production.

E.  Restore all Heroes, Factions, and scrolls. Remove players' markers from them. They are no longer exhausted, and you will be able to use their unique actions in the next Summer.

F.  Flip the Seat of the First up.

G.  Flip Lumen Blessings up and gain their incomes. Abilities trigger as if the Blessing tags were just played. If the Blessing has a cost, like the sacrifice of a scroll, or if it triggers a detrimental effect, you have to pay the costs if you are able. You may not decline to pay. You can pay the additional costs with the Blessing's income. If you are not able to pay all costs: do not gain the Blessing effect. Instead, return the Blessing beside the Lumen Board, take an *Empty Blessing* from the box, and place it beside your player board, faceup.

At the end of Autumn, you should have Mana resources equal to your Mana production, plus any Mana resources granted by your Blessing and abilities. The same goes for Hero resources.

Remember that you flip a Blessing up after the Autumn production steps. *Enchant* and *Law Blessings* grant a production increase. You have to wait until next Autumn to get the resource granted by this increase of production.

---

## Autumn Harvest: game example

Your Faction is the *Castia People*. It is exhausted because you used their *Sow* action in the last Summer. Beside it, you have the following scrolls: *Private Garden*, *Allure*, and *Nymphs* with 1 *Nymph* on it. Your LR is at 17 and you have 5 Vytae, the Seat of the First (facedown), and the *Enchant Blessing* (facedown). This is your Autumn Harvest:

| Start of Autumn | Gold | Hero | Mithril | Mana | Dark Matter | Genasi |
|---|---|---|---|---|---|---|
| **Production** | 3 | 3 | 1 | 4 | – | – |
| *Resources* | 7 | 1 | 3 | 2 | 5 | 0 |

A.  The Mana Cycle:
    i.   convert your 5 Dark Matter into 2 Genasi,
    ii.  remove the unpaired Dark Matter,
    iii. convert your 2 Mana into 2 Dark Matter,
    iv.  produce 4 Mana.

B.  Produce 1 Mithril.

C.  Remove your Hero resource, then produce 3 Hero resources.

D.  Produce 20 Gold (3 from Gold production plus 17 from LR).

E.  Remove your marker from *Castia People*.

F.  Flip the Seat of the First up.

G.  Flip up the *Enchant Blessing*, sacrifice 1 scroll, you choose *Private Garden* (remove it from the game), and increase your Mana production by 1 step, from 4 to 5.

| End of Autumn | Gold | Hero | Mithril | Mana | Dark Matter | Genasi |
|---|---|---|---|---|---|---|
| **Production** | 3 | 3 | 1 | 5 | – | – |
| *Resources* | 27 | 3 | 4 | 4 | 2 | 2 |

# Winter Void

*The Summer is ended, the harvest is past, and we are not saved.*

Winter is the time of the Void.

**At the beginning of Winter, reveal the Void-Event on top of the Void-Deck and resolve it.** Only one Void-Event is revealed for each Winter, no matter how many players are in the game. The first player or the most experienced player should carry out this Event.

## Void-Events

Each Void-Event activates only one Seraph. The Void-Event defines how the active Seraph moves across the Outer Lands, reminds you to resolve the active Seraph's Curse, and may require an additional effect (for Advanced-Events).

Proceed as follows:

**a.** The leftmost **Icon** of the Event identifies the active Seraph for this Winter. If you have banished that Seraph, consider the next Icon, and so on.

**b.** **Move the active Seraph** as shown on the upper half of the Void-Event. See the next section for details.

**c.** **Spin**: this arrow specifies how the active Seraph spins when it is unable to perform a move: clockwise or counterclockwise. The arrow also specifies the direction of the next Spring draft.

**d.** **Resolve the active Seraph's Curse**. E.g., *Marduk Blue Storm* requires 2 Mana from each of you. If you don't want or can't pay it, decrease your LR by 1 step. Advanced-Events have additional effects, which can be:

- resolve the Seraph's Curse again,
- resolve the Seraph's Void-Wave,
- the active Seraph moves again,
- heal 2 damages to the active Seraph,
- Blob: the Void spreads Nihil over the Areas next to it (the inner circle of the Outer Lands). Strongholds and players' tiles next to a Stronghold are protected as usual.

## Seraph Movement

**Seraph's Denial Areas**: a Seraph cannot move into the Void, or onto a Portal, a Nihil, another Seraph, Lumen, a Stronghold, or a player tile next to a Stronghold. Free Areas and Outposts do not benefit from Stronghold protection.

To move the active Seraph, follow these steps:

1. The Seraph attempts to move its first step in the direction it is facing, in accordance with the arrow that stems from the Portal on the upper part of the Void-Event card. If the Seraph would move onto a Denial Area, instead the Seraph spins (according to the white arrow on the upper left of the Void-Event) until it finds an accessible Area and moves there.

2. On its first move, the Seraph leaves a Portal where it just was. *When Portal tiles run out, it leaves Nihil. When Portal and Nihil tiles run out, the Seraph doesn't move.*

3. On the following moves, it leaves Nihil where it just was. *When Nihil tiles run out, it leaves Portal. When Portal and Nihil tiles run out, the Seraph doesn't move.*

After a movement, a Seraph has its back to the Area it come from and faces the Area opposite the one it come from.

If a Seraph moves where a Hero is, the Hero is swallowed by the Void. Place that Hero in the Void, decrease that player's LR by 1.

If a Seraph has to move but cannot because it is surrounded by Denial Areas, it performs a special move: Vanish (see next page).

## Endgame-Event

The last Void-Event of the Void-Deck is an **Endgame Event**. If you reveal it, follow its instructions to see how the game ends. Players do not gain LR from Endgame Events. Most games will finish sooner, with the Heroes banishing all Seraphs.

### Winter Void: game example

The sample Void-Event is revealed from the top of the Void-Deck. The active Seraph is *Moloch*, as it is linked to the Yellow Vortex. In order:

1. *Moloch* faces a Nihil, a Seraph's Denial Area. So before moving, *Moloch* spins by 1, clockwise as shown by the white arrow. After one spin, there is a Vytae in front of *Moloch*. The Vytae is protected as it is next to a Stronghold. (The protection is granted even if the owner of the Stronghold is different from the owner of the Vytae.) *Moloch* cannot step onto the protected Vytae and spins clockwise again. *Moloch* finds an accessible Area with an Outpost on it, leaves a Portal behind itself and steps in, swallowing the Outpost, which is returned to the owner.

2. According to the Void-Event, *Moloch* must spin by 1 step clockwise before its second move. It finds an accessible Area with *Leafly* in it. *Moloch* leaves a Nihil behind itself and steps in, swallowing *Leafly*, who is sent into the Void decreasing that player's LR by 1 step.

3. The third move is straight. In front of *Moloch*, there is an unprotected Sigil, *Moloch* steps in, leaves a Nihil behind itself and the Sigil is removed from the Outer Lands. Its move ends.

d. Resolve the second half of the Event. *Moloch* performs *Hunger*: each player has to sacrifice 1 scroll or decrease LR 1 step.

Winter ends, and a new Spring Draft arrives.

