

AEON'S END

THE NEW AGE

PROLOGUE

"In the aftermath of the Fall, nothing was left except destruction and despair. When Gravehold Past was buried, our world collapsed, but a spark of perseverance remains even now. The spirit of Gravehold is her people, and we shall survive on this strange verdant surface. More than survive, New Gravehold will thrive."

— THE TALE OF THE FALL, MASTER BRAMA, ELDER BREACH TEACHER

The Gravehold of the past is no more. The city was attacked by Maelstrom, the most powerful Nameless ever seen. Dezmodia and a team of valiant breach mages worked together to stop it, but their victory came at a great cost. Dezmodia's finishing blow was an explosion of such pure, unimaginable energy that it consumed both her and Maelstrom, and all of Gravehold with them. Her spell was so powerful, and Maelstrom so massive, that the network of tunnels and cave systems collapsed, but without her sacrifice, humanity itself would be no more. The home of countless generations and the surrounding area were destroyed. Many brave mages who were fighting on the front line were never found.

In spite of their losses, the people of Gravehold looked to the future with hope. With nowhere to retreat, they turned upward. Led by the remaining breach mages, they made their way to the surface and fought against the ancient Nameless of this strange new world. They called their new home New Gravehold.

Their efforts were almost in vain when Xaxos, one of their own, betrayed his fellow mages. He sought to use energy from the Void to gain enough power to stop the Nameless, but it consumed him. When the other mages tried to sway him from this path, he turned on them and they were forced to stop him. In the aftermath of Xaxos's betrayal, the council of elders banished his followers from New Gravehold forever to stop anyone else from making the same mistakes. With Xaxos gone and the last known Nameless defeated, the council decreed that all breaches be closed in the hope that it would keep new Nameless from entering this world. The people toiled and rebuilt in peace amongst the unfamiliar flora of their new surroundings.

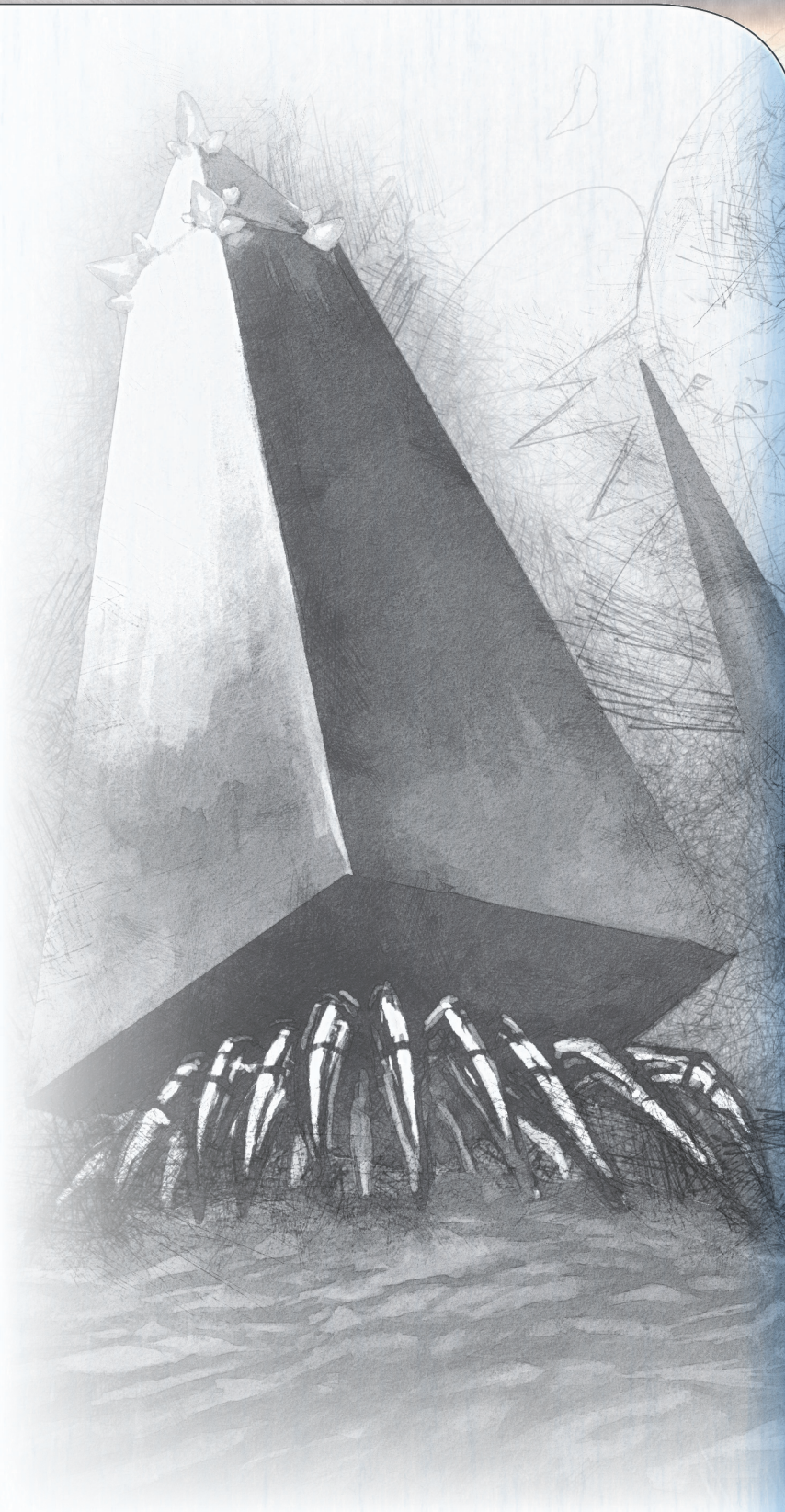
Not long after New Gravehold was formed on the surface, however, more unknown Nameless emerged from the wilderness. Without breach magic, New Gravehold was defenseless. Mere decades after closing them, New Gravehold was forced to reopen the breaches and take up breach magic once more.

