



FALL  
of  
**LUMEN**  
RULEBOOK

*Listen pals. We did not fight the Void to make Lumen even brighter. The flying city has proven worthless, making a profit from scrolls and abandoning us to our empty fate. Can't you figure out the Eternals on their terrace eating grapes and enjoying our show against the Seraphs?*

*Guess what? The mortals survived and pushed back the Void. We have shown the exit to the Seraphs. What about the Eternals now?*

*Common talks in Gon'Mar Taverns*

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**1-4**  
PLAYER



**14+**  
AGE



**100'-190'**  
PLAY TIME



**3.2**  
ESTIMATED  
COMPLEXITY RATING

## Game Concept

Fall of Lumen is a board game for 1 to 4 players, age 14+. The average play time is 50 minutes per player. Our estimated Complexity Rating is 3.2 (on the BGG scale, max 5.0). Fall of Lumen is less of a brain burner than our previous game.

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.

Fall of Lumen is a stand-alone game. It takes place in the same universe as Legends of Void, temporally after it. We played so many games at it that Heroes came alive, and we wanted to tell their stories.

At the same time, we wanted to deal with deck-building, one of our favorite mechanics. While Legends of Void is a game of restraints and constraints, Fall of Lumen is a game of abundance and plenty of options. You will find yourself with many actions available, and you should choose the best one for your game plan.

Enjoy the Outer Lands, and thank you for your support.



BGG



TTS





# Overview

Fall of Lumen is a 1-4 player strategy game based on deck-building, open drafting, tableau-building, and area movement mechanics.

The Void battles have ended. The Outer Lands are devastated after years of fights against the Seraphs, and the people are willing to return to a peaceful time and rebuild their houses and society. But a small group of rebels is sick of Lumen and works in the shadow to sabotage the flying city. They are ex-Keepers, members of the ruling faction before the arrival of the Eternals. They were banned from the Outer Lands long ago, but they are back thanks to the dimensional fracture caused by the Void.

Their plan is as easy as it is lethal. Recall as many comrades from the Inner Worlds and sneak them on Lumen as saboteur Agents. When they are enough, they will hack the anti-gravity system, and the flying city will become the falling one.



You'll play a rebel Hero from the Inner Worlds allied with a Faction of the Outer Lands. You will compete to be the most influential Hero, who will be determined as the one who has infiltrated most Agents on Lumen.

You will move your Hero across the Outer Lands and spend their skills to gather resources such as Gold, Mana, Mithril, Dark Matter, and Genasi. Through these resources, you will acquire traits, learn spells, buy trinkets, retrieve artifacts, and hire followers to help your cause and improve your skills.



Finally, with enough skills, you can restore the dimensional connection to an Inner World and bring back the Keepers stuck there. To reach an Inner World, you need a different combination of skills: Deception, Wit, Fighting, Wizardry, and Void (the most precious and versatile skill).



As the game gets closer to the end, your interest will switch from rescuing Keepers from the Inner Worlds to sneaking them on Lumen, which is the goal of the game and the most source of victory points. You can infiltrate an Agent in any of the five districts of Lumen: Informers, Engineers, Warriors, Mages, and Voyagers. Each Agent will grant you a recurring or immediate income and victory points.

## Game Mechanics

The main mechanics in Fall of Lumen are:

- **Deck-building:** the deck is your main resource; improving it by buying better cards will make you perform better.
- **Area Movement:** the game board is divided into eight regions, irregularly shaped. Regions grant access to gather actions, markets, and Challenge locations. During the game, you will move your Hero many times from one region to another to access what you need most at that moment.
- **Tableau Building:** in addition to your deck, you can hire Followers and buy Trinkets. They are valuable because you can always count on them and not depend on the draws like cards in your deck. You can use them once per round, and then they get exhausted.
- **Open drafting:** market elements are face-up, so you can plan what to buy and collect the resources you need to get it, but you have to get there before the other players.
- **Once-per-game abilities:** some cards have powerful abilities, but you can use them only once per game, then they are exiled from the game.

The game features a Solo mode and a 2-player cooperative variant.

Fall of Lumen has no Take That elements. The interaction between players is indirect. It mainly comes from solving challenges, market acquisitions, and timing on infiltrating Agents on Lumen. The more Agents are on a window District, the higher the cost to send a new one. We like direct interaction, but we thought it did not fit the setting, as the Heroes are incognito to avoid being captured by Lumen and the Hammers Patrols.

*We entered into the Nihil when it first abrupted in Umbra. We faced its darkness and the horrors concealed beneath it. Lumen was far from being created, and the thirteen elected were somewhere seeking their interests.*

*While we were still lost in the sea of emptiness, they came back, took our lands and houses, shut down the door, and left us to a cursed fate.*

*We took a long journey before finding a place to rest from the Darklings and the Nightmares we had to face in the Void. But the Inner Worlds weren't there to welcome us. Adapting and surviving were our laws. Hoping to find a way to get back to our loved Outer Lands.*

*The sky is true with the moon and the sun. There is no place in it for a flying rock full of bloodsuckers.*

*Aeneas, the Righteous*



# Components







35 Heroes



21 Factions



1 Pad of  
scoring sheets



2 Player aids



47 Challenge cards



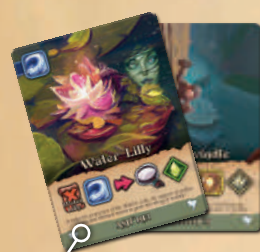
12 Basic cards



29 Lumen's Eye cards



13 Void Pact cards



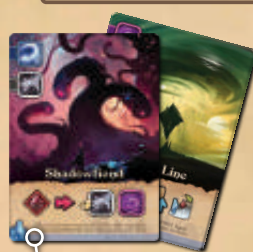
42 Faction  
starting cards  
2 for each Faction



26 Gift cards



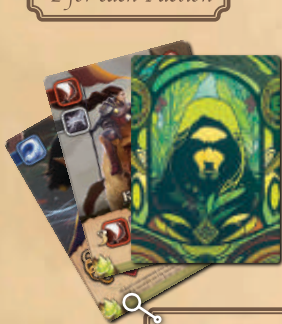
46 Traits cards



40 Spell cards



34 Artifact cards



48 Follower cards



33 Trinket  
mini-cards



12 Secret  
mini-cards



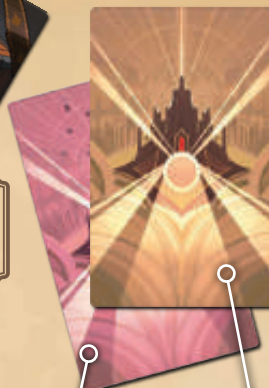
9 Bounty  
mini-cards



11 Resource  
multiplier  
mini-cards



7 Lumen's Mark  
mini-cards



8 Base Events  
8 Advanced Events  
1 Mercs Event  
1 Fall Endgame

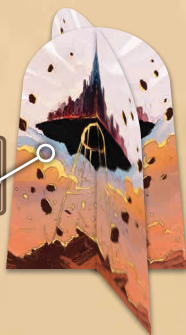


3 Permanent Seal cards



18 District mini-cards

2 Lumen standees  
the second is backup



Scenario cards and their elements

### Sleeves:

- 140 Tarot cards (120x70 cm)
- 290 Standard cards (88x63 cm)
- 90 Mini cards (75x50 cm)

Work in  
progress



# Game Setup

## Lumen Board

- 1 **Lumen's Eye.** Place Lumen's Eye cards on the marked place, face-up. They are all the same.
- 2 **Bounty.** Place Bounty cards on the marked place, face-up. They are all the same.
- 3 **Agents.** Place the Lumen Agents, the gray ones, in the marked place.