Vanish is a special Seraph movement. On a Void-Event, it is identified by two crescents around a Portal, like the one in the image.

When the active Seraph vanishes, proceed as follows:

i. Place Nihil in each accessible Area (that is not Stronghold-protected) next to the active Seraph. The Seraph spreads Nihil around itself but the Seraph does not step into these Areas. If Nihil is placed where a Hero is, the Hero is swallowed by the Void. Place the Hero in the Void and decrease that player's LR 1 step.

ii. Remove the active Seraph and place a Portal where it was.

iii. The active Seraph reappears in a different Area of the Outer Lands. Starting from the Area where it was, place the active Seraph in the next accessible Cross-Region Edge Area, according to the Event's Spin. If the Seraph vanished from a Cross-Region Area, skip the Cross-Region Edge Area on its line and start considering the next one.

After the Vanish, turn the Seraph to face the Void, and resolve its Curse and additional effect.

**What happens when a Seraph has to move but has no accessible Areas around itself?**

The Seraph performs a Vanish. The spread of Nihil around the Seraph cannot occur as there were no accessible Areas around it. After a Vanish, the Seraph ends its move, even if it has not performed all the moves shown in the Void-Event.

**What happens when a Seraph vanishes but all the Cross-Region Edge Areas are not accessible to Seraphs?**

This very rare situation can occur. If so, the Seraph reappears in the first accessible Edge Area next to Lumen, according to the Event's spin, and facing the Void as shown in the image below. Capital letters (A, B, ...) are for counterclockwise spin, while the other letters (a, b, ...) are for clockwise spin.

**Vanish & Curse**

*The active Seraph consumes all of you*

## A Seraph Vanishes: game example

The *Vanish & Curse* Event is revealed from the top of the Void-Deck. The active Seraph is *Moloch*, as it is linked to the Yellow Vortex. It is on a Cross-Region Area between *Ariah* and *Dormath*. In order:

1. The Nihil spreads around *Moloch*:

    1.1 Nothing occurs to Portal and Nihil as they are already Areas swallowed by the Void-dimension.

    1.2 Replace the unprotected Sigil with Nihil.

    1.3 Place a Nihil on the free Area where *Leafly* is. The nearby Stronghold grants no protection as there is no tile there. *Leafly* is swallowed by the Void. As usual, place *Leafly* in the Void, and *Leafly's* player decreases LR by 1 step.

2. Remove *Moloch* and place a Portal where it was.

3. Determine where *Moloch* reappears:

    3.1 *Moloch* was in a Cross-Region Area between *Ariah* and *Dormath*. The Cross-Region Edge Area on its line is skipped.

    3.2 According to the Event's spin (clockwise), the next Cross-Region Edge Area is between *Dormath* and *Tellurhian,* but it is inaccessible to Seraphs due to a protected Vytae.

    3.3 The following Cross-Region Edge Area between *Tellurhian* and *Goriah* is accessible. Place *Moloch* there, facing the Void.

After the Vanish, resolve the second half of the Event: *Moloch's* Curse.

*Everything that has a beginning has an end.*
*I see the end coming.*
*I see the darkness spreading.*
*I see death...and you are all that stands in its way.*

Legends of Void can end in two ways:

- The Outer Lands are safe, when you banish all three Seraphs.
- The Outer Lands are doomed, when you run out of time and the Void erupts swallowing everything.

The game ends immediately when all Seraphs are banished, or when you reveal the last Event from the Void-Deck. Note that this last Event might deal up to three damage to the last remaining Seraph. If this damage banishes the last Seraph, then the Void does not erupt, and the Outer Lands are safe.

Endgame scoring works differently, depending on how the game ends. Resources, production, Outposts, Blessings, and scrolls in hand are always worthless.

## The Outer Lands are safe [all Seraphs banished]

When the last Seraph is banished from the Outer Lands, complete the banish steps, including the resolution of its Void-wave. Then the game ends with no time for more actions. The Outer Lands are safe, and it is time to celebrate.

Each player's LP score is their Lumen Rating at the end of the game. Then, add Lumen Points for:

+ Eternals scrolls with a listed LP bonus. Each Eternals scroll awards a maximum of 3 LP.
+ Strongholds (1 LP each).
+ Tag Reward: for each tag in play matching the Lumen Board: ½ LP each. The Blessing tag does not count. Scroll tags in hand, sacrificed, or discarded do not count.
+ Area Reward, for each owned Area matching the Lumen Board: ½ LP each. Outposts do not count.
+ Region's Dominance Reward: for whoever owns the most Areas in the Region listed on the Lumen Board: 2 LP. Outposts do not count. Cross-Region Areas of that Region count the same as other Areas. To win Dominance, a player has to own more Areas than any other individual player. If tied, none scores.

The Hero with the most Lumen Points wins and is awarded – by Lumen – the title of Legend.

## The Outer Lands are doomed [the Void erupts]

Your final LP score is your Lumen Rating. You do not add any points from any other sources.

The Hero with the most Lumen Points wins, but Lumen awards no title as the Outer Lands are lost to the Void.

## Tiebreakers

However the game ends, the tie is won by whoever owns more Eternals tags. The Blessing tag does not count. If still tied, count Strongholds. After that, the Victory is shared.

## Clarifications

**Law/Chaos Reward**: at endgame, each of you score ½ LP for each tag of the one type you own most between Law and Chaos tags. E.g., you own eight Law tags and two Chaos tags, you score 4 LPs.

**Eternals scrolls vs Tag-Area Rewards**: some Eternals scrolls grant ½ LP for each tag or area of a specific type. These LP are in addition to those LP granted by the Rewards. E.g.: the tag Reward is the Life one, and you have the *Altar of Flourishing* which grants ½ LP for each Life tag you own. With 2 Life tags, you score 1 LP for the *Altar of Flourishing* and 1 LP for the Life Reward.

### Endgame: game example

The last Seraph has been banished. After the resolution of the banish, the game ends immediately and the Outer Lands are safe.

It is a 3-player game. Let's call each player by the Hero's name: *Leafly*, *Lyra*, and *Starkaor*.

| Scoring Voices | Leafly | Lyra | Starkaor |
|---|---|---|---|
| LR | 28 | 30 | 29 |
| Eternals scrolls | *Altar of Flourishing* | - | - |
| Stronghold | 1 | 2 | 3 |
| Life reward | 7 Life tags | No Life tags | 2 Life tags |
| Sigil reward | No Sigils | 1 Sigil | 3 Sigils |
| Nimali dominance | 2 Areas | 6 Areas | 6 Areas |

*Leafly's* Life tags reward LP for the *Altar of Flourishing* endgame ability (up to a max of 3 LP), and the Life tag Reward.

The *Nimali's* Dominance Reward is not scored as *Lyra* and *Starkaor* own the same number of Areas in *Nimali*.

| Scored LP | Leafly | Lyra | Starkaor |
|---|---|---|---|
| LR | 28 | 30 | 29 |
| Eternals scrolls | 3 | - | - |
| Stronghold | 1 | 2 | 3 |
| Life reward | 3½ | - | 1 |
| Sigil reward | - | ½ | 1½ |
| Nimali dominance | - | - | - |
| Final score | 35½ | 32½ | 34½ |

*Leafly* is the winner of this game with 35½ and is rewarded by Lumen with the title of Legend.

