



FALL
of
LUMEN
RULEBOOK

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

Guess what? We mortals survived and pushed back the Void. We have shown the Seraphs the door. What about the Eternals now?

Commonly heard in Gon'Mar Taverns




1-4
PLAYERS


14+
AGE


90'-180'
PLAYTIME


3.2
BGG ESTIMATED
COMPLEXITY RATING

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Game Concept

Fall of Lumen is a board game for 1 to 4 players, age 14+. The average playtime is 45 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, chronologically after it. We played so many games of it that the 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, with 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, area movement, tableau-building, open drafting, and once-per-game mechanics.

The Void battles have ended. The Outer Lands are devastated after years of battles against the Seraphs, and the people are happy to return to a peaceful time and rebuild their houses and society. But a small group of rebels is sick of the citadel of Lumen and works in the shadows to free the Outer Lands from its dictatorship. Their plan is as simple as it will be effective. Bring back the Keepers that once saved the world from the Nihil of the Pale Night and sneak them into the flying citadel as incognito Agents.



You play a rebel **Hero**, an ex-Keeper banned from the Outer Lands long ago. Now you are back, thanks to the dimensional fracture caused by the Void. You'll rescue comrades from the Inner Worlds, where the Eternals, the founders of Lumen, banished all of you. You will infiltrate Keepers into Lumen to take power back until the flying citadel becomes the falling one.

You will be supported by a **Faction**, which shares your cause against the Eternals, and compete with the other Heroes to be the most influential Hero, the one who has infiltrated the 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**. Using 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 onto Lumen, which is the goal of the game and the greatest source of victory points. You can **infiltrate an Agent** in any of the five Districts of Lumen: **Informer**, **Engineer**, **Warrior**, **Mage**, and **Voyager**. Each Agent will grant you an income and victory points at endgame.

Game Mechanics

The main mechanics in Fall of Lumen are:

- **Deck-building:** your deck is your main resource; improving it by buying better cards will help you perform better.
- **Area Movement:** the game board is divided into eight regions, that are irregularly shaped. Regions 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 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 luck of the draw. You can use them once per round, and then they are exhausted until the next round.
- **Open drafting:** market elements are face-up, so you can plan what to buy and collect the resources you need to get them, 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, and then they are removed 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 the infiltration of Agents on Lumen.

The more Agents that are on a District Window, the higher the cost to send a new one. We like direct interaction, but we think it does not fit the setting, as the Heroes are incognito to avoid being spotted by Lumen and the Hammers Patrols.

We entered into the Nihil when it first erupted in Umbra. We faced its darkness and the horrors concealed beneath it. This was long before Lumen's creation, and the thirteen were elsewhere, attending to their interests.

While we were lost in the sea of emptiness, they returned, took our lands and homes, sealed the door, and left us to a cursed fate.

We journeyed long before finding a place to rest from the Darklings and the Nightmares we had to face in the Void. But the Inner Worlds were far from welcoming. We resolved to adapt and survive, hoping to find a way to return to our beloved 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 Hero cards



21 Faction cards



1 Pad of scoring sheets



2 Player aids



10 1st level Challenge
13 2nd level Challenge
11 3rd level Challenge
13 Inner World cards



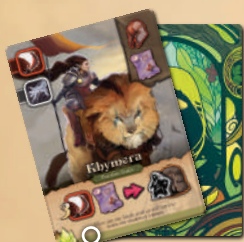
12 Basic cards



29 Lumen's Eye cards



13 Void Pact cards



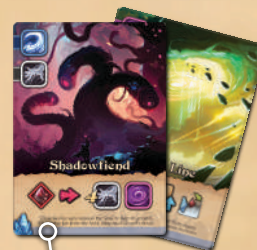
48 Follower cards



68 Gift cards



48 Trait cards



41 Spell cards



34 Artifact cards



33 Trinket mini-cards



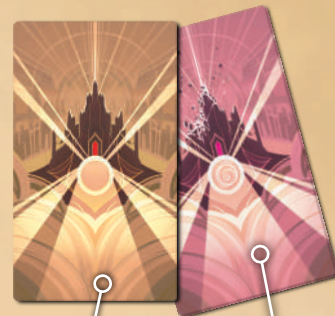
23 Mission mini-cards



9 Bounty mini-cards



9 Multiplier/
Lumen's Mark
mini-cards



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



3 Permanent Sigil cards



16 District mini-cards



1 Lumen
standee



7 Setup Scenario cards,
7 Action Scenario cards,
and their elements (pg.27)

Sleeves:

- ▶ 132 Tarot cards (120x70 mm)
- ▶ 293 Standard cards (88x63 mm)
- ▶ 109 Mini cards (75x50 mm)

Game Setup

Lumen Board

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

- 4 **Lumen 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 **Mercs Event** face-down on top of the Advanced Events.
 - Randomly pick 4 **Base Events** and place them face-down on top of the Mercs Event.



- 5 **Voyager District.** Place the Voyager District on the side with the Ritual/Teleport income. The back side (2x Ritual income) is for Solo and cooperative modes. Randomly complete the Voyager District with a Spec endgame tile for the bottom left corner and a Skill endgame tile for the bottom right corner.
- 6 **Other Districts.** With the help of the District cards, randomly compose the rest of the citadel of Lumen with 4 District tiles, one for each type: Mage, Warrior, Informer, and Engineer.
- 7 **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.
- 8 **Inner Worlds.** Randomly pick 4 Inner Worlds cards and place them face-down on the marked place. On the bottom, you can place the Permanent Sigil cards to have them on hand when you need to replace an empty Inner World on the Outer Lands. See pg. 16.

- 9 **Scenario.** This step is optional. Skip it until all players have experience playing the game. If you want, you can add a Setup Scenario and/or an Action Scenario to your game. Choose them or draw them randomly. They add additional steps to setup. See page 27 for details.

The Outer Lands

Use the side without the Void for your first game. The Void side follows special rules, which are explained on page 26.

- 10 Lumen Event.** Reveal the top Base Event of the Lumen Deck (step 4) and apply it:

- Place Lumen in the named Region.
- Skip the market refresh step, 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.

The Event cards are described on page 20. After this step, the Lumen deck has 3 Base Events on top.

- 11 Trait Market.** Shuffle the Trait cards face-down, divide them 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 step 11, but use the Spell cards.

- 13 Artifact Market.** Like step 11, but use the Artifact cards.

- 14 Trinket Market.** Like step 11, use the Trinket cards and divide them 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 at the bottom of the Outer Lands. Then it is like step 14 but with the Follower cards.

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



Shuffle the 1st level Challenge cards and randomly pick one face-down.



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



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

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

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

- 18 Supply.** Place resources, Skills, Keepers, and Patrols outside the board 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. Proceed with the player setup (pg. 8-9).



Player Setup

A Starting from the first player, each player chooses a color and takes the player board, Hero figure, one Flag (the second one is for Solo), and all Agents in that color. Place the Agents in the marked place of the Lumen Board, where the gray Lumen Agents are already. See **3** on page 6.

Randomly, deal to each player:

B Two Factions. **C** Two Heroes.

D Four Gift cards, face-down.

E Three Mission cards, face-down. We recommend they not be used the first time you play the game.