Scenarios may change the Setup. If you decide to play with a Scenario, add their Setup to the standard game. See page 27 for details.

4

**Events.** Compose the Lumen deck as follows:

- Place the **Endgame Event** face-down at the bottom of the deck.
- Randomly pick 2 **Advanced Events** and place them face-down on top of the Endgame Event.
- Place the **Mid Event** face-down on top of the Advanced Events.
- Randomly pick 4 **Base Events** and place them face-down on top of the Mid Event.



- 5 **Districts.** With the help of the District cards, randomly compose the city of Lumen with 5 District tiles, one for each type: Informer, Wizard, Voyager, Fighter, and Engineer.
- 6 **Secrets.** Randomly pick a Mage-Informer Secret and place it face-down on the left side of the Voyager District; they have the Secret icon on their left. Do the same with a randomly picked Warrior-Engineer Secret; they have the Secret icon on their right.
- 7 **Inner Worlds.** Randomly pick 4 Inner Worlds cards and place them face-down on the marked place.
- 8 **Scenario.** For your first game, place the Endgame recap card here. Check page 27-for Scenario variants.
- 9 **Prison.** Add 4/5/7/8 Keepers here. Depending on the player count. 4 Keepers for Solo, 5 for a 2player game, 7 for a 3p game and 8 for 4p.



## The Outer Lands

Use the side without the Void for your first game. The Void side follows special rules, which are explained on page 27.

- 10 Lumen Token.** Reveal the top Event of the Lumen Deck (4) and apply it:
- Place Lumen in the named Region.
  - Skip the refresh market as they are still empty.
  - Place 2 Patrols in each of the named Regions.
  - Place 1 Lumen Agent in the shown District Window, then discard this Event.


Events are described on page 20.


- 11 Trait Market.** Shuffle the Trait deck face-down, divide it into two similar piles, place each pile in one of the marked places, and reveal the top card of each pile.
- 12 Spell Market.** Like the previous one, but use the Spell deck.
- 13 Artifact Market.** Like the previous one, but use the Artifact deck.

- 14 Trinket Market.** Like the previous one, use the Trinket deck and divide it into three similar piles. Place each pile in one of the marked places, and reveal the top Trinket of each pile.
- 15 Follower Market.** Place the Follower board next to the Main Board. Then it is like the previous one but with the Follower deck.

- 16 Challenge.** Form three Challenge piles. For each pile, do as follows:

-  Shuffle the 1st lvl Challenges and randomly pick one face-down.

-  Shuffle the 2nd lvl Challenges, randomly pick one face-down, and place it below the 1st lvl Challenge previously picked.

- 
- Shuffle the 3rd lvl Challenges, randomly pick one face-down, and place it below the 2nd lvl Challenge previously picked.

Place each pile on one of the three Challenge sites.  
Reveal the top Challenge (1st lvl) of each site.

- 17** **Chest.** Shuffle all the Chests and stack them facedown.


- 18 Supply.** Place Skills, resources, Keepers, and Patrols outside of the boards, in a place easily accessible to all players.

- 19 First player.** Randomly assign the Seat of the First to a player. This player is the starting player. Play will proceed clockwise.








# Player Setup

Starting from the first player, each player chooses a color and takes the player board, Hero figure, 2 Flags, and 11 Agents in that color. Each player places their Agents in the marked place of the Lumen Board, where the Lumen Agents are already .

Randomly, deal face-up to each player:

-  Two Heroes.
-  Two Gifts.
-  Two Factions and their couples of corresponding Faction starting cards.

Starting from the first player and proceeding clockwise, each player performs all the following steps:

1. Choose your Hero and Faction. Return the unchosen Hero and Faction, together with their Faction starting cards, to the box.
2. Compose your deck.
3. Gain your starting assets.

Once the first player has completed all these steps, the next player clockwise proceeds with the setup.

## Compose Your Deck

Each player has their own deck. All decks have five cards in common and two unique cards. Compose your deck with the following:

- ▶ 1 At Work.
- ▶ 1 Market Day.
- ▶ 1 Cantrip.
- ▶ 2 Lumen's Eye.
- ▶ 2 Cards of choice among the 2 Gifts and the 2 Faction starting cards, any combination. Return the unused Gifts and Faction cards to the box.

Shuffle your deck and place it to the left of your player board.

## Starting Assets

Do the following:

- ▶ Place your Hero figure in the starting Region of your Faction. If the Factions says <The Outer Lands>, you can place your Hero in a Region of choice.
- ▶ Draw 5 cards from the top of your deck.
- ▶ Gain your Hero Skills.
- ▶ Gain your Hero starting assets (top-right corner) and your Faction starting assets (top-right corner) in any order.



If you acquire a Trait, Spell, or Artifact, add it to your hand. If you acquire a Follower or a Trinket, add it to your play area, ready to use. As soon as you acquire an element from a market, reveal a new element for that market.

## Starting Resources

Starting resources depend on play order, as shown.

1-st:



2-nd:



3-rd:



4-th:



As the last step of the setup, add 1 Patrol in each Hero's Region. The First player can start to play, taking their first turn of the first round. Play will proceed clockwise.





# Sample of Player Setup

## Your Options



### Your Choice

You decide to play **Orpheus** allied with the **Salt Shamans**. You pick **Obolo** and **Spirit Athame** for your deck over **Arbitrator** and **Etherealness**. Then, add 2 **Lumen's Eye** cards and the 3 base cards (**At Work**, **Market Day**, and **Cantrip**) to your deck.