If this game had ended with the Void's eruption, then *Lyra* would have won due to her highest LR (30); nothing else matters. But no Legend title for *Lyra* as the Outer Lands are doomed.

The goal of the Lone Hero is to save the Outer Lands from the Void by banishing all three Seraphs before the Void-Deck runs out, while achieving as high a Lumen Point score as possible.

## Neutral Player

There is a Neutral player with infinite resources and production from which you can steal and remove. The Neutral player allows you to satisfy requirements (**NEED**) based on another player's Vytae, Hero, and so on. Choose this player's color. The Neutral player ignores all Void-Events. You don't have to keep track of anything about the Neutral player.

## Lone Hero Setup

At the beginning of setup, you can **choose which Hero to play or pick a random Hero card**. At setup, apply the following changes:

h.1 Place the **Lone Hero Board** left of the Lumen Board.
*The letters in this list refer to the steps in the ordinary setup (page 8) after which the solo change takes place. In this case, at the end of step.h.*

j.1 The **Neutral Player**: place its Stronghold in the Starting Place of the Region clockwise next to Lumen. Place its Vytae on the Edge Area at its left and a Sigil on the Edge Area at its right. Place its colored marker on these tiles. Take the Neutral Hero standee, fix it to the neutral base, and place the Neutral Hero on the Neutral Stronghold. Place two Neutral Outposts, one on each Edge Area next to Lumen.

p.1 The only available Endgame-Event in solo is **Lumen's Scorn**. Place it at the bottom of the Void-Deck. If you don't banish all the Seraphs before revealing the Endgame-Event, then the Outer Lands are doomed, and you have lost.

s.1 Just a reminder: in Solo, resolve only 1 Void-Event.

x.1 Deal **10 Lumen scrolls** instead of 8.

y.1 Deal **5 Gift scrolls** instead of 4.

z.1 Skip this step, you already have your Hero card. Your Hero is still not on the Outer Lands, you will place you Hero in *step.jj*.

bb.1 Reveal a **third Faction card** and place it on the Outer Lands as usual. Choose which Faction to lead among the three revealed options, place a Stronghold on the Starting Place of that Faction's Region, then remove the other two Factions. Place a Nihil on each available Starting place.

> *For beginners: just follow the beginners' simplification of the ordinary setup. Seraphs' health starts at 9. Use the anonymous faction (page 13).*

## Decrease the Lumen Rating [Solo special rule]

**Each time you would decrease your LR by 1 step, ignore it and instead heal 1 damage to the active Seraph.** This applies to any decrease of LR, whatever is the cause of the LR loss: scrolls you play, Curse, Hero swallowed by the Void, etc. The setup is included: e.g., if you play a Hero or a Faction disliked by Lumen *(Lyra)*. If no Seraph can be healed, then decrease your LR by 1 step.

The last revealed Void-Event defines the active Seraph (as usual, the leftmost Icon). If that Seraph has been banished or is at maximum health (20), heal the Seraph linked to the next Icon. If no Seraph can be healed, then decrease your LR by 1 step.

When you banish the last Seraph, resolve its Void-wave as usual. If your Hero is swallowed by the Void, decrease your LR by 1 step as there are no more Seraphs to heal.

> *Hint: Damaging a Seraph usually requires 7 resources, while most Seraphs' Curses demand 2 specific resources or -1 LR, which in Solo means healing 1 damage. It is crucial to avoid the heal of a Seraph by its Curse.*

## Invoke Lumen's Aid [Solo special action]

Lumen grants additional help to the Lone Hero. As an action, if you own 5 tags of the Tag Reward type, or 5 Areas of the Area Reward type, or 5 Areas in the Dominance Region, you can *Invoke Lumen Aid*. Place your marker on the row of the Lone Hero Board you are using and deal 1 damage to a Seraph of choice. Each Lumen Aid can be activated only once per game. You can count your Blessing tag to meet the Invoke Lumen's Aid requirement of 5 tags on that Reward. Remember that an Outpost is not an Area you own.

## Endgame

The game ends immediately when you banish all Seraphs. The Outer Lands are safe, and you win.

Otherwise, the game ends when you reveal the Endgame Event, which in solo is the Lumen's Scorn. The Outer Lands are doomed, and you lose.

If the Outer Lands are safe, proceed with scoring as stated on page 31 with two exceptions:

- To earn the Dominance Reward, you have to outnumber the Void. In the Dominance Region, you need to own more Areas than the sum of Portal and Nihil. A tie is not rewarded.

- If you manage to banish all Seraphs before the last Summer, Lumen bestows upon you the highest honor. For each Advanced-Event still in the Void-deck, add **13 LP** to your score.

## Increase the Challenge

A Lone Hero game has a challenge rating of +0. Just before you choose the Faction *(step.bb.1)*, you can modify the challenge rating of the game, from -3 up to +6. For each additional step: increase all Seraphs' health by 1 and your LR by 1 step. E.g., if you choose +3, then set each Seraph's health at 16, and your LR at 16.

At endgame, compute score as normal. With a higher challenge rating, your average score will be higher, as you start with more LR and Seraphs have more health, which means more opportunities to deal damage.

# Factions Alliance [2-player cooperative mode]

The goal of the Factions Alliance is to save the Outer Lands from the Void by banishing all three Seraphs before the Void-Deck runs out, while achieving as high a Lumen Point score as possible.

## Factions Alliance Setup [2 players]

At the beginning of setup, each of you can **choose which Hero to play or pick a random Hero card**. They are visible to all players. At setup, apply the following changes:

h.2  Place the **Faction Alliance Board** left of the Lumen Board. *The letters in this list refer to the steps in the ordinary setup (page 8) after which the solo change takes place. In this case, at the end of step.h.*

j.2  Place the **Neutral Player**. See previous page for details.

m.2  Just a reminder: Seraph health starts at 16.

p.2  The only available Endgame-Event in cooperative mode is **Lumen's Scorn**. Place it at the bottom of the Void-Deck. If you don't banish all the Seraphs before revealing the Endgame-Event, the Outer Lands are doomed, and you have lost.

s.2  Just a reminder: resolve 2 Void-Events.

> *For beginners: just follow the beginners' simplification of the ordinary setup. Seraphs' health starts at 11, resolve only 1 Void-Event, use the anonymous faction (page 13).*

v.2  Place only one marker at **26 LR**. The color is not relevant. Starting now, you cannot show your scrolls to your ally nor talk about your scrolls until the end of *step.kk.*

z.2  Skip this step, you already have your Hero card. Your Hero is still not on the Outer Lands, you will place Hero in *step.jj.*

aa.2  Reveal a **third Faction card** and place it on the Outer Lands as usual. Plan together which Faction each of you will lead among the three options. If you can't agree, make the choice following the player's order, then remove the unused Faction. Place a Nihil on each available Starting place. From now you cannot talk to your ally until the end of *step.kk.*

ff.2  Keep 4 of your 8 Lumen scrolls and pass the other 4 to your ally. The 3-Gold acquisition cost is paid as usual. Remember, no talking or showing scrolls to your ally.

gg.2  Keep 2 of your 4 Gift scrolls and pass the other 2 to your ally. Remember, no talking or showing scrolls to your ally.

ll.2  See next column for Gold production from Alliance LR.