No longer willing to merely wait and defend, New Gravehold's strongest breach mages have been organized into expedition parties. Many have already set out to find the source of the Nameless and stop their assault once and for all. The people of New Gravehold still believe in a future free from Nameless, free from war, and free from the temptation of breach magic once and for all.

Missing any components? Email contact@indieboardsandcards.com.

Have rules questions? Visit <https://boardgamegeek.com/boardgame/191189/aeons-end>

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Aeon's End: The New Age introduces the Expedition System, which is a new way to play *Aeon's End: The New Age*. *The New Age* will walk you through your first expedition. At the end, you will be given rules for how to use all of the *Aeon's End* content you own to play new expeditions.

The New Age introduces treasures, which are a new card type. Throughout an expedition, players will collect treasure cards. These are powerful items or weapons that players can use to aid them in battle.

The New Age also introduces the Barracks, which is where players store all of the content they have access to for the current expedition. This includes player cards, player mats, and treasure cards.

OBJECT OF THE GAME

Aeon's End: The New Age is a cooperative deck building game where your deck is never shuffled. Your goal is to defeat the nemesis before your home, Gravehold, is overrun or the players are exhausted.

Each round, the players and the nemesis will take turns in a random order. During a player's turn, they will be able to cast spells, acquire additional gems, relics, and spells from the supply, and manipulate their spell casting breaches. All the different nemeses included in the game are unique in the actions taken during their turns, and will require a different strategy to be defeated.

The following section introduces the game components and the game terms used with those components. Please take some time to become familiar with this section before reading the rules.



CONTENTS



30 life tokens with value 1
15 life tokens with value 5:
used to track the life of the
players and minions.



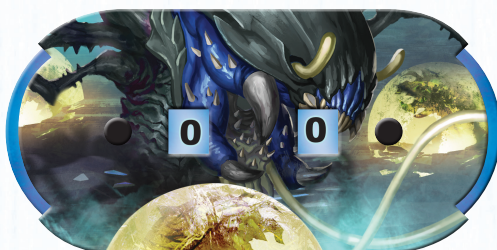
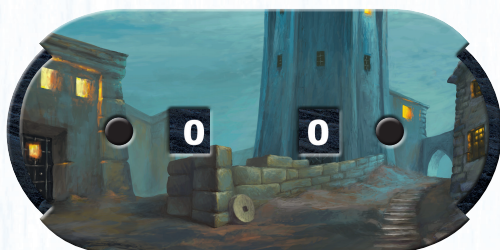
24 charge tokens:
used to fuel players'
abilities.