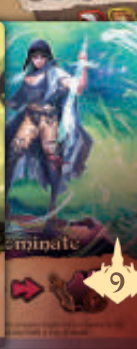
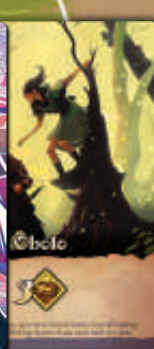
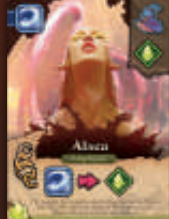
- ▶ Place your Hero figure in **Nimali**, **Salt Shamans** starting Region.
- ▶ Shuffle your 7-card deck and draw 5 cards.
- ▶ Gain **Orpheus** Skills: 1 Deception.
- ▶ Gain **Orpheus** starting assets: add 1 **Lumen's Eye** to your discard and acquire a Follower from the market. You choose **Alsea**, which gives you 1 Genasi (acquisition bonus). Reveal a new card for the Follower market.
- ▶ Gain **Salt Shamans** starting assets: take 1 Bounty and acquire a Spell from the market to your hand. Reveal a new card for the Spell market.



### Your Start

You begin the game with 1 Deception, 1 Genasi, **Alsea** (ready to use), 1 Bounty, and 1 **Lumen's Eye** in your discard. Your Hero is in **Nimali**. You randomly drew: **Lumen's Eye**, **Market Day**, **At Work**, **Cantrip**, and **Obolo**. You also have **Dominare** in your hand, acquired **Spell** thanks to your Faction. **Spirit Athame** and **Lumen's Eye** are the last two cards of your deck.

Assign starting resources according to play order and add 1 **Patrol** to your Hero's Region, **Nimali**.







# Heroes



*These characters were prominent before the arrival of the Eternals, and now they intend to take back their role by bringing down Lumen.*

*Ariadne, the Historian*

A Hero's features are:

- **Name and concept.**
- **Background.** A peek at the Hero's life story.
- **Skills.** These are the Skills that Hero grants you at the beginning of each round.
- **Starting Assets.** What the Hero grants you at setup. You cannot forfeit them.



Traits, Spells, and Artifacts are acquired directly to your hand. Each time you acquire one, reveal a new one in the market.



Followers and Trinkets are acquired to your play area, ready to use. Each time you acquire one, reveal a new one.



Add 1 Lumen's Eye card to your discard.



Add 1 Bounty to your Hero.

**Ability:** each Hero has a unique ability triggered when a specific condition occurs. The triggering condition is before the exclamation mark, while the income is shown afterward.



The white exclamation mark means that the income is in addition to the triggering condition. I.e., Helen grants you 1 Gold each time you perform a Trade.



The red exclamation mark means that the income substitutes the triggering condition. **Mordred** allows you to discard a Bounty instead of performing a Trade.

You are not obliged to perform your Hero's ability each time it triggers. You can opt to ignore it. This is especially relevant for the red exclamation mark Heroes. Sometimes you will prefer to perform the triggering condition instead of declining it for your Hero's ability.

A detailed description of each Hero is available on page 22.

## Hero and Regions of the Outer Lands

The Outer Lands are divided into eight Regions. They grant access to gather actions, markets, and Challenge sites.

During the game, you will move your Hero many times from one Region to another to access what you need most.



At setup, gain 1 Mana and 1 Gold.

Name and concept

Ability: each time you Trade, gain 1 Gold.

Background

Hero logo

Skills that the Hero grants you at the beginning of each round. Mordred grants 3 Deception.



Instead of a Trade, you can discard a Bounty.



# Factions

Not all Factions survived the Void battles, and new rising Factions have taken the space they left. One thing is sure: no Faction has the strength to face Lumen head-on. But each Faction has a good reason for sustaining a silent revolution against the Eternals.

*Christopherus IX, Royal Diplomat*



A Faction's features are:

- **Name and concept.**
- **Background.** A peek at the Faction's story.
- **Starting Region.** Where you place Hero at setup if you choose this Faction. If this says <The Outer Lands>, you can start in any Region you want.
- **Starting Assets.** What the Faction grants you at setup. It works as the Hero; you cannot forfeit them.
- **Unique Action.** Each Faction has a unique action that you can perform as the main action of your turn. Each Faction has a three-steps action, from left to right:
  - i. The first step is always available. I.e., **Salt Shamans** allows you to spend 1 Mana to draw 1 card.
  - ii. The second step is in addition to the first one and is available if you fulfill the requirement stated above it. **Salt Shamans'** second step grants you a Teleport if you own at least 1 Voyager and 1 Mage. In this case, you can spend 1 Mana to draw 1 card and perform a Teleport.
  - iii. The third step works as the second one. **Salt Shamans'** third step grants you 1 Wizardry if you own at least 1 Voyager and 3 Mages. In this case, you can spend 1 Mana to draw 1 card, perform a Teleport, and gain 1 Wizardry.

The second step requirement is always contained in the third step requirement. So the two requirements don't sum up. Remember that if you can fulfill the rightmost requirement, you automatically fulfill the previous one.

You can gain income in any order if you fulfill the requirements. When you use your Faction, exhaust it by placing your Flag on it. An exhausted Faction is not available for use. In general, you can visit your Faction only once per round. At the end of the round, all exhausted elements are refreshed.



However, certain card effects might refresh your Faction during the round, allowing it to be used again.

Additional information for Factions is available on page 23.

## Specialists

Each Agent on Lumen, Follower, and Trinket grants you a Specialist. They are relevant to unlock the second and third steps of your Faction.

They are also important to seize a Lumen Secret and boost the income from some District Windows and Faction cards.



**Informer.** Their occupation is to let the rumors flow, whether true or not. Fake news helps conceal sabotage.



**Engineer.** Inventors and mechanics. They have the vision to find new solutions and the skills to make it work if someone can provide the resources.



**Warrior.** Sword dancers, axe masters, brawlers, barbarians, call them as you prefer. A battle has just finished, a new one is in sight, and we need them all.



**Mage.** They draw on Mana, Dark Matter, and Genasi - the most powerful forces of the Outer Lands - to alter reality at will.



**Voyager.** Master of Portals, they are able to move across the Outer Lands, the Inner Worlds, and even the Void.



# Gameplay

*As long as we have to raise our heads to look at Lumen, we have already lost. Let's bring the flying city to the ground. I want to look the Eternals in the eyes.*

*Icarus, the Dreamer*

## Goal of the Game

Your task is to rescue Keepers from the Inner Worlds and infiltrate them on Lumen to overthrow the reign of the Eternals.



At the endgame, you score 5 Keeper Points (KP) for each of your Agents on Lumen, +2KP if the Agent is in the Voyager District.

In addition, each Keeper you have not been able to sneak on Lumen is worth 2KP, and each Patrol you have captured is worth ½ KP.

Finally, each Lumen's Eye card still in your play area score -1KP.



## Game Overview

The game is played over 6 rounds. Scenarios may modify the length of the game.