> *Hint: the cooperative mode is a good way to introduce new players to the game.*

## Neutral Player

The Neutral Player works as stated in the Lone Hero section. Manipulations can be performed only on the Neutral Player.

## Alliance LR

**There is no individual LR, only the Alliance LR**, which starts at 26. Each time one of you deals 1 damage to a Seraph, increase the Alliance LR by 1 step.

**Each time you would decrease the Alliance LR by 1 step, ignore it and instead heal 1 damage to the active Seraph**. If no Seraph can be healed, then decrease your LR by 1 step, as in the Solo mode.

## Spring Silence

In **Spring Draft**, each of you keeps 2 scrolls and passes the other 2 to your ally. During Spring, you cannot talk. The 3-Gold acquisition costs are paid as usual.

## Autumn: Gold Production from Alliance LR

In **Autumn Harvest**, the player with the Seat of the First gains Gold equal to half of Alliance LR (rounded up) plus Gold production. The other player gains half of Alliance LR (rounded down) plus Gold production. The same happens in *step.ll.2* of setup.

## Winter Shelter

In **Winter Void**, you can help each other to pay the Curse. E.g., *Seth's Dust Storm* requires 2 Genasi from each ally, 4 in total. The two allies can distribute this cost any way they want. For every 2 Genasi that you can't pay in full, or choose not to, heal 1 damage to *Seth*.

## Invoke Lumen's Protection

This is the same as Solo: Invoke Lumen's Aid, but doesn't deal 1 damage to a Seraph. Instead, each of you can ignore the next Curse.

## Endgame

This is the same as Solo. To earn the Dominance Reward, the total of all of the players' Areas in the Dominance Region have to outnumber the Void.

## Challenge Rating

Like Solo, you can modify the challenge rating, from -4 to +4.

# Factions Alliance [3-player cooperative mode]

The 3-player Factions Alliance is like 2-player Alliance with minor differences, mostly in the Spring draft.

## Factions Alliance Setup [3 players]

Considering the 2-player coop setup, apply the following changes:

m.3  Just a reminder: Seraph health starts at 18.

s.3  Just a reminder: resolve 3 Void-Events.

v.3  Place only one marker at **39 LR**.

bb.3  Reveal a **fourth Faction card** and place it on the Outer Lands as usual. Plan together which Faction each of you will lead. Place a Nihil on each available Starting place.

ff.3  Keep 4 of your 8 Lumen scrolls. Pass 2 to your left-ally and the other 2 to your right-ally. The 3-Gold acquisition cost is paid as usual. Remember, no talking or showing scrolls to your allies.

gg.3  Keep 2 of your 4 Gift scrolls. Pass 1 to your left-ally, and 1 to your right-ally. Remember, no talking or showing scrolls to your allies.

ll.3  See next column for Gold production from Alliance LR.

## Spring Silence

In **Spring Draft**, each of you keeps 2 scrolls and passes 1 to the left-ally and 1 to the right-ally. During Spring, you cannot talk at all.

## Autumn: Gold Production from Alliance LR

In **Autumn Harvest**, the player with the Seat of the First gains Gold equal to one-third of Alliance LR (rounded up) plus Gold production. Each other player gains one-third of Alliance LR (rounded down) plus Gold production. The same happens in *step.ll.3* of setup.

## Winter Shelter

In **Winter Void**, you can help each other to pay the Curse. E.g., *Seth's Dust Storm* requires 6 Genasi in total. The three allies can distribute this cost any way they want. For every 2 Genasi that you can't pay in full, or choose not to, heal 1 damage to *Seth*.

Neutral Player, Alliance LR, Invoke Lumen's Protection, and Endgame work as stated in the 2-player Factions Alliance.

# General Rules [Insights]

This is a game of cards. Heroes, Factions, and scrolls can conflict with this rulebook or with other game elements. Denial statements always take precedence; then game elements prevail over this rulebook. Denial statements can be identified by the presence of the word "**cannot**".

When *Gold, Mithril, Mana, Dark Matter, Genasi, Creature, Spirit, or Artifact* are used as nouns, they refer to resources. When the word *Hero* is used by itself, it refers to a Hero figure. But the word refers to what you own, when used thus: Hero resource, Hero production, a Hero tag.

**When omitted, the subject is always you and your assets**: your resources, production, scrolls, tags, and Hero.

This game is challenging, as we wanted it to be.

We are aware that doubtful moments can arise during a match. If you face a situation that the card texts and rulebook do not clarify, then be guided by what you learn from the name, image, and flavor text of the relevant Hero, Faction, or scroll. These aspects are part of the game even if they are not actually rules. Go with whatever makes the most sense to the most people. Dig into the rulebook intensely later. If you discover that a mistake was made, you'll not make that mistake next time. Don't lose the momentum. You can reach us for a ruling via social media or email, see the last page.

We believe games are about stories. Numbers and rules are important, but let each game of Legends of Void tell you its own story.

# Game Mechanics [Insights]

**Dig**: look at 3 random scrolls from the discard pile, add 1 to your hand (pay no acquisition cost), and remove the other 2 from the game. If the discard pile is empty, take the remaining scrolls from the draw pile.

**Sacrifice 1 scroll**: choose 1 scroll beside your player board and remove it from the game. It can be a Lumen scroll, a Gift, or a Secret. The scroll has to be already in play, not in your hand.

**Sacrifice 1 scroll of a specific kind**: like sacrifice 1 scroll, but it has to be of a specific kind. E.g., a Tinker Scroll.

**Sacrifice this scroll**: a scroll may require its own sacrifice. E.g., the *Druid Touch* scroll.

**Discard 1 scroll**: choose 1 scroll from your hand and send it to the discard pile. Scrolls already in play cannot be discarded. Scrolls are always discarded facedown.

**Manipulation**: describes situations in which a player steals or removes resources or a step of production from another player.

When you steal a step of production from another player, you decrease that player's production by one step and increase your corresponding production by one step.

When you steal resources from another player, remove them from that player and gain that same amount. You can steal Creature, Spirit, or Artifact resources only if you own scrolls to harbor them. E.g., you play a scroll that steals 2 Spirit resources from another player. You can remove 2 *Feathers* from that player's *Solar Feathers* to add 2 *Shamans* to your *Shamanism,* as both are Spirits.

A manipulation that removes resources has a red cross above the resource's icon. You cannot steal resources or production steps beyond those owned by the other player.

Some manipulations allow you to steal or remove resources up to a fixed amount. If you choose to steal or remove zero resources, abilities with the condition *"when you perform a manipulation"* will not trigger, as they are triggered only if you steal at least 1 resource or 1 step of production.

**Mountain**: to place a player tile on a Mountain, you need an Outpost on that Mountain, or a scroll that allows you to do so. Mountains have no impact on Travel and Gather.

**Outpost**: Outposts are not Areas you own; they are only Areas you have reserved. They can be placed anywhere, even on a Mountain. When you place an Outpost on a Wealthy Area, gain no placement bonus as you didn't cover the Area.