19 fly/maggot tokens:
used when playing
against Maggoth.



10 power tokens:
used on certain nemesis cards
to track the number of turns
until a power resolves.



2 life dials: used to track the life of Gravehold and the nemesis.



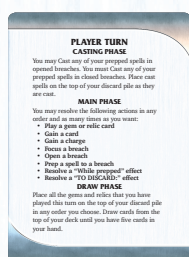
7 player number tokens:
placed on player mats and used in conjunction
with the turn order cards to determine play order.



11 Stop decks: These contain all of the cards needed for the game. These decks have the following numbers: 1a, 1b, 1c, 1d, 2a, 2b, 3a, 3b, 4, END, and EX.



19 card dividers: Use these when storing the game to keep the different sets of cards separate.



4 player reference cards: used for quick reference of the phases of a turn.



4 player mats: used for tracking the important information of each player.



7 envelopes: These contain mage and nemesis mats that are opened during the expedition. They are labeled: 1d, 2a, 2b, 3a, 3b, 4, and END.

13 turn order cards: used to determine the order of play during the game.



16 breaches: used by the players to cast their spells.

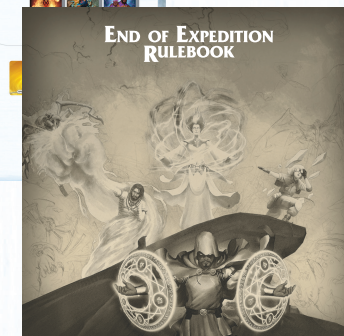
3 special breaches: used by specific mages.



1 nemesis mats: used to display the specific rules for each nemesis.



First game setup sheet: Follow these instructions when setting up the first game.



End of Expedition booklet: Follow these instructions when ending the expedition.

COMPONENT ANATOMY

PLAYER MATS

- 1 **Breach Mage Name**
- 2 **Breach Setup:** The initial configuration of your breaches. Not all players have the same number of available breaches.
- 3 **Starting Hand:** The five cards which you will have in your hand at the start of the game.
- 4 **Starting Deck:** The five cards, and the order in which they are placed in your starting deck. Place the leftmost cards at the top of your starting deck.
- 5 **Player Number:** Place your player number token here. Player number is used in conjunction with the turn order deck to determine turn order.
- 6 **Life:** Place your life tokens here.
- 7 **Ability:** Each breach mage has a unique ability. The player mat explains when that ability can be activated and what it does. Abilities can only be activated when you have a charge token on all of the spaces shown below the ability. Abilities can be used in the same turn that the last charge was gained, if applicable. Once an ability is activated, all of the charge tokens are removed.
- 8 **Deck:** Place your deck facedown here.
- 9 **Discard:** Place your discard pile faceup here.
- 10 **Breach Mage Story:** Has no effect on play. Provides further lore into the world of *Aeon's End: The New Age*.
- 11 **Additional Rules:** Some mages have additional cards or unique breaches. The rules for those are found here.
- 12 **Complexity Rating:** How complex this mage is to play.

BREACHES

Breaches are double-sided tokens used to prep and cast spells. A single spell may be prepped by placing a spell card from hand to an opened breach during a player's turn. On a subsequent turn, a player's prepped spells may be cast by discarding the spell card.

- 1 **Open/Closed:** One side of the token is used to indicate that the breach is open, the other indicates a closed breach.
- 2 **Breach Number:** Used primarily during setup to indicate where each breach is placed next to the player mat.
- 3 **Open Cost:** The cost, in aether (☾), to open the breach. When a breach is opened, flip it to the opened side. Once a breach is opened, it remains opened for the rest of the game.
- 4 **Focus Cost:** The cost, in aether (☾), to focus the breach. When a breach is focused, rotate the breach token 90° clockwise. The only time that spells can be prepped to a closed breach is during the player's turn in which that breach was focused.