Players take turns choosing various actions that help them rescue Keepers and sneak them on Lumen. Over the course of the game, players will overcome Challenges, restoring connections to the Inner Worlds and making it easier to rescue Keepers.

Each round proceeds as follows:

1. **Draw.** All players draw 5 cards from their deck.
2. **Income.** All players gain Skills from their Hero, the end-round bonus, and recurring income from Districts.
3. **Take turns.** Players take turns clockwise. You are limited to **one main action** on your turn; before that, you can perform an **unlimited number of free actions**.
4. **Pass.** On your turn, you may pass to indicate you are done playing for the remainder of the round. Shuffle all cards in your discard and return them to the **bottom of your deck**. You shuffle your discard into your deck only during the pass step. The other players continue taking turns until all players have passed.
5. **Lumen Phase.** Resolve the top event of the Lumen deck. Lumen moves, refreshes some markets, adds Hammers Patrols to some Regions, and adds a Lumen Agent to a District Window.

The game ends when the last event is revealed, and it is time to see which Hero contributed most to the fall of Lumen.

As you already drew five and collected income during the setup, the **first round** begins with the take turns step. After that, the player with the Seat of the First starts.

### Resources



**Gold.** It is the currency of the Outer Lands. Coins are minted on Lumen.



**Mithril.** The most precious metal of the Outer Lands is used to forge the best weapons.



**Mana.** It is the source of all magic. With a drop of it, a mage can turn a glass of water into an icy cage.



**Dark Matter.** Some call it Seraph's blood. One thing is sure; it is more powerful and dangerous than Mana.



**Genasi.** It is the source of life, sacred to Castia. Spread it at dawn into a pond, and a forest will grow by dusk.

### Skills



**Deception.** Everyday actions that everyone is capable of.



**Wit.** If you think long enough, you'll find a solution, but only the Eternals don't care about time.



**Fight.** If you can't figure it out, just smash it.



**Wizardry.** Magic skills are always helpful when you face a problem.



**Void.** Those who survived the touch of the Void can do anything.



# Your Turn

*The Eternals can read our minds, so act before you think.*

*Medea, the Vengeful*

## Main Actions

On your turn, you have several options. Your choice will depend on the cards in your hand and the situation on the game board.

You always perform exactly one main action per turn. You may also perform any number of free actions before your main action. Choose one of the following actions as the main action for your turn.



**Gather**



**Acquire**



**Solve a Challenge**



**Infiltrate an Agent**



**Play a Card**



**Capture a Patrol**



**Buy a Ride**



**Pass**

## Your Hand

You can use a card to gain its Skills or its effects but not both.

### Skills

Discard this card to gain its Skills, 1 Wizardry.

### Effect

Play this card for its effect: perform a Ritual, see next page.

### Lumen's Eye

This card has no effect. However, you can discard it to gain 1 Deception.

### Free Action

This action does not count as the main action of the turn. You can perform any number of free actions before your main action of the turn.

### Instant Action

Discarding a card to gain its Skills is an instant action. It works as a free action, but you can also do it in the middle of your main action or during the income phase. The same is for exhausting a Follower or a Trinket to gain their Skills.

## Your Play Area

Your player board and the space around it is your play area. After you use a card, it goes face-up in your discard area. Discards are not recycled into your deck until the end of the round.





# Gather

*These lands have suffered centuries of exploitation by the Eternals. We want to free our homes from their tyranny, but we must avoid their mistakes. Once free, the Outer Lands will need time to flourish, and we must be patient.*

*Adapa, the Sage*

Each Region has a unique Gather, stated below its name. If your Hero is in that Region, you can perform its Gather as the main action of the turn. Pay the Gather cost and gain its income.



## Ritual

When you perform a Ritual, you may choose one of the following actions:

Gain 1 Mana



OR Convert 1 Mana into 1 Dark Matter.



OR Convert 1 Dark Matter into 1 Genasi.



## Sacrifice

You may choose a card in your discard and remove it from the game. Lumen's Eye cards return to the supply.



## Loot a Chest

Take a face-down Chest from the supply. You can look at it and collect its income as a free action.



## Scry

Look at the top 2 cards of your deck. You may: discard them both, put them back on top in any order, or put one on top and discard the other.



## Gather Anywhere

Some effects may allow you to perform a Gather in a Region of choice. You have to pay the Gather cost as usual.



## Free Gather Anywhere

Some effects may allow you to perform a Gather anywhere without paying its cost.



If your Hero is in *Ariah*, you can spend 1 Wit to gain 1 Mana.



# Trade

In *Gon'Mar*, you can spend 1 or 2 Deceptions to perform 1 or 2 Trade as your main action.

**GON'MAR**



*In a bargain, every side needs to perceive a benefit from what they get.*

*Theophilus, the Dealer*



With a Trade, you can perform one of the following:

- ▶ Spend 2 Gold to buy 1 Mana or vice versa (sell 1 Mana to gain 2 Gold).
- ▶ Spend 3 Gold to buy 1 Mithril or vice versa.
- ▶ Spend 4 Gold to buy 1 Dark Matter or vice versa.
- ▶ Spend 5 Gold to buy 1 Genasi or vice versa.
- ▶ Sell 1 of your captured Patrols for 4 Gold
- ▶ Exchange 3 of your captured Patrols and add 1 Lumen's Eye to your discard to release 1 Keeper from the Prison and add it to your play area. You cannot perform this Trade if the Prison is empty.

Each Trade allows you to perform only one of the above conversions. I.e., you need 2 Trades and 4 Gold to buy 2 Mana. You need 2 Trades to sell 1 Genasi for 5 Gold and buy 1 Mithril for 3 Gold.

When you trade Patrols, return them to the supply.



# Acquire

Each Region grants access to a specific Market. You can buy from the market connected to your Hero's Region as the main action. There are five markets.

Trait

3    

Spell

3    

Artifact

3    

Traits, Spells, and Artifacts are added directly to your hand. You can play them in any of your next turns. I.e., if your Hero is in *Ariah* or *Nimali*, you can spend 3 Gold on adding one of the two available Traits to your hand.

Traits, Spells, and Artifacts work all in the same way. The only difference is that Artifacts are more powerful than Spells, which are stronger than Traits, which are better than your starting cards.

Trinket

3    

Follower

3    

Followers and Trinkets are added to your play area, ready for use. When you acquire a Follower, you immediately gain the **Acquisition Bonus** shown at its top right. I.e., when you acquire *Melanue*, you can perform 1 Ritual.

Trait, Spell, and Artifact markets always have two visible cards, while Trinket and Follower markets have three. As soon as you acquire a card, reveal a new one of the same type.

Certain card effects allow you to acquire a Trait, Spell, Artifact, Trinket, or Follower. In that case, you don't have to pay the three resources cost stated above, and you can do it regardless of where your Hero is.