+P Simultaneously, each player places 2 Patrols. One in each Region indicated on the back of their two Factions. A Patrol icon followed by the Lumen icon means the Patrol has to be added in the Region where Lumen is. I.e., *Fisher Widows* add 1 Patrol to *Ehra*, while the *Fjoldor* add 1 Patrol to the Region where Lumen is. At the end of this step, there must be 4 Patrols (from the Lumen Event) plus 2 Patrols per player on the Outer Lands. Starting from the first player and proceeding clockwise, each player performs all the following steps.

1. Choose your Hero and Faction

Choose a Hero and a Faction from your pair and return the others to the box.

2. 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 *Path Finder*.
- ▶ 1 *Market Day*.
- ▶ 1 *Cantrip*.
- ▶ 2 *Lumen's Eye*.
- ▶ Choose 2 Gift cards from your 4 choices. Return the other 2 to the box.

Shuffle your deck, place it on your player board, and draw 5 cards.

3. Gain your Starting Assets

- ▶ Place your Hero figure in the starting Region of your Faction. I.e., *Fisher Widows* start in *Ehra*. If it says <Outer Lands>, you can place your Hero in a Region of your choice. <Lumen Region> means place your Hero in the Region where Lumen is.
- ▶ **Gain your Hero Skills.** I.e., *Svipdagr* gains 2 Deception.
- ▶ Choose and gain one of the two options of your Hero starting assets (above or below, on the back). Do the same with your Faction (left or right, on the back). You can gain Hero and Faction starting assets in any order. You cannot forfeit the starting assets. Hero and Faction starting assets can trigger a Hero's ability.
- ▶ Choose one of your Missions and return the others to the box.

+P When you Acquire a Trait, Spell, or Artifact, add it to your hand. When you acquire a Follower or a Trinket, add it to your play area, ready to use unless it is specified as exhausted. As soon as you acquire from a market, reveal a new element.

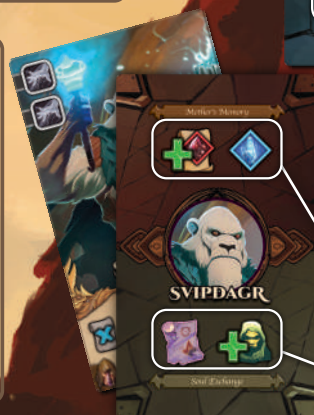


When you receive this card, add a Patrol to *Ehra*. If you choose this Faction, place your Hero in *Ehra*.



Take a Bounty and acquire a Spell
OR
Add a *Lumen's Eye* to your discard and acquire an Artifact.

Acquire an Artifact and gain 1 Mana
OR
Take a Bounty and acquire a Follower.



Starting Resources

Starting resources depend on the play order.

1st



2nd



3rd



4th



Your first time playing, each player gets 5 additional Gold.

+5

The game starts in the Round phase, with the starting player taking their first turn of the round. Play proceeds clockwise.

Sample of Player Setup

Your Options



Missions [pg. 26]

If you want to reduce complexity, don't use Missions. Fall of Lumen plays fine without them.

Don't use them in your first game.



Your Choice

You decide to play *Svipdagr*, allied with the *Fisher Widows*. Pick *Obolo* and *Mesmerize* for your deck over *Ambush* and *Spirit Athame*. Then, add 2 *Lumen's Eye* cards and the 3 base cards (*Path Finder*, *Market Day*, and *Cantrip*) to your deck.

- ▶ Shuffle your 7-card deck and draw 5 cards.
- ▶ Place your Hero figure in *Ehra*, *Fisher Widows* starting Region.
- ▶ Gain *Svipdagr* Skills: 2 Deception.
- ▶ Gain *Svipdagr* starting assets: add 1 *Lumen's Eye* to your discard and acquire a Follower from the market. You choose *Althea*, which gives you 1 Genasi (Acquire bonus). Reveal a new card for the Follower market.
- ▶ Gain *Fisher Widows* starting assets: take 1 Bounty and acquire an Artifact from the market to your hand. You choose *Aethon*. Reveal a new card for the Artifact market.
- ▶ Choose the *Small Talk* Mission and return the others to the box.



Your Start

You begin the game with 2 Deception, 1 Genasi, 1 Mana, *Althea* (ready), 1 Bounty, and 1 *Lumen's Eye* in your discard. Your Hero is in *Ehra*.

There is a Patrol in *Ehra* due to the *Fisher Widows* setup.

You randomly draw: *Lumen's Eye*, *Market Day*, *Path Finder*, *Cantrip*, and *Obolo*. You also have *Aethon* in your hand, acquired thanks to your Faction.

The last two cards in your deck are *Mesmerize* and *Lumen's Eye*.

Assign starting resources according to play order.





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 you receive at the beginning of each round. I.e., *Helen* grants 1 Void and 1 Deception.
- **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 every 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.

- **Starting Assets.** What the Hero grants you at setup. They are on the backside of the card. Each Hero grants two options: above or below. During setup, you choose one of the two options and gain it. You cannot forfeit them.



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



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



Add 1 Lumen's Eye card to your discard.



Add 1 Bounty to your Hero.

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



Ability:
every time you
Trade, gain
1 Gold.

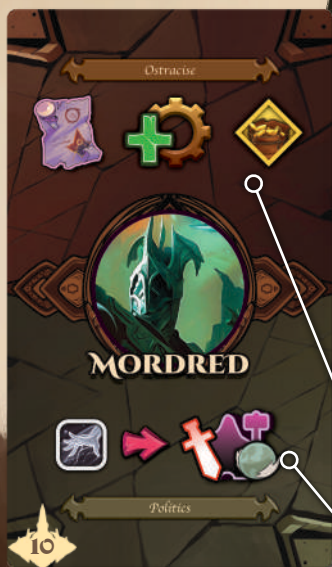
Skills that the Hero grants you
at the beginning of each round.
Mordred grants 3 Deception.



Take a Bounty, acquire a
Trinket, and gain 1 Gold
OR
Spend 1 Deception to
capture a Patrol anywhere.

Instead of a Trade,
you can discard a
Bounty.

Hero logo



10

Factions



Not all Factions survived the Void battles, and new rising Factions have filled 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 to support a silent revolution against the Eternals.

Christopherus IX, Royal Diplomat

Faction logo

Faction action
Once per round, as the main action of the turn, you can spend 1 Mana to draw 1 card. Exhaust your Faction by placing your flag on it.

2nd step
You can also perform a Teleport if you meet the above requirement, owning at least 2 Mages.

3rd step
You also gain 1 Wizardry if you meet the above requirement, owning at least 1 Voyager and 3 Mages.

Acquire a Spell and perform a Scry
OR
Gain 1 Wizardry, 1 Mana, and perform a Ritual.

When you receive this card, add a Patrol to Nimali. If you choose this Faction, place your Hero in Nimali.

A Faction's features are:

- **Name and concept.**
- **Background.** A peek at the Faction's story.
- **Starting Region.** When you receive this Faction, add a Patrol to the named Region, see page 8. If you choose this Faction, place your Hero in the named Region. If this says <Outer Lands>, you can start in any Region you want.
- **Starting Assets.** What the Faction grants you at setup. Each Faction grants two options: left or right. At setup, choose one of the two and gain it. You cannot forfeit them.
- **Action.** Each Faction has an action that you can perform as the main action of your turn. Each Faction has three steps, from left to right:
 - i. The first step is always available. I.e., *Aqua 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. The second step grants you a Teleport if you own at least 2 Mages. 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. The 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. The two requirements are not cumulative. When you fulfill the rightmost requirement, you automatically fulfill the previous one. **You can gain income in any order.**

When you use your Faction, exhaust it by placing your Flag on it. An exhausted Faction is not available for use. You can activate your Faction only once per round. At the end of each round, all exhausted elements are refreshed.