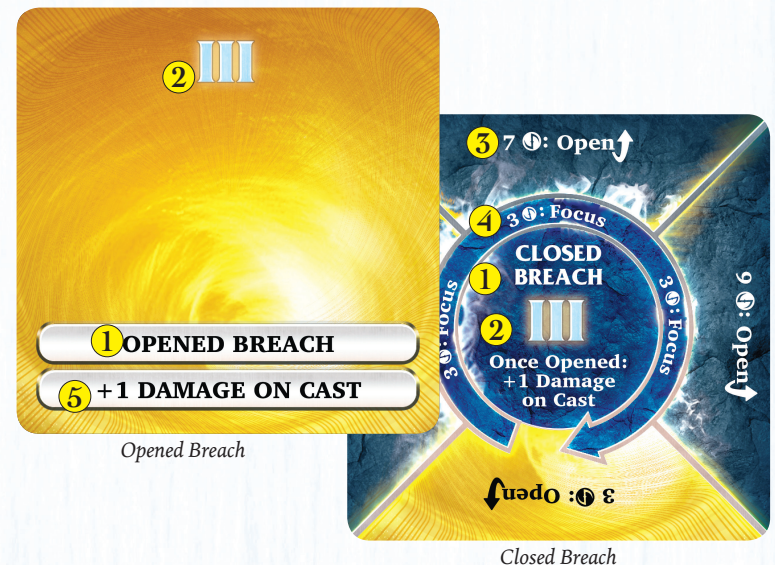
You may open or focus breaches in any order. For example, you may focus breach III before breach II, or open breach IV before opening breach II or III.

- 5 **Opened Effect:** Some breaches have effects that occur when a spell is cast from that breach while it is opened.



Front

Back



Opened Breach

Closed Breach

ADJACENCY

Some spells may refer to adjacent breaches. Breaches are always adjacent to the one or two directly next to them physically.

For example, I is adjacent to II. II is adjacent to I and III.

PLAYER CARDS

All of the various cards that make up the deck and hand of each player as well as the supply piles are player cards. The players will use these cards in an attempt to defeat the nemesis each game. Each player starts with a hand and deck of cards. Players will gain more cards for their deck from the supply piles by spending aether (♣).

- 1 Cost:** The cost in aether (♣) that a player must spend to purchase this card from the supply.
- 2 Card Name**
- 3 Effect:** The effect that is resolved when this card is played. Gems and relics have effects that are resolved immediately. Spells need to be prepped to a breach before they can be **Cast**. If any card contradicts this rulebook, follow the card's effect.
- 4 Type:** There are three types of player cards: gems, relics, and spells.
 - **Gems** are played to give you aether (♣), the main currency of the game. Aether can be spent to gain more cards, and to focus and open breaches. (Breaches are the conduits through which spells are cast.)
 - **Relics** have a variety of useful instantaneous effects.
 - **Spells** are the main way of dealing damage to the nemesis and its minions. Spells must be prepped to a breach (that is, the spell card must be placed on a breach token next to your player mat) before you can cast them.
- 5 Flavor Text:** Has no effect on play. Provides further lore into the world of *Aeon's End: The New Age*.
- 6 Card Number:** Denotes in which deck that card appears.

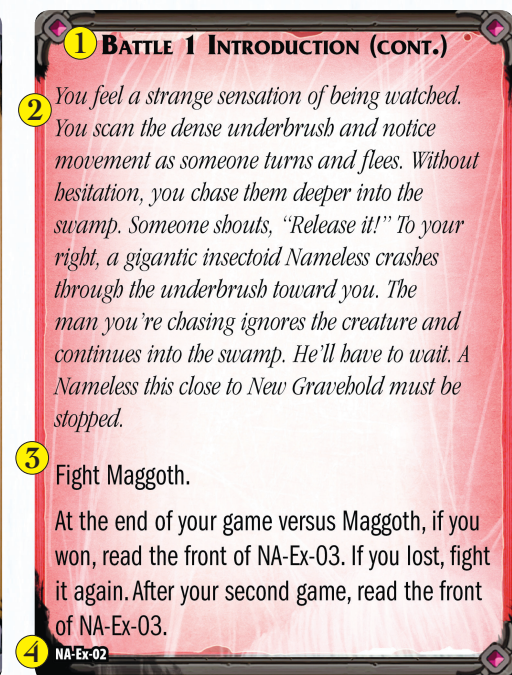
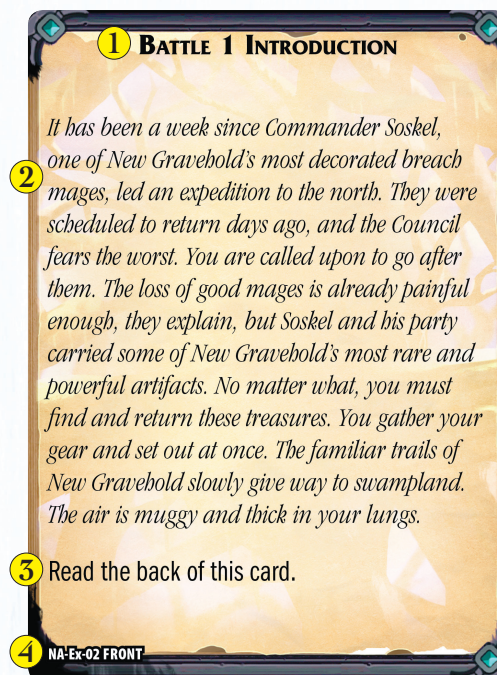