**Acquire Exhausted**  
 Like the previous ones, but the Follower/Trinket arrives exhausted.



**Acquire Anywhere**  
 You may acquire from a market of choice, no matter where your Hero is. Pay the acquisition cost.

Spec  
*Devouring Bag*  
is an Informer.



Spec  
*Melanue* is a Mage.

**Acquisition Bonus**  
1 Ritual



**Trinkets and Followers Limit**  
 You can have up to 3 Trinkets and up to 3 Followers. If you have already maxed them and want to acquire a new one, discard one of choice before acquiring a new one.





# Solve a Challenge

*There are no monsters. Everyone has a role, and theirs is to guard a Seal for the Eternals and keep us away from it. To bring down Lumen, we must first face its minions.*

*Persens, the Ruthless*

To solve this, you must pay:  
3 Fight, 1 Deception, and add  
1 Lumen's Eye to your discard.



Name and background

When solved, you gain:  
rescue 1 Keeper from the  
Prison and add it to your  
play area.

There are three Challenge sites in the Outer Lands. Each Challenge is linked to two Regions. You can solve the Challenge linked to your Hero's Region as the main action. To solve a Challenge:

1. Your Hero has to be in a Region linked to the Challenge. I.e., your Hero has to be in *Ehra* or *Goriah* to solve the top-center Challenge, *Ariah* or *Nimali* for the bottom-left one, and *Dormath* or *Tellurhian* for the bottom-right Challenge.
2. Pay its Skill requirement and take other minuses (Bounty or Lumen's Eye).
3. Gain its income.
4. Remove the Challenge from the game and reveal the next one.



## Last Challenge of a site - 3rd lvl

Each Challenge site has a 1st lvl Challenge on top, then a 2nd lvl in the middle, and ends with a 3rd lvl Challenge.

All 3rd lvl Challenges have the same income, which is:



1. Remove the 3rd lvl Challenge from the game.
2. Secretly look at the Inner Worlds on the Lumen Board.
3. Choose an Inner World and return the others face-down to the Lumen Board.
4. Place the chosen World on the Challenge site and add 3/4/6/7 Keepers on it. Depending on the player count. 3 Keepers for Solo, 4 for a 2p game, 6 for a 3p game, and 7 for 4p. If not enough Keepers are available, temporarily use the 5x card.
5. Rescue 1 Keeper from it, add it to your play area and gain that World Bonus. I.e., **Great Desert**: loot 1 Chest.



## Inner Worlds

There are 13 Inner Worlds. Once an Inner World is in the Outer Lands, you can rescue 1 Keeper from it as your main action. Inner Worlds are just like Challenges, and they all work the same.

To rescue a Keeper from an Inner World, your Hero has to be in a Region linked to it, and you have to pay its Skill requirement. If you do, rescue 1 Keeper from it, add it to your play area, and gain the World Bonus.

When the last Keeper is rescued from an Inner World, remove the Inner World from the game and place the corresponding Permanent Seal card in its space.

You can use a Permanent Seal as your main action. Pay its Skill cost and rescue a Keeper, as described on the right. I.e., the Permanent Seal in *Ehra-Goriah* allows you to rescue a Keeper for 6 Wizardry. As usual, your Hero has to be in *Ehra* or *Goriah*.



## Rescue a Keeper

Some effects allow you to rescue a Keeper. In this case, you can take a Keeper from an Inner World (as usual, gain the World Bonus) or from the supply. You cannot rescue it from Prison. Those imprisoned can be rescued only with the proper effect.



The aim of the game and the most source of Keeper Points (KP) is to infiltrate saboteurs on Lumen to make it fall. To do so:

1. Your Hero has to be in the same Region of Lumen.
2. Return a Keeper you saved to the supply.
3. Choose a Lumen Window, and pay its Skill cost plus 1 Deception for each Agent already present in that Window. I.e., to place an Agent on a Mage Window where there are already 2 Agents, you have to pay 3 Wizardry and 2 Deception.
4. Take one of your Agents from the supply, place it in the chosen Window, and gain the Window Bonus.

## Districts and Windows

There are five Districts on Lumen, one for each Specialization. Each District has 3 Windows, except for the Voyager, which has only one Window.

The Skill cost for each District is shown next to it:

- ▶ Voyager: 3 Void.
- ▶ Mage: 3 Wizardry.
- ▶ Warrior: 3 Fight.
- ▶ Engineer: 3 Wit.
- ▶ Informer: 3 Deception and add a Bounty to your Hero.

In addition, you have to pay 1 Deception for each Agent, including Lumen Agents, already present in the chosen Window. At the endgame, each Agent on Lumen is worth 5 KP. Each Voyager Agent is worth 2 additional KP.

An Agent in the Voyager District counts as your Voyager; the same is for the other Districts. Just as Followers and Trinkets, Agents help fulfill your Faction requirement, boost some effects, and seize Secrets from Lumen.

Each Lumen District has 3 Windows:

- ▶ The External Window has an immediate bonus.
- ▶ The Central Window grants a recurring income you will gain at the beginning of each subsequent round during the income phase.
- ▶ The Internal Window has an immediate multiplier bonus based on the Window Spec. If the bonus is computed on Specialist couples you own, the amount is always rounded up, and it includes the Agent you just placed. I.e., if you own two Mages and place an Agent on the shown Window of the Mage District, you gain 2 Void.

The Voyager District has only one Window with an immediate bonus (1 Mana or Teleport) and a reminder that each Voyager Agent is worth 2 additional KP. **There is no limit to the Agents that can be placed on each Window.**

Additional information for Districts is available on page 23.



## Secrets

There are two Secrets on Lumen, one on each side of the Voyager District. Each time you place an Agent on Lumen, you can check if you fulfill the Secret requirement.

You can count on the Spec of the Agent you just placed to fulfill the Secret requirement, as well as on the Specs of your Followers, Trinkets, and Agents you already have on Lumen.

If you fulfill its requirement, you can seize the Secret and add it to your play area. Then, in any of your next turns, you can sacrifice the Secret and gain its income as the main action of the turn.

# Infiltrate

## an Agent on Lumen



*Dogs are barking, but Lumen keeps flying.*

*Lyra, the Seer*

To infiltrate an Agent here, you must pay 3 Wizardry plus 2 Deception because it already has 2 Agents, no matter who owns these Agents. **+2**

**Mage District**

**Immediate Bonus:** acquire a Spell.

**Recurring Income:** at the beginning of each round, draw 1 card for each Mage you own here.

**Immediate Multiplier Bonus:** perform 1 Trade and gain 1 Dark Matter for each couple of Mages you own. As usual, consider your Followers, Trinkets, and Agent you own in the Mage District, including the one you just placed.