Outposts do not benefit from Stronghold protection against Seraph movement. Outposts have no impact on Gather.

At setup, each player gets 7 Outpost Flags. There is no Standard action to place an Outpost. You place them only through abilities and effects. You can place a Stronghold tile on one of your Outposts with the Build a Stronghold standard action. The Bloom a Vytae standard action works the same. Only the owner of the Outpost can place a player's tile where the Outpost is. When you place a tile on your Outpost, or when a Seraph moves onto an Outpost, the Flag returns to you. Outposts are never removed from the game; they just return to the player's reserve. At endgame, Outposts are worthless.

**Disliked by Lumen**: the Lumen symbol under a red cross causes you to decrease your Lumen Rating (LR) by 1 step. Your LR cannot drop below 1. If you are at 1 LR and a game element requires you to decrease your LR, ignore it, even if that is a requirement.

**Fight and Seraph's Shield**: a timing situation can occur when you want to Fight a Seraph, you don't have the required resource to pierce its Shield, but you have triggered an ability to provide it.

E.g, you are playing the *Ash'Nei* Faction. Your Hero is next to *Seth*, you have 6 Creature resource on *Ranger's Companion*, but you have no Genasi to pierce *Seth's* Shield. You can activate the scroll (sacrifice 1 Creature: Fight with +1 Power for each *Companion* still there, +5). *Ash'Nei Circle of Life* (when you sacrifice at least 1 Creature, gain 1 Genasi) is triggered, granting 1 Genasi to pierce *Seth's* Shield.

# Heroes – part 1 [Insights]

**Cristopherus IV** – *Call to Arms:* e.g., you are in a Cross-Region Area and next to a Seraph. With this action, you can start a Fight and your Power is increased by 1 for each of your Areas that share at least one Region with you. Count each of your Cross-Region Areas only once. Outposts are not Areas you own.

*Landlord:* each time you place or gain a player tile or an outpost, you gain 1 Hero resource. E.g., when you seal a Portal, you flip it to the Sigil side, gain it and the Sigil bonus, and this ability is triggered.

*Aristocratic:* e.g., you perform a Gather on a Genasi's Wealthy Area. You only gain 1 Gold and no Genasi. The same occurs on a 3-Gold's Wealthy Area: you only gain 1 Gold.

**Khymera** – *Vanguard:* you can choose to Travel 1 Area or stay still, then you can optionally place an Outpost where your Hero is. You can do both (Travel and Outpost), only one, or neither. As usual, an Outpost can be placed only on an Area free of another player's tile or Outpost.

*Rear Guard:* each time you place a Stronghold, Vytae or a Special tile on one of your Outposts, you gain 1 Hero resource. E.g., you place a Stronghold on one of your Outposts: you gain 1 Hero resource for the Stronghold Bonus and 1 more for this ability.

**Aeonia** – *Evocation:* e.g., you play *Shamanism*, which has a Spirit tag. This ability is triggered. You can add 1 Spirit resource to *Shamanism* or to another of your scrolls that can harbor Spirits.

**Khobe Ashun** – *Master of Seals:* when you seal a Portal, this ability grants you 1 Hero resource. You also gain 1 resource of choice due to the Sigil bonus. Triggered abilities are in addition to standard bonuses.

**Juniper**: when you perform the *Pick Pocket* action, *Evasion* is triggered after you have completed the manipulation.

**Justicar Esperia** – *Blessed Smite:* e.g., you are next to *Moloch,* and you spend 1 Mana for this action. You don't have to sacrifice a Scroll to pierce *Moloch's* Shield. Since you own 5 Law tags, you also spend 2 Hero resources for an additional +2. For this Fight, you have a Power of 9, above *Moloch's* Armor of 4. You deal 1 damage to it (increase your LR), and you also gain 5 Dark Matter due to the difference between your Power (9) and its Armor (4).

**Leafly** – *Nature's Stride:* this ability is triggered when you Gather a Genasi on a Wealthy Area or a Vytae, belonging to any player.

**Lyra**: when you reveal Lyra as your Hero, gain 4 Gold, 1 resource of choice, decrease LR 1 step, and increase Hero production 2 steps. *Light Bearer:* can perform this action even without Eternals tags.

**Melanue** – *Transmutation:* e.g., you own 3 Arcana tags. As an action, you can spend 1, 2, or 3 Dark Matter to gain 1, 2, or 3 resources of choice (any combination). You can gain Creature, Spirit, or Artifact resources as long as you own scrolls that can harbor them. X can be 0.

**Nie Sunstride** – *Settler:* when you place a Stronghold, Vytae, or a Special tile on a wealthy Area, gain twice the placement bonus, no matter where Nie is. E.g., you build a Stronghold on a wealthy Area with a bonus of 1 Genasi and 1 Gold: gain 2 Genasi and 2 Gold. *Superstitious:* to play a scroll with 2 Arcana tags on it, you have to spend 2 Hero resources. Also applies to Gift scrolls, or when you gain the Arcana Blessing's income.

**Noth** – *Blush of Life:* e.g., you perform a Gather on a Vytae or a Genasi's Wealthy Area. You gain 1 Dark Matter and no Genasi.

**Starkaor** – *Stubborn:* works like *Cristopherus IV's Aristocratic,* with 2 Gold instead of 1.

# Factions [Insights]

**Ash'Nei** – *Circle of Life:* this ability is also triggered when you sacrifice a Creature to Fight *Thanatos* or to pay its Winter Curse.

**Council of Goriah** – *Time Travel:* this ability applies even during setup. Von Frey's starting income is 1 step of Mana production. Due to this ability, you also gain 1 Mana. Also applies to the increase of production granted by Gift scrolls.

**Da'Eye** – *Grim Harvest:* as usual, Outposts are not your Areas. *Offering to the Void:* at the end of Autumn, you can sacrifice a Witchcraft scroll. If you do, you can ignore the next Curse, (don't pay for it nor decrease your LR by 1 step). This applies only to you (even in Co-op mode); other players are affected by the Curse. However, you are still affected by any additional effect caused by the Void-Event, including Seraph movements.

**Forgottens** – *Déjà Vu:* in Spring, you get your drafting hand at random from the discard pile instead of the draw pile. If the discard pile is empty or has too few scrolls, complete your drafting hand with scrolls from the draw pile. Scrolls you decide not to acquire are sent to the discard pile, as usual.

**Gray Coats** – *Outcast:* this ability applies even during setup. Factions are chosen before Lumen scrolls acquisition *(step.ii)*. Spend 5 Gold for each Lumen scroll you want to add to your hand. *Ancient Legacy:* at setup *(step.kk),* you can play one additional Gift scroll among the 4 you drafted.

**Grimhold** – *Territorial Claim:* if you own no Outpost, you can still play a Keeper scroll that says "place a Stronghold over one of your Outposts." This ability triggers, so you can place an Outpost and then resolve the scroll's effect.

**Keyi Varh** – *Astral Exchange:* its action works like *Melanue's Transmutation* with Sigils instead of Arcana Tags. X can be 0.

