


Setup:


For each player:

Select Player Color

Take mage token & 7 mana tokens

Build Player Deck

3 Physical cards 

5 Mental cards 

Select Player Spell Book

See scenario

Build Start Hand

Select 1 spell card from Spellbook
into hand

Draw Hand up to 5 cards

For game:

Construct Map

See scenario

Select Start Player

Take Start Player Token

Action costs:



Move self 1
Same elevation

Move self 1
Change elevation



Create eye



Move eye 1



Move eye 2



Split eyes in 1 space



Anchor 1 eye



Dispel anchor

Each Round:

Choose a card (simultaneous)

Place face down, in the left-most
position of your Spell Queue

Take turns clockwise

Until all players pass in a row

Refresh (simultaneous)

Recover (optional)

Discard right-most spell from queue
to recover 3 threads

Research (optional)

Choose one:

Add card to Tapestry

Select spell from book into hand

Recover 1 thread from Tapestry

Reset

Draw hand up to 5 cards

Pass Start Player token clockwise

Each Turn:

Perform 1 action (optional)

Spend cards from hand

Cast spells (optional)

As many as you want

Or Pass

Casting Spells:

Only spells from your Spell Queue

Spell must be revealed before casting

Add threads to Tapestry to form pattern

Spell is cast when final thread added

Threads may be shared between spells

If a thread placement completes

multiple spells, choose only one