However, certain card effects might restore 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 essential to unlock the second and third steps of your Faction.

They are also important to boost the income from some District Windows and Gift 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 them work if someone can provide the resources.



Warrior. Sword dancers, axe masters, brawlers, barbarians, call them what you will. 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 citadel 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 endgame, you score 5 Keeper Points (KP) for each of your Agents on Lumen. Agents in the Voyager District score additional KP.

In addition, each Keeper you have not been able to sneak onto Lumen is worth 3KP, and each Patrol you have captured is worth ½ KP.

Finally, each *Lumen's Eye* card scores -1KP, and each *Void Pact* card scores -1KP.

Game Flow

The game is played over 6 rounds.

Players take turns choosing various actions that help them rescue Keepers and sneak them onto Lumen. Over the course of the game, players will overcome Challenges, restoring connections to the Inner Worlds and rescuing Keepers from there.

Each round proceeds as follows:

1. **Income Phase:** All players draw 5 cards from their deck, gain Skills from their Hero, the Pass-bonus with their Flag, and recurring income from Districts where they have infiltrated Agents.
2. **Take turns.** Players take turns clockwise. You are limited to **one main action** on your turn; before that, you can perform **any number of Flash actions**. The last action of your turn will be a **Pass** to indicate you are done playing for the remainder of the round. During the Pass step, you shuffle all cards in your discard and return them to the **bottom of your deck**, facedown. Discards are not recycled into your deck until the Pass step. The other players continue taking turns until all players have passed.
3. **Lumen Phase.** Resolve the top event of the Lumen deck. Lumen moves, refreshes some markets, adds Hammers Patrols to some Regions, and adds Lumen Agents to some District Windows.

The game ends when the last event is revealed. It is time to see which Hero contributed the most to take control of Lumen.

The **first round** begins with the take turns step. The player with the Seat of the First starts, then the play proceeds clockwise. The Income Phase is skipped in the first round as you already drew five and collected your Hero's Skills during setup.

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. People 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 Flash 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.

Lumen's Eye

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

Effect

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

Flash Action

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

Instant Action (pg. 18)

Discarding a card to gain its Skills is an instant action. It is faster than a Flash action, as you can also do it in the middle of your main action, during the income phase, or during setup. The same is true 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 you Pass.

Your discard

Your deck

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, described below its name. If your Hero is in that Region, you can perform its Gather up to three times as the main action of the turn. For each Gather, pay its cost and gain the income.

Ritual

When you perform a Ritual, choose one:

Gain 1 Mana



OR convert 1 Mana into 1 Dark Matter.



OR convert 1 Dark Matter into 1 Genasi.



Scrap

You may choose a card in your discard and remove it from the game. *Lumen's Eye* cards return to the Lumen board. A card that scraps cannot target itself.

Loot a Chest

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

ARIAH

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

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 up to 3 Gather in a single Region of your choice. Pay the cost of each Gather as usual.

Free Gather Anywhere

Some effects may allow you to perform 1 Gather in a Region of your choice without paying its cost.

Trade

GON'MAR

If your Hero is in *Gon'Mar*, you can spend 1 to 3 Deception to perform 1 to 3 Trade as your main action.

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

Theophilus, the Dealer

Each Trade allows you to 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 captured Patrol for 4 Gold.
- ▶ Exchange 3 captured Patrols and add 1 *Lumen's Eye* to your discard to release 1 Keeper from the Prison (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.

Effects that allow you to Trade follow the *Gon'Mar* conversion table. As usual, you can perform only one conversion for each Trade.

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



Spell



Artifact



Traits, Spells, and Artifacts are added directly to your hand. You can play them in any of your next turns. I.e., when 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 all work in the same way. The only difference is that Artifacts are more powerful than Spells, which are stronger than Traits, which are better than Gift cards and starting cards.

Trinket



Follower



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

Trait, Spell, and Artifact markets always have two face-up cards, while Trinket and Follower 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 resource 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 your choice, no matter where your Hero is. Pay the Acquire cost.

Specialist

Devouring Bag is an Informer.

Specialist

Melanue is a Mage.

Acquire Bonus

1 Ritual.

Trinkets and Followers Limit

You can have up to 3 Trinkets and up to 3 Followers. If you have reached your maximum and want to acquire a new one, discard one of your choice from your Play Area before doing so.



Solve a Challenge

There are no monsters. Everyone has a role, and theirs is to guard a Sigil for the Eternals and keep us away from it. To strike 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.

1st level logo



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 penalties (Bounty or *Lumen's Eye*).
3. Gain its income. I.e., rescue a Keeper from the Prison.
4. Remove the Challenge from the game and reveal the next one.



Last Challenge of a site [3rd level]

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

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

1. Remove the 3rd level Challenge from the game.
2. Secretly look at the Inner Worlds on the Lumen Board.
3. Choose an Inner World and return the others facedown 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* gives you 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 Sigil** card in its space.

You can activate a Permanent Sigil as your main action. Pay its Skill cost and rescue a Keeper, as described on the right. I.e., the Permanent Sigil 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 is to infiltrate Agents on Lumen to take control of it. In fact, Agents are the main source of Keeper Points (KP). To do so:

1. Your **Hero** has to be in the Region where **Lumen** is.
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. To infiltrate an Agent on a Mage Window where there are already 2 Agents, you have to pay 3 Wizardry and 2 Deception.
4. Take an **Agent** of your color from the supply, place it in the chosen Window, and gain that Window income.

Districts and Windows

There are five Districts on Lumen, one for each Spec. Each District has 3 Windows. 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 take a Bounty.

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

An Agent in the Mage District counts as your Mage; the same is true for the other Districts. Just like Followers and Trinkets, Agents help fulfill your Faction requirement and boost effects.

Each Lumen District has 3 Windows:

- The external Window has an **immediate bonus**.
- The central Window grants a **recurring income**. Every time you infiltrate an Agent here, immediately gain the income. During the Income phase, you gain the income as many times as the number of Agents you own here.
- The internal Window has an **immediate multiplier bonus** based on the Window Spec. If the bonus is computed on Specialist pairs you own, the amount is always rounded up, and it includes the Agent you just placed. I.e., if you own four Mages and infiltrate an Agent on the shown Window of the Mage District, you have 5 Mages and gain 3 Dark Matter.

There is no limit to the Agents that can be placed on each Window. Additional information for Windows is on page 24.



Voyager District

The Voyager District is slightly different from others:

- The central Window grants a recurring income of a Ritual or a Teleport, it's up to you. At the endgame, each Voyager here is worth 5 KP, plus 2 additional KP.
- The left Window grants 5 KP, plus 2 additional KP for a random pair of Specialists, to a maximum of 4 KP. I.e., Mages and Engineers in this example. As usual, consider Followers, Trinkets, and Agents on Lumen. You can place more Voyagers in this Window, but you have to score a different pair of Specialists.
- The right Window grants 5 KP, plus 1 additional KP for a random pair of Skills, to a maximum of 4 KP. I.e., Wizardry and Wit in this example. Consider Skills granted by Hero, Followers, and cards in your deck and discard. You can place more Voyagers in this Window, but you have to score a different pair of Skills.

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.