**3**

**2**

**Secret Requirement:** own at least 3 Warriors and 2 Engineers.

A reminder of the Secret effect.

**Broken Blades**

Sacrifice this Secret to Capture 1 Patrol in a Region of your choice.





# Play a Card

*We need a movement with quickness to counteract the Eternals.  
We gotta take the power back!*

*Orpheus, the Bard*

## Play a No-Free Action

You can perform a no-free action as the main action of your turn. The no-free actions are the following:

- ▶ **Play a card from your hand** to perform its no-free action. After you play a card, send it to the discard.
- ▶ **Activate your Faction** to perform its no-free action. Your Faction has to be ready; exhaust it by placing your Flag on it. Activating your Faction is always a main action. Factions are described on pages 11 and 25.
- ▶ **Activate one of your Followers or Trinkets** to perform its no-free action. It has to be ready; exhaust it by turning it by 90°.
- ▶ **Exile a Secret** you previously seized; remove it from the game to gain its effect. Details on page 26.

All costs are mandatory. You can only perform an action if you pay its cost. All effects are facultative, and you can perform them in any order.

## Instant Actions

The following actions are always available, even in the middle of your main action, during a free action, and in the Income phase. You can perform them as many times as you want.

Discard a card from your hand to gain its Skills.



Exhaust your Follower or Trinket to gain its Skills.



Convert 1 Void into 1 Wizardry/Fight/Wit/Deception.

Convert 1 Wizardry/Fight/Wit into 1 Deception.

Convert any 1 Skill into 1 Gold.



**Main Action:**  
spend 1 Deception to gain 1 Genasi.



**Main action:**  
spend 1 Mana to acquire 1 Spell.



Some effects enable you to acquire a type of card from its market. In this case, you can choose one of the two visible Spells in the *Ehra-Goriah* market and add it to your hand. You don't have to pay the market cost (3 Mana); only the cost required by the effect (1 Mana). You can do this regardless of which Region your Hero is in.

**Main action:**  
spend 1 Deception to loot 1 Chest.



**Instant action:**  
any time, discard this card to gain 1 Fight and 2 Deception.



## Free action

Before your main action, you can play this card to either:

- ▶ Capture 1 Patrol in your Region and then Travel.
- ▶ Travel and then Capture 1 Patrol in that Region
- ▶ Capture 1 Patrol in your Region and skip the Travel.
- ▶ Travel and skip the Capture (a waste but legal action).

After you gain the effects, place the card in the discard.



# Capture a Patrol

*We do not have to fight every Hammer we cross.  
Some of them can be bought to enforce our Law.*  
*Semiramis, the Weaver*

You can capture a Patrol in your Hero's Region as your main action. To do so, pay one of the following:



Patrols are useful resources. You can trade 1 Patrol for 4 Gold or 3 Patrols to free 1 Keeper from Prison. In this second case, add 1 Lumen's Eye to your discard.

Some effects may require a cost to return a Patrol to the supply. Each captured Patrol you still own is worth ½ KP at the endgame.

## There's a Bounty on you

*Don't let Lumen get too close, or the Eternals will burn your soul.*  
*Sisyphus, the Cheater*



As soon as you have 3 Bounties, return them to the supply and add 1 Lumen's Eye to your discard. This is mandatory.



### Discard a Bounty

You may discard one of your Bounties. If you don't have any, then this has no effect.

## Loot a Chest



Each time you capture 1 Patrol by any means, you also loot 1 Chest.

Take a face-down Chest from the supply and add it to your play area. You may keep it face-down and look at it any time.

A Chest contains a random income. You can discard a Chest to gain its income as a free action.

## Capture a Patrol Anywhere



Take 1 Patrol from a Region of choice. As usual, you also loot 1 Chest each time you capture 1 Patrol.

# Buy a Ride

You can spend 1 Gold to Travel as the main action.



### Travel

You may move your Hero from the current Region to a connected Region. I.e., move from *Nimali* to *Ariah*.

Other movements that you can do in the Outer Lands are:

- Pay 1 Wit to Travel from *Rotham* to *Ariah* or vice versa.
- Pay 1 Fight to Travel from *Nimali* to *Tellurhian* or vice versa.
- Pay 1 Wizardry to Teleport from *Gorlah*.

Any of these counts as the main action and does not require you to spend a Travel, only the required Skill.



### Teleport

You may move your Hero from the current Region to any other Region.



# Pass



*The revolution never sleeps. When we rest, it grows in the dreams of our people.*

*Pythas, the Tessellator*

You can choose to pass as the main action. If you take no other main action, then you must pass. Do the following:

1. If your Hero is in the Region with Lumen, add 1 Lumen's Eye to your discard. If you are not in the Lumen Region, but share the Region with one or more Patrols, take 1 Bounty.
2. Restore your Faction, Followers, and Trinkets.
3. Place your Flag on an available end-round bonus on the Lumen Board. Bonus are collected during the Income phase.



## Skill Locker

Store one of your Skill tokens and keep it for the next round instead of dumping it for one Gold.

4. Usually, your hand will be empty. But if you have cards left, each can be discarded to gain Skills or saved for the next round. Convert all your unused Skills into 1 Gold each.
5. Shuffle your discard and place them face-down at the bottom of your deck.

The Lumen Phase begins when all players have passed.



# Lumen Phase

The Lumen Phase begins when all players have passed. Reveal the top Event of the Lumen deck and apply its effect in order. The most experienced player can carry out the Lumen Phase.

At the end of the Lumen Deck is the Fall Event, which ends the game. Otherwise, a new round begins with the Income phase.

1. Place Lumen in Dormath.

2. Refresh the Artifact Market  
Remove the two visible Artifacts from the game and reveal two new Artifacts.

3. Add two Patrols to *Gon'Mar* and two Patrols to *Tellurhian*. If there are not enough Patrols, proceed from top to bottom until they run out.

4. Add 1 Lumen Agent to the central Window of the Informer District.



At the middle of the Lumen Deck is the Mercs Event, which replaces the Trait Market with the Mercs tile, adds 1 Lumen Agent to the Voyager Window, and obliges to apply the next Event.

If your Hero is in *Ariah* or *Nimali*, you can visit the Mercs to buy Skills for Gold as your main action. You can spend 3 Gold to buy 1 Wit or 1 Fight, and 4 Gold to buy 1 Wizardry or 2 Deception. You can perform up to 3 acquisitions, any combination. I.e., you can spend 10 Gold to buy 2 Fight and 2 Deception, or 6 Gold to buy 1 Fight and 1 Wit.

The Mercs are a market, so effects that allow you to acquire from a market of choice grant you access to the Mercs Market. You can perform up to three acquires with a single effect.