Player Card

EXPEDITION DECK CARDS

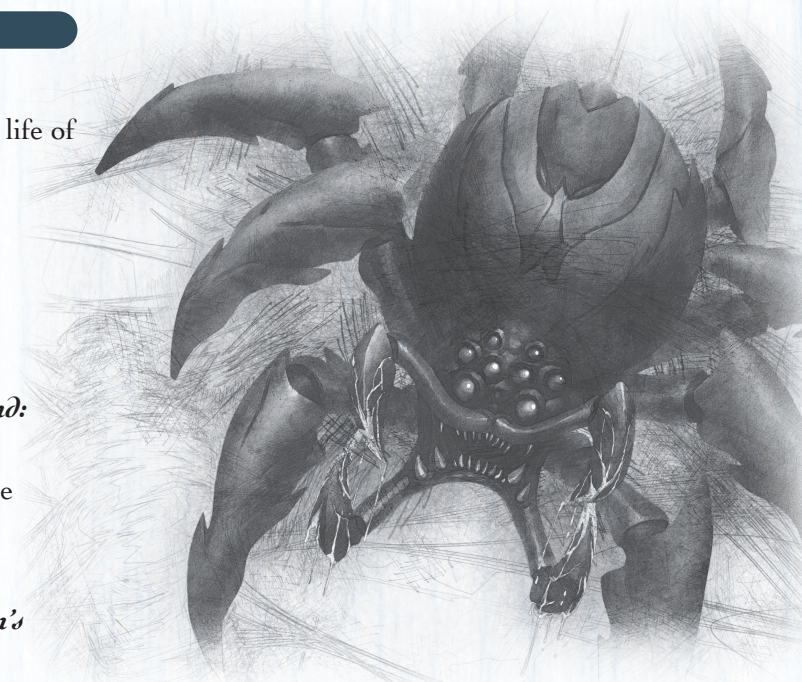
The Expedition deck contains narrative cards that chronicle the story of *Aeon's End: The New Age*. This deck is arranged in a specific order—do **not** look through or shuffle these cards. The Expedition deck should be stored in the game box when not in use. For more information about the Expedition deck consult the back of the first game setup sheet.

- 1 Title**
- 2 Narrative:** A short passage of narrative that helps to explain what is happening in the story.
- 3 Instructions:** Functional instructions regarding which decks to open, cards to banish, and stickers to apply.
- 4 Card Number:** The Expedition deck is arranged in a specific order—do **not** look through or shuffle these cards. If the Expedition deck becomes scattered, have someone who is not playing the game put the cards back in order using the numbers in the corner of each card, making sure the back of the card with the highest number is at the back of the deck.



NEMESIS MAT

- 1 **Nemesis Name**
- 2 **Life:** Starting life of the nemesis. The nemesis's life is tracked on its life dial. If the life of the nemesis ever reaches zero, the players win.
- 3 **Unleash Effect:** The effect that occurs when the Unleash keyword resolves. Each nemesis has a unique Unleash effect.
- 4 **Additional Rules:** Any additional rules that pertain only to this nemesis.
- 5 **Increased Difficulty:** Some nemeses will have information about increasing the difficulty of the nemesis in this section. This is an optional rule that can be used to adjust difficulty when this nemesis is played outside of the expedition of *Aeon's End: The New Age*.
- 6 **Difficulty Level:** How difficult this nemesis is compared to the other nemeses. The difficulty level ranges from 1 (easiest) to 10 (most challenging).
- 7 **Setup:** Additional information required during setup for this nemesis.
- 8 **Nemesis Story:** Has no effect on play. Provides further lore into the world of *Aeon's End: The New Age*.