When you infiltrate an Agent here, draw 1 card.

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 pair of Mages you own (rounded up). As usual, consider your Followers, Trinkets, and Agents you own in the Mage District, including the one you just placed.

Specialist scoring:
at endgame, if you own a Voyager here, 5 Mages, and 3 Engineers, your Voyager is worth 5+4KP. A second Voyager here is worth 5+2KP because you still have one pair to score.

When you infiltrate a Voyager here, perform a Ritual or a Teleport.

Recurring Income:
at the beginning of each round, choose a Ritual or a Teleport.

At endgame, each Voyager here is worth 5+2KP.

Skill scoring:
at endgame, if you own a Voyager here, 11 Wizardry, and 7 Wit (among deck, Hero, and Followers), your Voyager is worth 5+4KP. A second Voyager here is worth 5+3KP because you still have three pairs to score.

ODIN 4 KP

ODIN 4 KP

Play a Card

*We need a movement with quickness.
You are the witness of change and to counteract the Eternals.
We gotta take the power back!*

Orpheus, the Bard

Play a No-Flash Action

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

- **Play a no-Flash card from your hand** to perform its effect. After you play a card, send it to the discard.
- **Activate your Faction.** 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 23.
- **Activate one of your no-Flash Followers or Trinkets** to perform its effect. It has to be ready; exhaust it by turning it 90°.
- **Complete your Mission.** Reveal your Mission, pay its cost or meet its requirement, gain its income, and place it on top of your Faction with only the Spec visible. More details are available on page 26.

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

Instant Actions

The following actions are always available, even in the middle of your main action or a Flash action, during setup or 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. It has to be ready.



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. Then, discard this card.

Instant Action

Exhaust Revna to gain 1 Wit and 1 Deception.

Main Action

Exhaust Revna to draw 1 card and Travel.



Followers and Trinkets work like cards in your hand. You can exhaust them to gain their Skills or their effects, not both.

Instant action

Any time, exhaust this Trinket to gain 1 Deception.



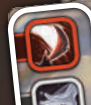
Main action

Exhaust it and spend 1 Deception to gain 1 Chest.



Instant action

Any time, discard this card to gain 1 Fight and 2 Deception.

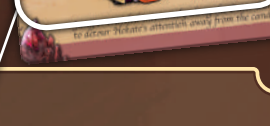


Flash Action

Before your main action, 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, no Travel.
- Travel only, a wasteful but legal action.

After you gain its effects, place this 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.*

Senirami, the Weaver

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



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



Every 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 Flash action.

If you have to loot a Chest and there are no more, take all discarded Chests, shuffle them, and stack them facedown.



Capture a Patrol anywhere

Take 1 Patrol from a Region of your choice. As usual, every time you capture a Patrol, you also take a Chest.

If you capture a Patrol by a means other than the action stated at the top of this page, you take no Bounty unless it is part of its cost.

Buy a Ride

You can spend 1-3 Gold to perform 1-3 Travel as your main action.



Travel

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

Other movements 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 Goriah.

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



Teleport

You may move your Hero to any Region, including the Void [pg. 26].

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 cannot or do not want to take any 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 your Hero is not in the Lumen Region but shares the Region with one or more Patrols, take 1 Bounty.
2. Restore your Faction, Followers, and Trinkets. 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.
3. Place your Flag on an available Pass-bonus on the Lumen Board, not chosen by other players. Bonuses are collected in the Income phase.



Skill Locker: store one of your Skill tokens, keeping it for the next round instead of dumping it for 1 Gold. If you don't submit any Skill token, gain 1 Gold in the income phase.

The last bonus allows you to discard a Bounty or gain 1 Gold in the income phase.

4. Convert all your unused Skills into 1 Gold each.
5. Shuffle your discard and place them face-down at the bottom of your deck. Only here, you shuffle your discard to refill 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 Endgame Event, which ends the game. Otherwise, a new round begins with the Income phase.

- 1 Place Lumen in Ehra.

- 2 Refresh the Spell market. Remove the two face-up Spells from the game and reveal two new Spells.

- 3 Add 2 Patrols to Gorlah and 2 Patrols to Rotham. If there are not enough Patrols, proceed from top to bottom until they run out.

- 4 Add 1 Lumen Agent to the external Window of the Mage District.



Advanced Events work the same way, but they also add 1 Lumen Agent to the Voyager District.

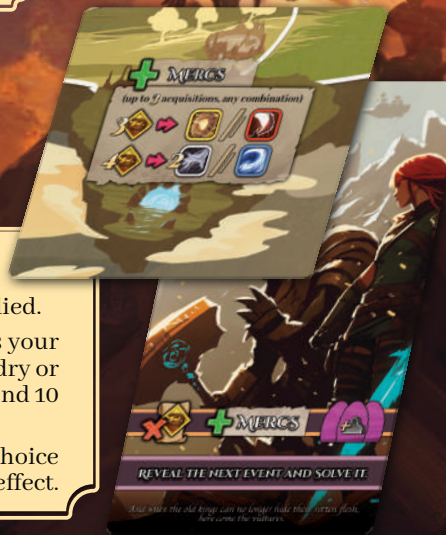


+ MERCS

At the center of the Lumen Deck is the Mercs Event. It removes the Trait market and replaces it with the Mercs tile, adds 1 Lumen Agent to the middle Window of the Voyager District, and requires the next Event to be applied.

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. Effects that allow you to acquire from a market of your choice grant 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 Fight and perform 1 Travel. Where you Travel can influence other players, so resolve this type of income 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 Pass-bonus gains the Seat of the First and becomes the first player. All players gain their Pass-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 (pg.18), such as discarding a card from your hand to gain its Skills. You cannot perform a Flash action or no-Flash action during 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 Voyager on Lumen. Voyagers grant additional KP based on their Window. I.e., Voyagers in the central Window grant +2KP each.



5 KP for each Mage, Warrior, Engineer, or Informer you own on Lumen. No matter which District or Window they are in.



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



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



Lumen's Eye cards and Void Pact cards score -1KP each, whether they are in your deck, hand, or discard. Lumen's Mark cards score -2KP each.

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

Tiebreakers

Break ties in favor of the player with fewer Lumen's Eye cards; each Lumen's Mark counts double, while Void Pacts are irrelevant. If still tied, consider who has the most Voyagers on Lumen, then the most Agents on Lumen. After that, the victory is shared.





Heroes

Achilles

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

Adapa

After you Scrap or Exile a card, you can mill the top 2 cards of your deck to gain 1 Mana. 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.

Aeneas

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

Ariadne

Every 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.

Savior: spend 1 Wizardry and 1 Wit to acquire a Follower - exhausted - and gain 1 Gold.

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 Patrols 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

Every time you exhaust one of your Trinkets for any reason, you can spend 1 Wit 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.

Instinct: you can decline the Ritual to trigger *Enkidu's* ability and gain 1 Fight instead.

Reason: spend 1 Fight to acquire a Spell.

Gilgamesh

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

Bloodline: you can decline the Ritual to trigger *Gilgamesh's* ability to convert 1 Deception into 1 Void.

Desire: spend 1 Wizardry to acquire a Trinket.

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.

Fact: you can decline the Scry to trigger *Gwydion's* ability.

Helen

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

Greedy: gain 1 additional Gold due to *Helen's* ability.