# Income Phase



For each Agent you own here, you may draw 1 card during the Income phase. If your deck is empty, the income is wasted.



For each Agent you own here, you may gain 1 Deception and perform 1 Travel. Where you Travel can influence other players, so resolve the Income phase in player order.

After the Lumen Phase, a new round begins with the Income phase.



All players draw from their deck until they have five cards.



All players gain their Hero's Skills. As usual, take the corresponding Skill tokens from the supply and add them to your play area.



The player who placed their Flag on the highest end-round bonus box gains the Seat of the First and becomes the first player. All players gain their end-round bonus and take back their Flags.



All players gain income from the District's central Windows based on the number of their Agents.

The first three steps can be carried out simultaneously by all players. Usually, this also applies to the fourth step. However, some incomes may grant Travel or trigger a Hero ability, and their effect can be relevant for the other players. When this occurs, resolve the income step in player order, starting from the Seat of the First and proceeding clockwise.

During the Income phase, you may perform Instant actions, such as discarding a card from your hand to gain its Skills. You cannot perform any Free action or no-Free action in the Income phase.

When all players have completed the Income phase, players take turns starting from the Seat of the First and proceeding clockwise.

# Final Scoring



After resolving the last Lumen Event, record everyone's Keeper Points (KP) on the scoring sheet and add them up. KP can come from the following sources:



5 KP for each of your Agents on Lumen, no matter which District they are in.



+2KP for each of your Agents in the Voyager District. These are in addition to the 5 KP above.



2 KP for each rescued Keeper that you have been unable to sneak on Lumen, still in your play area.



1/2 KP for each captured Patrol still in your play area.



Lumen's Eye card score -1KP each, whether they are in your deck, hand, or discard. If you have Lumen's Mark cards, they score -2KP each.

Whoever has the most Keeper Points wins. Scenarios may grants KP and are explained on page 27.

## Tiebreakers

Break ties in favor of the player with most Agents on Lumen. If still tied, consider the most Agents in the Voyager District. If still tied, break ties in favor of the player with fewer Lumen's Eye cards. After that, the victory is shared.





# Heroes

## Achilles

Instead of a Scry, you can convert 1 Mithril into 1 Void.

## Adapa

Each time you gain 1 Genasi for any reason, you can draw 1 card. If you do, you must discard 1 card, which can be the one you just drew or any other card in your hand.

## Aeneas

Instead of a Trade, you can convert 1 Fight into 3 Deception.

## Ariadne

Each time you exhaust one of your Followers for any reason, you can spend 1 Mithril to draw 1 card. You decide the use of your Follower - Skills or Effect - before drawing the card. If the Follower's effect requires you to discard a card, you can declare it, spend 1 Mithril to draw, and then decide which card to discard, including the one you just drew.

## Cassandra

Instead of a Ritual, you can mill the top card of your deck to gain its Skills. I.e., you Gather in Goriah, perform the Scry, then instead of the Ritual, you mill Cantrip from the top of your deck to gain its Skills, 1 Wizardry.

## Circe

Instead of a Scry, you can return one of your captured Patrol to acquire a Spell for free. As usual, Spells are acquired directly to your hand. You can perform this ability whether or not Circe is in a Region connected to the Spell Market. Return the Patrol to the supply.

## Daedalus

Each time you exhaust one of your Trinkets for any reason, you can spend 1 Mithril to perform the effect of any of your Trinkets, including the one you are exhausting. You have to pay its effect cost, if any.

## Enkidu

Instead of a Ritual, you can gain 1 Fight.

## Gilgamesh

Instead of a Ritual, you can convert 1 Deception into 1 Void.

## Gwydion

Instead of a Scry, you can draw 1 card. If you do, you must discard 1 card, which can be the one you just drew or any other card in your hand.

## Helen

Before each Trade, you gain 1 Gold, whether or not you exchange something.

## Heracles

Instead of a Scry, you can spend 2 Fight to Capture a Patrol in Heracles' Region.

## Heraclitus

Instead of a Ritual, you can convert 1 Mana and 1 Mithril into 2 Void.

## Hippocrates

Instead of a Ritual, you can spend 1 Genasi, 1 Dark Matter, 1 Mana, and 1 Mithril to rescue a Keeper from an Inner World, gain that World bonus as usual, or from the supply. You cannot rescue a Keeper from the Prison with this ability.

## Icarus

Instead of a Travel, you can spend 1 Deception to Teleport. Usually, you can spend 1 Gold to Travel as your main action. This ability allows you to Teleport as your main action by spending 1 Gold and 1 Deception.

## Imhotep

Instead of a Ritual, you can convert 1 Mithril into 1 Genasi.

## Iskender

Instead of a Trade, you can convert 1 Genasi into 2 Void.

## Lilith

Instead of a Ritual, you can sacrifice one of your Followers, exhausted or not, to draw 1 card and gain 1 Void.

## Medea

Instead of a Trade, you can spend 3 Gold to Sacrifice (remove one card from your discard).

## Merlin

Instead of a Scry, you can spend 1 Mana and 1 Mithril to acquire a Spell for free. As usual, Spells are acquired directly to your hand. You can perform this ability whether or not Merlin is in a Region connected to the Spell Market.

## Mordred

Instead of a Trade, you can discard a Bounty.

## Morgana

Instead of a Scry, you can perform a Gather anywhere. As usual, you must pay the Gather cost. If you Gather in Goriah, you can perform a Ritual and replace the Scry with a Gather anywhere.

## Odysseus

Instead of a Scry, you can upgrade one of your Skill tokens by one step, according to the following order: Deception upgrades into Wit, which upgrades into Fight, then Wizardry, and Void at the end. You cannot gain 1 Deception from this ability.

## Orpheus

Each time you exhaust one of your Followers for any reason, you can spend 1 Mana to gain that Follower's Skills. I.e., you exhaust Melanue to gain 1 Wizardry, and you can spend 1 Mana to gain 1 additional Wizardry.

## Perseus

Instead of a Ritual, you can remove a Patrol from Perseus' Region. If you do, gain 1 Mithril. The Patrol returns to the supply.

## Prometheus

Each time you Travel, you can convert 1 Fight into 1 Wit and perform a Scry. Remember that you can spend 1 Gold to Travel as your main action in order to trigger this ability, and you are not obliged to move when you Travel.

## Pythas

After you Sacrifice or Exile a card, you can spend 1 Gold to perform a Ritual. Followers and Trinkets are not cards. If Exiling a card requires you to pay 1 Mana, you cannot use the one granted from this ability as it triggers after the Exile.

## Semiramis

Instead of a Trade, you can spend 2 Mana to capture a Patrol in Semiramis' Region. As usual, when you capture a Patrol, you also loot a Chest.