UNLEASH

- 3 Place two maggots into play.

4 ADDITIONAL RULES

Each maggot is a minion that has 1 life.

Each fly is a minion that has 2 life. When a player deals exactly 1 damage to a fly, replace it with a maggot.

When a player deals damage to a maggot or fly, that player must deal damage to a maggot or fly in the topmost row of the Nest Mat. That player may distribute the damage dealt over any number of maggots or flies on the same row.

When a fly hatches, flip the bottommost maggot over to the fly side, if able.

When a maggot or fly is placed into play, place it in the bottommost row of the Nest Mat that has space for it.

When a row is filled, resolve the effect directly above that row.



6-3 SETUP

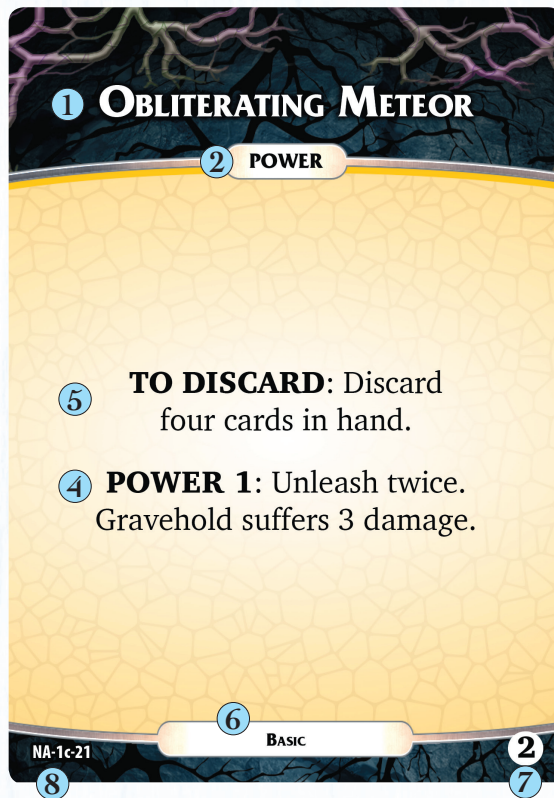
- 7 Place the Nest Mat next to this mat.
Place two maggots into play on the bottom row of the Nest Mat.

8

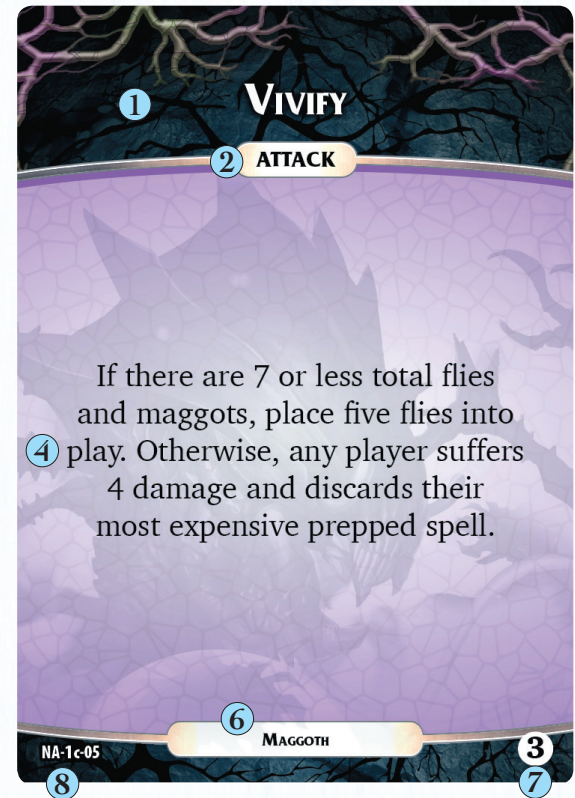
Many years ago, while still underground, the breach mages of Gravehold battled the hordes of a creature they called Carapace Queen. This insectoid Nameless towered over breach mages and Gravehold alike. It attacked with swarms of husks, seeking always to overwhelm its foes. The mages managed to destroy the Queen, buying time for the people of Gravehold to flee. However, in their haste to keep moving, the mages were not as thorough as usual. One of its creatures, a Brood Womb, survived that final battle. It tunneled its way to the surface, eating carrion and regaining its strength. It was in no shape to fight back when Arachnos and his followers found it, giving them the rare opportunity to capture and study a live creature from the Void. Arachnos tested his rituals on it, slowly feeding it energy from his breaches like a nursing babe. He catalogued its growth, watched it grow larger and more powerful. Arachnos' experiments may be considered immoral by the people of New Gravehold, but his notes on the growth of Maggoth could provide deep insights into the nature of Voidborn creatures. After all, Arachnos is the only human in history with the dubious honor of creating a Nameless.