Heracles

Instead of a Scry, you can spend 2 Fight to Capture a Patrol in *Heracles's* 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 mill the top 2 cards of your deck to Teleport. Usually, you can spend 1 Gold to Travel as your main action. This ability allows you also to Teleport as your main action by spending 1 Gold and milling 2 cards.

Dreaming: mill the top 2 cards of your deck to acquire a Spell and gain 1 Wizardry.

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 remove from the game one of your Followers, exhausted or not, to draw 1 card and gain 1 Void.

Lover: spend 1 Void and 1 Deception to acquire a Follower, exhausted.

Medea

Instead of a Trade, you can spend 3 Gold to Scrap [choose a card in your discard and remove it from the game].

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.

Conjuration: spend 1 Wizardry to acquire a Trinket.

Mordred

Instead of a Trade, you can discard a Bounty.

Politics: spend 1 Deception to capture a Patrol in a Region of your choice. As usual, loot a Chest.

Morgana

Instead of a Scry, you can perform up to 3 Gather in a single Region of your choice. As usual, you must pay the Gather cost. If you Gather in *Goriah*, you can perform a Ritual and replace the Scry with up to 3 Gather in a single Region of your choice.

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 finally, Void. You cannot gain 1 Deception from this ability.

Persuasion: spend 1 Wit to acquire a Follower - exhausted - and gain 1 Gold.

Orpheus

Every 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's* Region. If you do, gain 1 Mithril. The Patrol returns to the supply.

Prometheus

Every 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.

Unveil: you can trigger *Prometheus's* ability.

Pythas

Instead of a Ritual, you can mill the top 2 cards of your deck to gain 1 Dark Matter.

Mathematician: you can decline the Ritual to trigger *Pythas*'s ability and gain 1 Dark Matter instead.

Cultist: spend 1 Wit to acquire a *Void Pact* and Scrap - remove a card from your discard - and gain its Skills. As an instant action, you can discard cards from your hand to gain their Skills even during setup.

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 Chests to gain 1 Dark Matter and Teleport. You won't gain the Chest's income. As usual, you may look at your Chests anytime.

Scam: spend 1 Deception to loot a Chest and acquire a Trait.

Sir Galahad

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



Factions

The second step requirement of a Faction is always contained in its third step requirement. The two requirements are not cumulative. 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.

Council of Goriah

The second step allows you to Dig: choose a card from your discard and put it face-down on the bottom of your deck, even if it is empty.

Ice Magic: mill the top 2 cards of your deck to gain 3 Mana and 1 Wizardry.

Da'Eye

To activate this Faction, return one of your captured patrols to the supply.

Unknown's Boom: acquire a *Void Pact*, gain 1 Gold and 1 Dark Matter.

Fisher Widows

The second and the third 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 first step allows you to Dig: choose a card from your discard and put it face-down on the bottom of your deck, even if it is empty. The third step allows you to Scrap [choose a card from your discard and remove it from the game] and gain its Skills.

Sisyphus

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

Unknown's Blessing: acquire a *Void Pact* and gain 1 Gold,

Void Souvenir: spend 1 Deception to gain 1 Dark Matter.

Svipdagr

After you Scrap 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 finally, Void. You cannot gain 1 Deception from this ability.

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

Every 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 step allows you to gain the Skills of any of your Followers, exhausted or not. The third step allows you to restore one of your Followers. You can choose the same Follower for both incomes or two different ones, as you prefer.

Night Watchers

Recruit: mill the top 2 cards of your deck to acquire a Follower.

Tortuga

The third step allows you to spend 1 Gold 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 finally, Void. You can perform as many upgrades as you want as long as you can afford the cost (1 Gold each). You cannot gain 1 Deception from this ability. I.e., you can spend 2 Gold to upgrade 1 Deception into 1 Fight, 2 Gold to upgrade 2 Wizardry into 2 Void, and 3 more Gold to upgrade 1 Wit into 1 Void.

Von Frey

The first step allows you to perform up to 3 Gather in a single Region of your choice (pay the Gather cost as usual). The second step allows you to perform 1 free Gather in a Region of your choice. The third step allows you to perform a Trade and one Acquire in a market of your choice. As usual, you can perform up to three acquisitions from the Mercs if you choose them. You can choose a different Region for each step.

Zat'Noth

Remains of the Pale Night: mill the top 2 cards of your deck to acquire a Trinket.



Cards

Artifacts, Followers, Gifts, Spells, Traits, and Trinkets

Adventurer's Kit

Choose between gaining 1 Mana or 1 Wit, and perform up to three Gather in a single Region of your choice (pay its cost).

All for One

Exile this card to gain 1 Fight for each of your Agents on Lumen.

Arcane Spellbook

Return one of your Keepers to the supply and spend 1 Mana to add an Agent in a Window of your choice in the Mage District.

Arctic Wisdom

Exile this card to draw 1 card for each pair of Mages you own. When your deck is empty, this has no effect.

Astral Servant

Spend 1 Mana to perform 1 free Gather in a Region of your choice (ignore its cost) and to Acquire an element from a market of your choice (pay its cost). As usual, you can perform them in any order. I.e., you can acquire a Trinket from *Rotham* and gain a Genasi from *Nimali* while your Hero is in *Gon'Mar*.

Azure Mill

Exile this card to gain 1 Mana for each Engineer you own.

Changeling Mask

Remove from the game one of your Followers, exhausted or not, to gain a new Follower from the market. Gain the Acquire bonus of the new Follower. The new Follower arrives ready.

Davos

Gain 3 Gold, Trade, and acquire from a market of your choice (pay the market cost). As usual, perform them in any order.

Dream

If you choose to Scrap a *Lumen's Eye* card with this, just remove it from the game as it has no action.

Druid's Call

Exile this card to gain 1 Fight for each Mage you own.

Flesh Golem

Exile this card and spend 1 Dark Matter to restore up to three of your Followers.

Imhulla

Spend up to 5 Mana to gain 1 Void for each of them.

Ishii

Spend 1 Mana to mill up to 2 cards from the top of your deck and gain their Skills. When your deck is empty, this has no effect.

Lightning Stone

Exile this card to gain 1 Wizardry for each Warrior you own.

Mana Barn

Exile this card to gain 1 Mana for each of your Agents on Lumen.

Mask of Lost Souls

Return one of your Keepers to the supply to add an Agent in a Window of your choice in the Informer District and gain 1 Mana.

Moon Key

If you choose to Scrap a *Lumen's Eye* card with this, gain 1 Deception and remove it from the game as it has no action.

Night Tendrils

Exile this card to gain 1 Void for each pair of Informers you own, rounded up. I.e., if you own 3 Informers, gain 2 Void.

Nightmare

Add the *Lumen's Eye* card to your discard before performing the Pass action.

Plunder

Exile this card to loot 1 Chest for each pair of Warriors you own, rounded up. I.e., if you own 3 Warriors, loot 2 Chests.

Pomegranate

Choose between gaining 1 Mana or performing a Dig, and choose between performing a Travel or a Scry. As usual, you can perform them in any order.

Satoshi

Exile this Follower and return one of your Keepers to the supply to add an Agent in an Engineer Window of your choice.

Sealing Wax

Return one of your Keepers to the supply to add an Agent in a Window of your choice in the Warrior or Engineer District.

Starkaor

Exile this Follower to Scrap up to two cards of your choice from your discard and gain their Skills.



Void Pact

Perform a Scry, a Ritual, and a Trade in any order. At endgame, *Void Pact* cards score -1KP each, whether they are in your deck, hand, or discard.