## Siegfried

Instead of a Trade, you can discard one of your Chest to gain 1 Dark Matter and Teleport. You won't gain the Chest income. As usual, you may look at your Chests anytime.

## Sir Galahad

Instead of a Ritual, you can return one of your captured Patrol to gain 1 Genasi and draw 1 card. Return the Patrol to the supply.

## Sisyphus

Each time you should take a Bounty, you can spend 1 Deception to avoid it.



## Svipdagr

After you Sacrifice or Exile a card, you can convert 1 Deception into 1 Wizardry. Followers and Trinkets are not cards. If Exiling a card requires you to pay 1 Wizardry, you cannot use the one granted from this ability as it triggers after the Exile.

## Theophilus

Instead of a Trade, you can upgrade one of your Skill tokens by one step, according to the following order: Deception upgrades into Wit, which upgrades into Fight, then Wizardry, and Void at the end. You cannot gain 1 Deception from this ability.



# Factions

The second step requirement of a Faction is always contained in its third step requirement. So the two requirements don't sum up. Remember that if you can fulfill the rightmost requirement, you automatically fulfill the previous one. You can gain income in any order if you fulfill the requirements.

### Da'Eye

The first step allows you to Sacrifice - remove one card from your discard - and gain its Skills.

### Fisher Widows

The first and the second steps allow you to mill the top card of your deck and gain its Skills. If your deck is empty, then this has no effect.

### Forgottens

The third step allows you to Sacrifice - remove one card from your discard - and gain its Skills.

## Theseus

Instead of a Trade, you can remove a Patrol from Theseus' Region and mill 2 cards from the top of your deck. If you do, gain 1 Fight. The Patrol returns to the supply.

## Valkyries

Each time you capture a Patrol for any reason, you can spend 1 Fight to loot 1 additional Chest or to draw 1 card. You must decide to perform this ability before knowing what is inside the first Chest that capturing a Patrol usually grants.

## Iota's Department

The first and the third steps allow you to gain the Skills of any of your Followers, exhausted or not. You can choose the same Follower for both incomes or two different ones, as you prefer.

## Night Watchers

You can use the Deception from the second and third steps to pay the anywhere Gather's cost you choose at the first step.

## Tortuga

The third step allows you to upgrade one of your Skill tokens by one step, according to the following order: Deception upgrades into Wit, which upgrades into Fight, then Wizardry, and Void at the end. You cannot gain 1 Deception from this ability.

## Von Frey

The first step allows you to Gather anywhere and pay the Gather cost as usual. The second step allows you to gain a second time the income you just gained from the first step's Gather. The third step allows you to ignore the cost of the Gather you choose with the first step.



# Districts

When the bonus is computed on Specialist couples you own, the amount is always rounded up, and it includes the Agent you just placed.



For each couple of Mages you own, perform a Scry and draw 1 card. As usual, you can choose the order of resolution of each bonus. I.e., you have 5 Mages and you decide to draw 1 card, Scry, Scry again, then draw 2 cards and end with the last Scry.



For each Engineer you own, you can upgrade one of your Skill tokens by one step, according to the following order: Deception upgrades into Wit, which upgrades into Fight, then Wizardry, and Void at the end. You cannot gain 1 Deception from this ability.



For each couple of Informers you own, you can draw 1 card. For each card you drew in this way, you have to discard 1 card. I.e., you have 2 cards in hand and 5 Informers, you decide to draw 3 cards. Then you have to discard 3 cards among your hand of 5 cards.

Recurring incomes are gained during the Income phase. You don't gain any immediate bonus when you place an Agent in the Central Window of any District.



You gain 1 Deception and may perform a Travel. If more than one player has this bonus, resolve them according to player order from the Seat of the First and proceed clockwise.



You can draw 1 card. If you do, you must discard 1 card, which can be the one you just drew or any other card in your hand.



You can gain 1 Void. If you do, you must discard 1 card from your hand.



# Sample of Play

We are in the middle of a game, and you are playing *Morgana*.

You are the first player. During the Income phase, you have collected *Morgana* Skills: 1 Void and 1 Wizardry.

Your Hero is in *Ehra*, and your hand is *Mage's Apprentice*, *Magic Missile*, *Market Day*, and two *Lumen's Eyes*.

Here is your turn of play:

## 1. Free action:

- You play *Mage's Apprentice*, you decline the Scry to use Morgana's ability [perform a Gather anywhere]. You choose *Tellurhian's* Gather: spend 1 Wizardry and 1 Deception to gain 1 Void. As an instant action, you discard *Lumen's Eye* to gain 1 Deception and resolve the Gather by adding 1 Wizardry. Then you perform the Ritual from *Mage's Apprentice* and choose to gain 1 Mana. At this point, you have 1 Mana and 2 Void.



## 2. Another free action:

- You play *Magic Missile* for its effect: spend 1 Mana to gain 2 Fight. You have 2 Fight and 2 Void.



## 3. Main action of the turn::

- You solve the Challenge linked to your Region, the *Headless Horseman*. You spend 2 Void and 2 Fight, add 1 Bounty to your Hero and solve it. As a reward, you acquire a Follower for free. Among the three available, you choose *Alsea*, gain her acquisition bonus (1 Genasi), and place her in your area, ready for use. Finally, reveal a new Follower and the next Challenge. Your turn ends.



All the other players take their turn, and the game returns to you.

# Work in Progress

## Alternative Map

The game will feature an alternative map on the back of the main board in which the Void is still present in the Outer Lands.

## Solo

The game will feature a Solo mode.

At the moment, if you want to play Solo, compose the Lumen deck with 3 Advanced Events instead of two. The Solo game will last 7 rounds instead of 6.

Only 7 Lumen's Eyes are available in Solo, including the initial two for your starting deck. If you have to take a Lumen's Eye and no one is left on the Lumen Board, the Eternals have found you, and you lose the game.

The aim of Solo is to infiltrate at least 1 Agent in the Voyager District plus 2 Agents in every other District before the end of the seventh round. If you do it, Lumen falls, and you have won.

## Cooperative game

We will develop the cooperative variant in the next months.

## Longer Game

If you want to extend the duration of the game, you can compose the Lumen deck with 3 Advanced Events instead of two. The game will last 7 rounds instead of 6. We enjoy it in 2 players, avoid with more players.

## Scenarios

Scenario cards are optional variants you can add to the game. They modify the setup and add a couple of unique actions, such as Build a Stronghold or Seal a Portal.

## From Legends to Fall

For those who want to play Legends of Void and then Fall of Lumen, we are thinking about a conversion table that allows you to claim a setup reward in Fall of Lumen based on what you achieved in the previous Legends of Void game.

## English Proof

No text has been verified. We apologize for all our errors. We will submit them after the Kickstarter campaign, if it is funded.