**Kitu Circus** – *Mirage:* when you increase your Mana production by at least 1 step, you can Travel up to 1 Area. As usual, Travel abilities do not consider your Hero's Travel Range. If you play a scroll that increases your Mana production by 3 steps, this ability only allows you to Travel up to 1 Area, not 3.

**Izz Gnot** – *Rolling Stones:* this ability requires a Seraph to be next to a Mountain; no other requirements are needed. E.g., a Mountain with another player's Outpost on it is good.

**Pitch Dogs** – *Da Horde!:* you have to spend the full cost. E.g., if you own 5 Chaos tags, this action costs 5 Gold to Fight with +5 Power. You cannot spend only 3 Gold to Fight with +3 Power. You can perform this action even without Chaos tags, it costs 0 Gold.

**The Hammer**: when you choose this Faction, deal 1 damage to one Seraph in the Outer Lands (as usual increase your LR by 1).

**Tortuga** – *Prestige:* your Hero is *Leafly* (Travel Range of 2) and is on one of your Areas. As an action, you spend 1 Hero resource to perform a standard Travel. With the first move, you move *Leafly* to another player's Stronghold. With the second move of her Travel Range, you move *Leafly* to an Area next to that Stronghold.

**Von Frey** – *Engineering:* with this action, you cannot use your Hero's action again, only 1 action of an exhausted scroll you own. *Efficiency:* this ability applies even during setup. Von Frey's starting income is 1 step of Mana and Gold production. Due to this ability, you also gain 2 Gold. Also applies to the increase of production granted by Gift scrolls.

**Zat'Noth** – *Afterlife:* this ability is also triggered when you sacrifice a Spirit to Fight *Charon* or to pay its Winter Curse.

**Iota Department**: when you choose this Faction, you gain 13 Gold. Place the Golem on your Stronghold, increase Mana and Hero production by 1 step each.

The Golem is a copy of your Hero. During an action, for each instance that refers to your Hero, the active player can choose to replace Hero with Golem. E.g., you play *Warlock Spire*, which needs your Hero to be next to the Void and builds a Stronghold where your Hero is. Your Hero is next to the Void, while Golem is on an Edge Area. You meet the *NEED* with your Hero and choose to build the Stronghold where the Golem is. E.g., another player plays *Restless Curse*, which needs that player's Hero to share a Region with your Hero and steal 1 Hero production from you. Your Golem shares a Region with that player's Hero, while your Hero does not. That player can play the scroll, as the *NEED* is met by your Golem, to steal 1 step of Hero production from you.

For Travel, you can split movement between your Hero and the Golem, splitting your Hero's Travel Range. E.g., your Hero is *Leafly* (Travel Range of 2) and you perform a Travel. You can move *Leafly* up to 2 Areas, or the Golem up to 2 Areas, or *Leafly* by 1 Area and the Golem by 1 Area.

When you Gather, you gain resources from where your Hero is or from where your Golem is, not both. If you play *Leafly* and Gather a Genasi (whether with your Golem or with *Leafly*), *Nature Stride* is triggered. *Leafly* or the Golem can Travel up to 1 Area, no matter which one made the Gather.

When you Fight: (example 1) your Hero and the Golem are both next to a Seraph, you perform one Fight with one of them (your choice). Golem's base Power is the same as your Hero. (Example 2) Your Hero, *Christopherus IV*, is in *Nimali* and next to a Seraph, while your Golem is in a Cross-Region Area between *Goriah* and *Rotham*. You perform *Call to Arms* (Fight with +1 Power for each of your Areas in Hero's Region). You Fight the Seraph next to your Hero. You can boost your Power by considering your Areas in *Nimali* or those you own in *Goriah* and *Rotham*, thanks to the Golem.

When a Seraph performs a Void-Wave, you have to sacrifice the required kind of scroll to protect the Golem from it. This is in addition to the choice you make for the protection of your Hero. *Golem – גולם:* with this action, you can place the Golem on one of your Strongholds, regardless of where it is, even if it has been removed from the game. You cannot choose your Hero for this action; the replacement works only from Hero to Golem.

**Afterthought**: to play this scroll you have to own at least an exhausted scroll. Perform one of its actions again. You must pay its action cost and meet the action's requirements, as usual.

**Art of War**: you gain 1 Dark Matter after the resolution of the Fight, when you damage the Seraph. Fight costs and Seraph's Shield are paid before the resolution of the Fight.

**Cooperation**: the Gold cost of a scroll cannot drop below zero.

**Dark Magic**: if you Travel to an unclaimed Area (e.g., the *Desert of Ancient Ehra*), claim it (as usual).

**Dark Tower**: can't be played if at least one of these occurs: all Seraphs have 19 life or more, there are no Nihil in the Outer Lands, or an Advanced or Endgame-Event is on top of the Void-Deck.

**Deus Ex Machina**: restore all your exhausted scrolls. You can perform their actions again during this Summer. You have to pay their action costs and meet their actions' requirements, as usual. With its action, you can add a total of 3 Artifacts among your scrolls (e.g., 1 *Bolt* to *Ballistae* and 2 *Idols* to *Lumen Idols*).

**Druid Circle**: when anyone (including you) plays a Chaos or Law tag, remove 1 *Druid* from here. If there are no *Druids* on this scroll, ignore this effect. E.g., if someone plays *Throne Hall* (a scroll with 1 Law tag and 1 Chaos tag), remove 2 *Druids* from here.

**Dry Land**: replace that player's Vytae with a Desert. That player retains ownership of the Area. No one gains a Desert bonus.

**Equilibrium**: resolve the first increase on your lowest production, then check again which is now your lowest production. E.g., you have 5 steps in Gold production, 3 steps in Hero production, 1 step in Mithril, and 2 steps in Mana. First, you increase your lowest production (Mithril) by 1 step. Now, both Mithril and Mana are your lowest with 2 steps each. You can choose which one to increase with the second effect of this scroll.

**Fist of Law**: affects players who own 1 Chaos tag or 10 Chaos tags equally. Any player with a Chaos tag reduces their LR by 1 step. Tags on the facedown Blessing are not tags you own.

**Fourth Dimension**: this action makes you Travel from an Edge Area to any other Edge Area, including the one where you are, or a Portal on an Edge Area (if you want to be swallowed by the Void), or an unclaimed Area (e.g., the *Desert of Ancient Ehra)*.

**Ghost in the Cave**: this action is based on the Seraph's Armor. Ignore its Shield. E.g., to damage *Fenrir* (Armor 7), you have to sacrifice 7 *Ghosts*.

**Glyph of Warding**: if the Glyph tile is next to a Stronghold, a Seraph cannot move onto the Glyph tile due to the Stronghold's protection. If a Seraph steps onto the tile, and you no longer own this scroll (you have sacrificed it to other game effects), nothing happens to the Seraph.

**Goodberry**: e.g., gain 3 Genasi, or 2 Genasi + 1 Hero resource, etc.

**Guardian Angels**: this ability prevents other players from stealing or removing Creature resources *(Nymphs, Centaurs,* etc.) and Spirit resources *(Angels, Ancestors,* etc.) from your scrolls.