Minion Card



Power Card



Attack Card

NEMESIS CARDS

Nemesis cards are the attacks, minions, and powers the nemesis uses to fight against the players and Gravehold. The nemesis deck is constructed at the beginning of each game from a mixture of basic nemesis cards that can be used in any nemesis deck, and a number of unique cards that are only used with that particular nemesis.

- 1 **Card Name**
- 2 **Type:** There are three types of nemesis cards: attacks, minions, and powers.
 - **Attacks:** Attacks are resolved immediately and then discarded.
 - **Minions:** Minions enter play with life tokens and stay in play until defeated. They have persistent effects which are resolved during the nemesis's main phase. If the life of a minion reaches zero, it is immediately discarded.
 - **Powers:** All power cards have "POWER X:" on them. When a power card enters play, place X power tokens on it. Unless discarded, power cards stay in play for X nemesis turns before resolving. During the nemesis main phase, remove one power token from every power card in play. When a power card has no power tokens left, resolve its effect and then discard it. Only resolve a power card's "POWER X:" effect when the last power token is removed.
- 3 **Life:** Minion cards have life which can be depleted by dealing damage to the minion. If the life of a minion reaches zero, it is immediately placed in the nemesis discard pile. Minions can never have more than their starting life.
- 4 **Effect:** The effect that is resolved for this nemesis card.
- 5 **TO DISCARD Effect:** Some power cards have a "TO DISCARD:" effect. During any player's main phase, that player may fully resolve the effect listed to discard that power card. If a power card is discarded this way, its effect is not resolved.
- 6 **Nemesis:** The nemesis to which the card belongs. Cards that say "Basic" may be used with any nemesis.
- 7 **Tier:** There are three tiers of nemesis cards. Tier 1 cards are less dangerous than Tier 2 cards, which are less dangerous than Tier 3 cards. Some unique nemesis cards are marked as Tier 0. These cards are covered in the additional rules section of the nemesis to which they belong.
- 8 **Card Number:** Denotes in which deck that card appears.

SETUP

FIRST GAME SETUP

Before you read this rulebook any further, read the first game setup sheet. That sheet will walk you through player, supply, and nemesis setup for your first game. After reading the first game setup sheet, read the section below titled Turn Order Deck.

In subsequent games, follow the setup instructions below.

PLAYER SETUP

- 1 Each player chooses a player mat from the Barracks and a player number token.
- 2 Each player builds their starting hand and deck as shown on their player mat. The cards should be in the order shown with the leftmost card(s) being the top card(s) of their deck and the rightmost card(s) being the bottom card(s) of their deck.
- 3 Each player receives one of each type of breach shown on their mat (I–IV as listed). Players arrange their breaches as indicated on their player mat. Some breach mages start with fewer than four breaches. Typically, the fewer breaches a mage has the more difficult they are to play.
- 4 Each player starts the game with 10 life. Set the Gravehold life dial to 30. The players and Gravehold can never have more than their starting life.

TURN ORDER DECK

- 5 The turn order deck is always composed of four player turn order cards and two nemesis turn order cards. The player turn order cards correspond to the player number tokens.
 - For **two players**, place two turn order cards for each player in the deck.
 - For **three players**, place one turn order card for each player plus the wild turn order card in the deck. Give the wild token to any player at the start of the game. When the wild turn order card is drawn, the player with the wild token takes a turn and then passes the token to the player on their left. The wild turn order card is a player turn order card. When an effect refers to the wild turn order card, the player with the wild token is affected.
 - For **four players**, place the two 1/2 and two 3/4 turn order cards in the deck. Set the corresponding tokens on the table. When one of those cards is drawn and no player has the token, one of the corresponding players takes a turn. That player places that token on their player mat. When the same card is drawn later, the other player takes a turn and the token is returned to the middle of the table.
 - Regardless of the player count, add two nemesis turn order cards to the deck and shuffle it.