Wildfire Spirit

Spend 1 Mana to gain 1 Fight or 1 Wizardry. Or spend 2 Mana to gain 2 Fight, 2 Wizardry, or 1 of each.

Wolf Eye

You can perform the Scry before or after resolving the other part. If you choose a card that requires it to be exiled to gain its effect, exile it.



Windows



For each pair of Mages you own, perform a Scry and draw 1 card in any order. I.e., with 3 Mages, you can draw 1 card, Scry, Scry again, then draw the last card.



For each pair of Engineers you own, you can upgrade one of your Skill tokens into 1 Void. As usual, you can convert any of your Skills into 1 Deception as an instant action.



For each pair of Informers you own, you can draw 1 card. For each card drawn in this way, you have to discard 1 card.



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



You can perform a Scry and draw 1 card in any order. If you draw, you must discard 1 card, which can be the one you just drew or any other card in your hand.



You can discard 1 card from your hand to gain 1 Void.

Sample of Play

We are in the middle of a game, and you are playing *Morgana*. You are the first player. In the Income phase, you 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. Flash action:

- ▶ You play *Mage's Apprentice*, decline the Scry to use *Morgana's* ability [perform up to 3 Gather in a single Region of your choice]. You choose *Tellurhian*: 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 Flash 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 *Althea*, gain her Acquire bonus (1 Genasi), and place her in your area, ready to use. Finally, you reveal a new Follower in the market and the next Challenge. Your turn ends.

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

Other Icons

All cost and action icons are explained in the **player aid**, which is part of the rules. Here is a reminder of some of them.



Dig

You may choose a card from your discard and put it face-down at the bottom of your deck, even if it is empty. A card that Digs cannot target itself.



Draw

You may draw the top card of your deck. If your deck is empty, then this has no effect.



Restore Follower/Trinket

You may return one of your Followers/Trinkets to ready status, allowing it to be used again in this round.



Gain the Skills of a Follower

Gain the Skills of one of your Followers, whether ready to use or exhausted. *Althea* gives 1 Wizardry.



Gain your Hero's Skills

Gain the Skills of your Hero. I.e., if your Hero is *Morgana*, you gain 1 Void and 1 Wizardry.



Exile this Follower

You pay this cost by exhausting and removing the Follower from the game. I.e., you can exhaust and remove *Osric* from the game to gain 3 Void.



Exile this Card

To play this card for its effect, you must remove it from the game. Its effect can be gained only once per game. I.e., to play *Water Lily*, remove it from the game and take a Bounty to gain 1 Genasi.



Mill

Pay the cost by discarding the top two cards of your deck. If it doesn't have enough cards, you cannot pay.



Play, Scrap, and gain the Skills

You may choose a card in your discard, play it, gain its Skills, and remove it from the game. Perform them in any order. I.e., you choose a *Lumen's Eye* from your discard, gain 1 Deception, and remove it from the game. The play has no effect as a *Lumen's Eye* has no action. I.e., you choose *Cantrip*: gain 1 Wizardry, perform a Ritual, and remove it from the game.



Missions



Mission cards provide an early-mid-term goal.

Mission cards can have a cost you have to pay, a requirement you have to fulfill, or both. Requirements are identified by the **NEED** keyword. To fulfill a requirement, you need to have what is stated on the card or more. You don't have to spend them. Just own them in your play area or on the Lumen board for Agents.

You can accomplish your Mission as the main action of your round. Reveal your Mission card, pay its cost - if any - and insert the Mission card on top of your Faction with only the Specialist icon visible. From now on, you can count on that Specialist for any action, including fulfilling your Faction requirements and immediate multiplier bonus from the District Windows.

If you want to reduce complexity, don't use Mission cards. Fall of Lumen plays fine without them. We don't recommend using them in your first game.

Alchemist [Engineer]

Own at least an Agent in the Mage District and an Agent in the Engineer District. Perform three Ritual.

Ascension [Voyager]

Return a Keeper and two Patrols to the supply to infiltrate an Agent in a Window of your choice.

Blueprints [Warrior]

Exhaust three Followers to rescue a Keeper from the Prison. You cannot accomplish this Mission if the Prison is empty.

Bribe [Informer]

Spend 11 Gold to rescue a Keeper from the Prison. You cannot accomplish this Mission if the Prison is empty.

Clockworker [Engineer]

Own at least two Agents in Windows with recurring income, either in the same Window or in different ones. Collect the income from two Agents located in Windows with recurring income. Collect them in any order.

Connect the Dots [Informer]

Own at least two Agents in two different Windows; they can be in the same District or not. Scrap a card from your discard and discard a Bounty. If you have no Bounty, ignore this part.

Deep Knowledge [Mage]

Own at least two Agents in a single Window. In any order, perform a Scry and draw a card. This has no effect if your deck is empty.

Healer [Mage]

Spend 1 Genasi to gain 1 Gold and Scrap a card from your discard, gaining it Skills.

Thinker [Engineer]

Own at least three Trinkets to restore two of them.

Words of Power [Mage]

Own at least three Followers and take a Bounty to capture 1 Patrol in your Hero's Region. As usual, every time you capture a Patrol, you also take a Chest.



The Void [Alternative Map]

The map with the Void has a different arrangement of the Regions and features a ninth Region: the Void.

Setup - Based on the player count, place 7/9/11/13 *Void Pact* cards in the dedicated slot. Return all other *Void Pact* cards to the box. They are not part of the game.

The Void - This Region features no Gather action. To Travel in and out of the Void, you don't need to spend a Travel icon. Instead, you have to pay the shown Skill. I.e., to Travel from the Void to *Nimali* (or vice versa), you have to spend 1 Fight. You can Teleport in and out of the Void as in any other Region.



Acquire - When your Hero is in the Void, you can return a Patrol to the supply to acquire a *Void Pact* card directly to your hand and take 1 Chest. This counts as your main action of the turn.

You can Acquire from the Void with an effect that allows you to Acquire from anywhere, even if you are not in the Void.

When you acquire a *Void Pact*, take it from the dedicated slot on the map. If it is empty, ignore the acquire and perform the rest of the action. When you scrap a *Void Pact* by any means, return it to the dedicated slot on the map.

You can discard a *Void Pact* to gain 1 Void or to perform a Scry, a Ritual, and a Trade in any order. At endgame, *Void Pact* cards score -1KP each, whether they are in your deck, hand, or discard.





Scenarios

Scenario cards add variation to the game. Before starting setup, decide if you want to include a Setup Scenario and/or an Action Scenario. If so, choose them or draw them at random.



Setup Scenarios

Setup Scenario cards add a minor variation to setup but no additional actions. You can easily add one to setup when you know the game well.

They also define which side of the map you will be playing on. When a Setup Scenario card refers to the map with the Void, follow the instructions on the previous page. After applying the Setup Scenario card, you can put it back in the box because it is no longer needed.

If you want more variations, you can include other Setup Scenario cards as long as they insist on the same side of the map.



Action Scenarios

Action Scenario cards add a variation in the form of an additional action.

Our suggestion is to consider including one Action Scenario only after playing several games of Fall of Lumen.

You can include an Action Scenario alone or combine it with one or more Setup Scenarios. Each Scenario can be played on either side of the map.

Place the Action Scenario in the top right corner of the Lumen board, where the Inner Worlds usually are. Move the Inner Worlds next to the board.