**Haunting Presences**: scrolls are always discarded face down.

**Hunter's Mark**: place your marker on the Seraph card. Each time you Fight it, your base Power is temporarily increased by 1.

**Knights of Lumen**: if you perform its sacrifice-action when there are less than 7 *Knights* on it, deal no damage.

**Knowledge**: as usual, when you add a scroll due to an effect, you don't pay the 3-Gold acquisition cost.

**Lares**: when performing this action, first you sacrifice 1 *Lares* from here, then gain +1 Power for each *Lares* still on this scroll.

**Leprechauns**: you can add all Artifacts to the same scroll or split them.

**Lumen Calling**: once per Spring, you can discard your drafting hand and get 4 new scrolls from the draw pile. If you are playing the *Forgottens* Faction, get the new hand from the discard pile.

**Medium**: you can add all Spirits to the same scroll or split them.

**Monolith of Vain Hope**: can't be played if an Advanced or Endgame-Event is on top of the Void-Deck.

**Moon Child**: works like the *Medium* scroll.

**No Rights!**: get no refund for overpaying with *Outcasts*.

**Offering to the Void**: you gain 2 Gold for sacrificing a one-tag scroll, 4 Gold for a two-tag scroll, 6 Gold for a three-tag scroll.

**Purifying Mill**: e.g., 5 Dark Matter converts to 5 Genasi.

**Ranger's Companion**: its action is like *Lares* Gift.

**Sandworms' Baits**: its sacrifice-action is like the *Knights of Lumen* scroll.

**Solar Feathers**: its sacrifice-action is like the *Knights of Lumen* scroll.

**Spice Route**: when performing this action, you can gain Creature, Spirit, or Artifact resources as long as you own scrolls that can harbor them.

**Spring Well**: if you also own *Lumen Calling*, you can choose the order of resolution of their Spring abilities.

**Summer Snow**: can't be played if an Advanced or Endgame-Event is on top of the Void-Deck. Starting with you, each player who has not already passed has to pass. Each player cannot perform any other actions apart from passing.

**Supreme Knowledge**: its action is like the *Spice Route* Gift.

**Sword of Truth**: e.g., there are 2 *Purges* on this scroll, and you spend 1 Mithril to use its action. Fight with +2 Power. After resolving the Fight, you reveal 5 scrolls at random from the discard pile. Among those 5, there are 2 Chaos scrolls. You remove these 2 scrolls from the game, add 2 *Purges* here (for a total of 4), then send the remaining 3 scrolls to the discard pile.

**Throne Hall**: take the Seat of the First and claim it, even if it has already been claimed. No one else can claim it until the next Summer. This is a manipulation, even if the Seat was yours. In Solo and Co-op mode, you can play this scroll to claim the Seat.

**Time Walk**: works as the *Perpetual Flame* Secret scroll.

**Transmigration**: the Portal you seal must adjoin an Area in which you can bloom a Vytae. You can place the Vytae on a Free Area (not a Mountain) or on your Outpost next to that Portal.

**Tree of Life**: no matter how many steps you have in Hero production, set it to 1. You must sacrifice all your Hero scrolls. You must convert all your Hero resources into 1 Genasi each.

**Wall of Bones**: its ability is also triggered when you sacrifice a Creature to Fight *Thanatos* or to pay its Winter Curse.

**Water Mill**: when you play this scroll, gain 1 Gold for each Lumen scroll in your hand. The 3-Gold acquisition cost for each Lumen scroll is paid before playing Gift scrolls. You cannot use the income from Gift scrolls to pay the 3-Gold acquisition costs.

**Werewolves**: you can remove any number of Creatures from your scrolls and add the same amount of *Werewolves* here. Removing is not a sacrifice.

# Lumen Blessings [Insights]

The **Empty Blessing** is used only to replace your Blessing when you cannot pay its cost (the sacrifice of a scroll) and/or any detrimental effect its tag triggers. E.g., you resolve the Chaos Blessing while playing with *Leafly*. The Chaos tag triggers *Leafly's True Neutral,* but you own no Genasi. Return the Chaos Blessing next to the Lumen Board and take the Empty Blessing.

**Enchant**: when you gain its income, you have to sacrifice one of your scrolls. You cannot avoid this.

**Eternals**: when you gain its income, you have to sacrifice one of your scrolls. You cannot avoid this.

**Keeper**: when you gain its income, you must place an Outpost in the Outer Lands. If you already have 7 Outposts in the Outer Lands, return this Blessing and take an Empty Blessing.

**Life**: when you gain its income, you can add both (1 Creature and 1 Spirit), only one of the two, or neither.

Things to remember:

- **Armor**: to Fight a Seraph, your Power has to be equal or greater than its Armor.
- **Shield**: to Fight a Seraph, you also need to pierce its Shield by spending or sacrificing something.
- **Winter Curse** is what a Seraph can demand of each of you. At Winter, a Void-Event activates one Seraph and its Curse. If you can't pay for it, or choose not to, decrease your LR by 1 step.
- **Weakness requirements** are always the minimum. E.g., *Loki's* tag Weakness requires you to own at least 5 Tinker tags.

- **Void-wave**: when a Seraph is banished, it bursts a wave of Void-energy all over the Outer Lands. To protect your Hero from it, you can choose to sacrifice a scroll of the required type, or else your Hero is swallowed by the Void. When your Hero is swallowed by the Void, decrease your LR by 1 step. A Hero already in the Void can be swallowed. The Hero stays in the Void and that player's LR decreases 1 step.
- **Tag Weakness**: the Blessing tag is counted for this.
- **Area Weakness**: Outposts do not count for this. Outposts are not Areas you own; they are only Areas you have reserved.

| Seraph | Armor | Shield | Winter Curse | Void-Wave | Tag Weakness | Area Weakness | Secret Scroll |
|---|---|---|---|---|---|---|---|
| Apophis | 6 | – | Apophis moves again | Keeper scroll | 5 Keeper tags | 5 Edge Areas | Scaly Skin |
| Ares | 7 | – | 2 Hero resources | Chaos scroll | 5 Chaos tags | 5 Cross-Region Areas | The Golden Chariot |
| Charon | 5 | +1 Spirit resource | 2 Spirit resources | Spirit scroll | 5 Spirit tags | 5 Areas next to Nihil | Styx's Raft |
| Fenrir | 7 | +1 Dark Matter | 2 Dark Matter | Mithril scroll | 5 Mithril tags | 5 Strongholds | Gleipnir |
| Hades | 4 | +place Nihil on your Area | Place a Nihil over 1 of your Areas | Arcana scroll | 5 Arcana tags | 5 Areas next to the Void | Cap of Invisibility |
| Hekate | 6 | + discard 1 scroll | Choose and discard 1 scroll from hand | Three-tag scroll | 3 Eternals tags | 5 Areas next to Portal | Perpetual Flame |
| Horkos | 5 | +1 Mithril | 2 Mithril | Law scroll | 5 Law tags | 5 Inner Areas | Oath |
| Loki | 4 | +1 Artifact resource | 2 Artifact resources | Tinker scroll | 5 Tinker tags | 1 Sigil, 1 Desert, and 1 Vytae | Bag of Many Things |
| Marduk | 5 | +1 Mana | 2 Mana | Enchant scroll | 5 Enchant tags | 3 Sigils | Tablet of Destinies |
| Moloch | 4 | +sacrifice 1 scroll | Sacrifice 1 of your scrolls | Hero scroll | 5 Hero tags | 5 Areas in the same Region | Blazing Pit |
| Seth | 5 | +1 Genasi | 2 Genasi | Life scroll | 5 Life tags | 3 Deserts | Aardvark |
| Thanatos | 5 | +1 Creature resource | 2 Creature resources | Creature scroll | 5 Creature tags | 7 Areas | Death Sword |
| Tiamat | 6 | – | Heal 1 damage to Tiamat | Witchcraft scroll | 5 Witchcraft tags | 3 Vytae | Sprawling Body |

**Apophis** – *Sidewinder (Winter Curse): Apophis* moves again as shown on the upper half of the Void-Event.

**Ares** – *Battleline (Area Weakness):* own 5 Cross-Region Areas anywhere in the Outer Lands.

**Charon** – *Ferryman (Area Weakness):* you need to own 5 Areas, each one next to at least 1 Nihil. It can be the same Nihil for all 5 Areas or a different Nihil for some or all of them. An Area next to 2 Nihil counts as 1 Area.

**Hades** – *Corruption (Winter Curse):* place a Nihil over one of your Areas. As usual, Outposts are not Areas you own. A Hero on that Nihil is swallowed by the Void. Place that Hero in the Void and decrease that player's LR by 1 step. This is not a manipulation. *Hades'* Shield works in the same way.

**Hekate** – *Rotting Memories (Winter Curse):* choose and discard 1 scroll from your hand. Scrolls are always discarded facedown. *Hekate's* Shield works in the same way.
*Trimorph (Void-Wave):* to protect your Hero from this Void-Wave, you have to sacrifice a scroll with three tags on it (e.g., *Masonry*).
*Psychopomp (Area Weakness):* this works like *Charon's Ferryman* with Portal instead of Nihil.

**Horkos** – *Protection (Area Weakness):* Inner Areas are those which are not next to the Void (inner circle) and not Edge Areas (external circle).

**Loki** – *Shape Shifter (Area Weakness):* it does not matter where you own these Areas.

**Moloch** – *Hunger (Winter Curse):* as usual, you can sacrifice only scrolls that you have already played. A sacrificed scroll is removed from the game. Gift and Secret scrolls are scrolls like any others.

# Secret Scrolls [Insights]

**Cap of Invisibility**: when you perform its action, take all Gift scrolls that are out of the game, including those sacrificed. Shuffle them, reveal 3 of them at random, choose one and play it, then remove the other 2 Gift scrolls. For the Hero scroll, see *Scaly Skin*.

**Gleipnir**: if your Hero is on a Mountain, you can perform this action only if you own an Outpost on that Mountain.

**Oath**: each time you perform a manipulation, your Hero is swallowed by the Void. If you sacrifice this Secret due to another game effect, your Hero is swallowed by the Void. If you own the *Golem* and it is in the Outer Lands, you can choose to resolve this ability on the *Golem* instead of your Hero.

**Perpetual Flame**: this action makes you play a scroll from your hand, ignoring all its *NEED* requirements. If any effect of the scroll refers to something linked to the *NEED*, you can choose any of the same kind. E.g., *Counteract the Void* (*NEED*: Hero is next to a Portal; effect: seal that Portal) becomes: seal a Portal anywhere.

**Scaly Skin**: when you seize this Secret, reveal Lumen scrolls from the draw pile until you reveal a Spirit scroll. Add it to your hand, then send all other revealed scrolls to the discard pile.

**Sprawling Body**: for the Creature scroll, see *Scaly Skin*.

**Tablet of Destinies**: this action works like *Gleipnir*.

This table lists all Gift and Lumen scrolls that can harbor Artifact, Creature, or Spirit resources. For each scroll, you can find:

- the type of resource it harbors (shown on the bottom-right corner of the scroll),
- the specific name for its resources. The scroll's action and ability have a specific use for these resources.

Place resource cubes on these scrolls to track how many resources they have. E.g., *Shamanism* harbors *Shamans*, which are Spirit resources. You can use the *Shamanism* action only by sacrificing the *Shamans* on it. *Shamanism* cannot generate *Shamans*, but when you gain a Spirit resource, you can choose to add a *Shaman* there. Or, when you gain a resource of choice, it can be a *Shaman*.

| Scroll | Resource Type | Specific Name |
|---|---|---|
| Ancestors | Spirit | *Ancestors* |
| Arctic Library | Artifact | *Antique Book* |
| Ballistae | Artifact | *Bolt* |
| Blood Leeches | Creature | *Leeches* |
| Builders | Creature | *Builder* |
| Centaurs' Glade | Creature | *Centaur* |
| Clockwork Gnomes | Artifact | *Clockwork Gnomes* |
| Dragon Eggs | Artifact | *Dragon Egg* |
| Druid Circle | Creature | *Druid* |
| Earth Elementals | Artifact | *Earth Elemental* |
| Faerie Folk | Spirit | *Faeries* |
| Fail-not Bow | Artifact | *Arrow* |
| Guardian Angels | Spirit | *Angel* |
| Ghost in the Cave | Spirit | *Ghost* |
| Harpies | Spirit | *Harpies* |
| Haunting Presences | Spirit | *Presence* |
| Hunting Grounds | Creature | *Hound* |
| Knights of Lumen | Creature | *Knight* |
| Lares | Spirit | *Lares* |
| Lumen Idols | Artifact | *Idol* |

| Scroll | Resource Type | Specific Name |
|---|---|---|
| Mystics Guild | Creature | *Mystic* |
| Necromancers | Creature | *Army of Zombies* |
| Night Watchers | Creature | *Corvus (s.) / Corvi (pl.)* |
| No Rights! | Creature | *Outcast* |
| Nymphs | Creature | *Nymph* |
| Prismatic Sphere | Artifact | *Sphere* |
| Rainbow's End | Artifact | *Clue* |
| Ranger's Companion | Creature | *Companion* |
| Sandworms' Baits | Artifact | *Bait* |
| Shamanism | Spirit | *Shaman* |
| Solar Feathers | Spirit | *Feather* |
| Spice Route | Artifact | *Spices* |
| Sword of Truth | Artifact | *Purge* |
| Talk to the Dead | Spirit | *Fallen* |
| Umbra Animae | Spirit | *Darkling* |
| Wall of Bones | Artifact | *Bones* |
| Wand of Magic Missiles | Artifact | *Charge* |
| Werewolves | Creature | *Werewolf* |
| Winged Messengers | Spirit | *Owl* |
| Younglings | Creature | *Youngling* |

# Index

*From a forgotten era, I have heard stories about an unknown entity. It appeared and began to devour the Outer Lands. So, this is not the first appearance of the Void.*
*Some say it is a punishment for our disrespect to the Lands, others claim it is a test to show our worthiness and courage.*
*But I fear it is just the work of Lumen, one of its experiments gone wrong.*
*Too wrong.*

*Leafly, Elder Druid of the AshNei Faction and Protector of Ninali*