We don't recommend playing with more than one Action Scenario. You may find yourself in a convoluted game with too many options and too little time and resources to explore them.



Build your Stronghold

There can be more than one Stronghold per Region. For each player, place a Stronghold tile and the additional player Flag on this Scenario card.



Druid Circle

Druid Circle works like a District. To infiltrate a Druid in a Window, your Hero has to be in a Region with a Vytæ (Nimalí or Goriah), spend 3 Genasi, and return a Keeper to the supply. Spend 1 additional Genasi for each Druid already present in that Window. Druids are not Agents. Druids don't qualify towards fulfilling a Faction or Mission.

Every time you infiltrate a Druid in the central Window, gain 1 Genasi. During the income phase, you gain 1 Genasi for every Druid you own in the central Window.

At endgame, each Druid is worth 5 KP. A Druid in the left Window grants 1 additional KP (max 4) for each Druid you own on this card. You can place more Druids here, but you have to score different Druids. The right Window grants 1 additional KP (max 4) for each Genasi you own at endgame. You can place more Druids here, but you have to score different Genasi. To make Vytæ tiles more visible, place gray Flags on them.



Secret Places

To infiltrate an Agent in an external Window of the Voyager District, you need to fulfill the requirement. I.e., own at least 1 Mage Agent and 2 Informer Agents. When you do so, look at the Secret pile next to that Window, choose a Secret, and return the others face-down next to that Window. To infiltrate a second Voyager in that Window, you need to own at least 2 Mage Agents and 4 Informer Agents. When there are no more Secrets on a side, that Window ceases to be of interest. You can Exile a Secrets and collect its income as your main action.

To the Last Keeper

If no one infiltrates 7 Agents on Lumen, the game ends after the completion of the sixth round, as in a regular game.

The Void has changed everything from climate to society. The Outer Lands we knew no longer exist. We have to look at the past not as an anchor but as a lesson for the future. We can no longer submit to the tyranny of the Eternals. It is time to evolve toward a new equilibrium.

Nasit, the Dowser

Scenario Elements



4 Stronghold

6 Double-sided tiles



2 Vytæ



3 Portal



3 Nihil



2 Gray Flag tokens



1 Lumen's Eye token and 4 Agent Tokens (Engineer, Informer, Mage, and Warrior)



12 Secret mini-cards


Lone Hero

[Solo Mode]

Solo mode works as the regular game with the following exceptions.

Setup

- ▶ Only 7 *Lumen's Eye* cards are available in Solo Mode, including the initial 2 for your starting deck.
- ▶ Player setup is the same. Draw 2 Heroes, 2 Factions (place Patrols accordingly), 4 Gifts, and 3 Missions.
- ▶ Use the side of the **Voyager District with the double Ritual income** and complete it with the Solo tiles. Pick one side at random for the Mage-Informer tile and one side at random for the Warrior-Engineer tile. Place **2 random Agent tokens** in the reserved slot. You can look at them anytime.

 The first time you place a Voyager in the central Window, you gain the Agent token. You can count on your Agent token any time you perform an action that relies on the number of Agents/Specialists you have (Window, Faction, Mission), including fulfilling a **NEED** of a Voyager Window. An Agent token is worth no KP at endgame.

Avoid Scenario cards for Solo mode.

Difficulty Degree

You can set the difficulty at the end of setup. Based on the chosen degree, collect the additional assets or penalties.

- ▶ **Very Easy** - Acquire a *Void Pact* card to your hand and gain 5 Gold.
- ▶ **Easy** - Gain 5 Gold.
- ▶ **Normal** - No change.
- ▶ **Hard** - Take a Bounty and add a Lumen Agent on each of the external Window of the Voyager District.
- ▶ **Very Hard** - Add a Lumen Agent on each of the external Windows of the Voyager District, and add a *Lumen's Eye* card to your discard.



Pass-bonus

During the Pass step, you cannot choose the same Pass-bonus you picked in the previous round. I.e., if you picked the two Gold at the end of the first round, you cannot pick them again at the end of the second round.

As a reminder, leave your Flag on the Pass-bonus during the Income phase. Move your Flag to a new Pass-bonus during the next Pass step.

Loss Condition

If you have to take a *Lumen's Eye* card and no one is left on the Lumen board, the Eternals have found you. You lose the game.

Endgame

The aim of Solo is to infiltrate a Voyager in the left Window and another Voyager in the right Window.

At endgame, if you have infiltrated these two Voyagers, you control Lumen and win. Score Keeper Points as usual to see how well you did.

To infiltrate a Voyager here, in addition to the usual cost, you need to own at least two Agents in the Mage District and one in the Informer District.

When you infiltrate a Voyager here, perform two Rituals. Every time you infiltrate here, you gain an Agent token until it runs out.

Recurring Income: at the beginning of each round, perform two Ritual.

To infiltrate a Voyager here, in addition to the usual cost, you need to own at least two Agents in the Warrior District and one in the Engineer District.



Heroes Alliance

[2 Players Cooperative Mode]

Cooperative mode is for 2 players. Players do not share resources, Skills, Specialists, or Agents. Cooperative mode works as the regular game with the following exceptions.

Setup

- ▶ Only 13 *Lumen's Eye* cards are available in Cooperative Mode, including the initial 2 for each of your starting decks.
- ▶ Player setup is the same. Draw 2 Heroes, 2 Factions (place Patrols accordingly), 4 Gifts, and 3 Missions.
- ▶ As a reminder, place the **Heroes Alliance** card on top of the Inner World pile.
- ▶ Use the side of the **Voyager District with the double Ritual** income and complete it with the Solo tiles. Pick one side at random for the Mage-Informer tile and one side at random for the Warrior-Engineer tile. Place 3 random Agent tokens in the reserved slot. You can look at them anytime.

The Voyager District and the Agent token work as in the Solo mode. To fulfill a **NEED**, each player can consider only their Agents and Specialists. See the previous page for details.

Avoid Scenario cards for Cooperative mode.

Difficulty Degree

You can set the difficulty at the end of setup. Based on the chosen degree, each player collects additional assets or penalties. See the previous page for difficulty degrees.

If you want to increase the difficulty, add the Coop Scenario: **Patrols on the Watch**. It is on the back of the Alliance recap.

Loss Condition

If you have to take a *Lumen's Eye* card and no one is left on the Lumen board, the Eternals have found you. You lose the game.

Endgame

The aim of Cooperative is to infiltrate two Voyagers in the left Window and two Voyagers in the right Window. It does not matter how the Voyagers are distributed between the players.

At endgame, if you have infiltrated these four Voyagers, you control Lumen and win. You each score Keeper Points as usual, then add up your KPs to see how well you did.



Trade Alliance

When you Trade, if you share the Region with the other player, you can Trade between the two of you instead of with the supply.

For each Trade, you can exchange one resource for Gold or vice versa, according to the Trade table on the map. You can sell a captured Patrol to the other player for 4 Gold or buy one from the other player for 4 Gold. *Helen's* ability is triggered only when actively performing a Trade, not when receiving one.



Challenge Help

When you solve a Challenge, including rescuing a Keeper from an Inner World via the standard action, the other player may help you with their Skills if they are in a Region connected to that Challenge.

The active player is responsible for the additional costs (Bounty or Lumen's Eye) and collects the Challenge bonus. I.e., you are in *Ehra*, and your ally is in *Gorlah*. As your main action, you would solve the Challenge you are next to, *Summer Snow* (3 Wizardry and a Bounty), but you are short of 2 Wizardry. Your ally helps you with 2 Wizardry, so you can add 1 Wizardry and take a Bounty to solve the Challenge, gaining 1 Genasi and acquiring a Spell.



Voyager Connection

When you infiltrate a Voyager in any of the three Windows, you can perform one special exchange with your ally.

A special exchange allows you to give a Follower, a Trinket, or a card from your hand to your ally and receive from them an element of the same type. Followers and Trinkets keep the same status, ready to be used or exhausted, as they had before the exchange. The cards in your hand are all considered to be of the same type, regardless of whether they are Artifacts, Spells, Traits, or others.

You propose an element to your ally. To accept, the ally has to give you an element of the same type of their choice.

Heroes Alliance [Coop recap]

Same Region Same Challenge or Inner World Anywhere

Patrols on the Watch

LUMEN PHASE

At the end of the Lumen phase, for each Region with four or more Patrols, remove a Patrol from that Region, and each player adds a *Lumen's Eye* card to their discard.

This effect is triggered only once for each Region and Lumen phase. I.e., if a Region has 5 Patrols, remove 1 Patrol, and each player adds a *Lumen's Eye* card to their discard. That Region stays with 4 Patrols. Check the next Region. This effect may trigger the Loss Condition (pg. 29).

Setup: place 1 Patrol in each Region before the player setup. These Patrols are in addition to those usually placed for setup.

From Legends to Fall

This section is for those who want the *Fall of Lumen* setup to be affected by the last game played in **Legends of Void**.

To do so, you only need the detailed scorecard of the last **Legends of Void** game.

Game Setup

If you defeated the Seraphs and saved the Outer Lands, play on the side without the Void. However, if the Void swallowed the Outer Lands, play on the side with the Void.



Add a random Setup Scenario card consistent with the side of the map you are playing.

Compose the Lumen deck with one less Base Event. The game lasts only five rounds, instead of six.

-1



Add an Action Scenario card based on the Area reward of **Legends of Void**:

- **Desert** ⇨ *Scorch the Nihil.*
- **Sigil** ⇨ *Seal a Portal.*
- **Stronghold** ⇨ *Build your Stronghold.*
- **Vytae** ⇨ *Druid Circle.*
- **Next to the Void** ⇨ *Secret Places.*
- **Edge Area** ⇨ Draw 1 Action Scenario at random.

If you do not know what the Area reward was, draw 1 Action Scenario card at random.

The rest of the game setup does not change.

Player Setup

Do not deal two random Factions to each player. Each player receives only the Faction they played in the **Legends of Void** game. Not all **Legends of Void** Factions are present in the *Fall of Lumen*, apply the following exceptions:

- **Church of Teara** ⇨ Draw one Faction at random.
- **Izz Gnath** ⇨ *Rockbiters.*
- **Keyi Varh** ⇨ Draw one Faction at random.
- **The Hammer** ⇨ Draw one Faction at random.

Assign the random Factions last.

Based on the Hero you played in **Legends of Void**, you start in *Fall of Lumen* with that Hero as a Follower. Some Heroes have changed names, so apply the following exceptions:

- **Aeonja** ⇨ *Aeonja*, you can decline the Dig to gain 1 Mana.
- **Bashag** ⇨ *Bashag*, you can decline the Dig to gain 1 Mithril.
- **Christopherus IV** ⇨ *Christopherus IX.*
- **Cog'Wrench** ⇨ *Geith.*
- **Elder Dhoryan** ⇨ *Ol'Dhoryan.*
- **Juniper** ⇨ *PJ Urnei.*
- **Justicar Esperia** ⇨ *Zort.*
- **Khobe Ashun** ⇨ *Kengo.*
- **Leafly** ⇨ *Felel.*
- **Noth** ⇨ *Kaern.*

Assign these Followers to the players before starting Player Setup. Consider this Follower as an addition to your Faction starting assets.

Place two Patrols for each Faction instead of one.

The rest of the player setup does not change. Deal 2 Heroes, 3 Missions, and 4 Gifts to each player, as usual.

Additional Assets

Based on the scorecard of the last **Legends of Void** game, each player chooses one additional starting assets for which they are eligible. Tied players can take the same additional assets.

Additional assets are collected together with your Faction starting assets.

This is the list of the additional assets:

1 Additional assets per player

- **Highest Lumen Rating**



- **Highest points for Eternals cards**



- **Most Strongholds**



- **Highest points for Tag reward**



- **Highest points for Area reward**



- **Dominance reward**



- **Highest final score**



- **None of the above**



Lord of the Outer Lands

To determine the winner of the marathon, sum the score of **Legends of Void** game with those from *Fall of Lumen*. whoever has the most points is the winner. Tied players share the victory.

I don't own Legends of Void

If you don't own **Legends of Void**, you can try this as an advanced Scenario for expert players.

Follow the steps described in the game setup on this page. Draw an Action Scenario and a Setup Scenario at random.



During the <Gain your Starting Assets> step, each player acquires a Follower for free. As usual, you also gain that Follower Acquisition bonus.

When collecting the starting resources for play order, starting from the last player and proceeding in reverse play order (counterclockwise), each player chooses one additional asset from the above section, not chosen by any other player.

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Credits

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Quick Setup

Lumen Board [pg. 6]

Decide if you want to include a **Scenario**. They are optional. See pg. 27 for details.

Lumen's Eye and **Bounty** on the marked places, face-up.

Keepers in Prison according to player count.

4 **Inner Worlds** at random, face-down. Place the 3 **Permanent Sigils** below them.

Voyager tile on the Ritual/Teleport side and two random endgame scoring tiles.

4 random **District** tiles, one for each type.

Place the gray **Lumen Agents** here.

Compose the **Lumen deck** as follows:

TOP



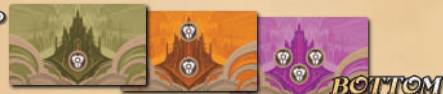
Reveal the top **Event** of the **Lumen Deck** and apply it (pg. 20).

The Outer Lands [pg. 7]

Fill **Trait**, **Artifact**, **Spell**, **Follower**, and **Trinket** slots with the corresponding cards.

Fill each **Challenge** site as follows:

TOP



Shuffle all **Chests** and stack them facedown. Stack resources, Skills, Keepers, and Patrols outside the board, accessible to all players.

Player Setup [pg. 8-9]

Randomly assign the **First** player.

Player board, Hero figure, 1 **Flag**, and **Agents** of a **color**. Agents on the reserved slot (3).

Deal 2 **Heroes**, 2 **Factions**, 3 **Missions** (optional, face-down), and 4 **Gifts**, face-down.

Add **Patrols** to the map according to the two **Factions** of each player.

Starting from **First** and proceeding clockwise, each player performs all steps:

► **Choose Hero and Faction.** Place your Hero in the **Faction Starting Region** (bottom back). Gain your Hero's Skills (top-left).

► **Compose your deck:** 1 **Path Finder**, 1 **Cantrip**, 1 **Market Day**, 2 **Lumen's Eye**, and 2 **Gifts** chosen from among your four choices.

► **Shuffle your deck and draw 5 cards.**

► **Collect your starting assets** in any order. Choose above or below from the back of your Hero. Left or right from the back of your Faction. You cannot decline them.

Starting resources according to player order:

1st 2nd 3rd 4th

The first player starts the Round phase.