When the turn order deck is empty and a new turn order card must be drawn or revealed, shuffle all of the turn order cards together and place them facedown to make the turn order deck again.



TREASURES

At the end of each game, you will gain new treasure cards. Specific setup is required for the treasures after Battle 1:

Level 1: For Battles 2–4, each player chooses a level 1 treasure from the Barracks to use for this game.

If you choose a level 1 treasure that is a gem, replace a Crystal in your starting deck with that treasure, if able. Otherwise, replace a Spark.

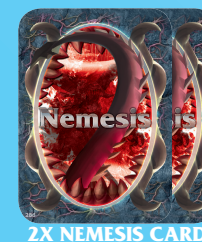
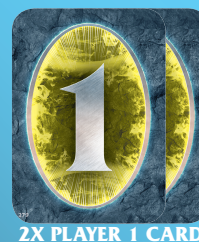
If you choose a level 1 treasure that is a spell, replace a Spark in your starting deck with that treasure, if able. Otherwise, replace a Crystal.

Level 2: For Battles 3–4, the players also choose a level 2 treasure from the Barracks to use for this game. Level 2 treasures are group treasures. They are not assigned to any specific player. During the game, any player can use the group treasure.

Level 3: For Battle 4, each player chooses a level 3 treasure from the Barracks to use for this game and places it on their player mat. Level 3 treasures may only be used by the player that chose them.

TURN ORDER DECK EXAMPLE

(5) Abby and Bob are playing a two-player game, so they will create a turn order deck that consists of two Player 1 cards, two Player 2 cards, and two Nemesis cards.





2 PLAYER STARTING HAND



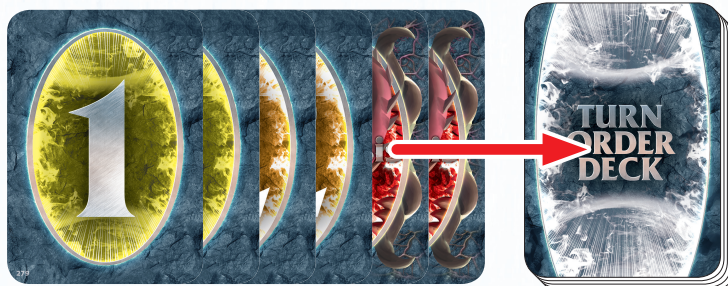
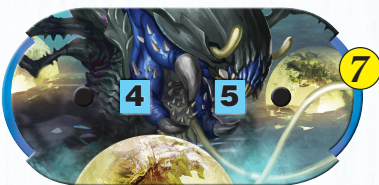
3 BREACHES I, II, III, IV (ALIGNED AS SHOWN ON THE MAT)



BOTTOM OF DECK



2 TOP OF DECK
PLAYER STARTING DECK (NOT SHUFFLED)



5 TURN ORDER DECK (SHUFFLED)



6

7

9

Note: For your first game, do not shuffle the tiers of the nemesis deck.



TIER 1 NEMESIS CARDS
SPECIFIC + BASIC (SHUFFLED)



TIER 2 NEMESIS CARDS
SPECIFIC + BASIC (SHUFFLED)



TIER 3 NEMESIS CARDS
SPECIFIC + BASIC (SHUFFLED)



8 NEMESIS DECK (NOT SHUFFLED)
TIER 1 ON TOP
TIER 2 IN MIDDLE
TIER 3 ON BOTTOM

NEMESIS SETUP

- 6 Choose a nemesis to play against, and set its nemesis mat near the players. Carefully read all of the additional rules for the chosen nemesis.
- 7 Set the nemesis life dial equal to the number shown on the nemesis mat. The nemesis can never have more than its starting life.

Each nemesis has a set of cards with their name written at the bottom. In addition to any specific nemesis cards, some basic cards are included in each nemesis deck.

8 The nemesis deck:

The nemesis deck contains between 20 and 31 cards as determined by the player count. The nemesis deck has three tiers which increase in difficulty as the game progresses and will consist of both nemesis specific and basic nemesis cards. Tiers are indicated by a 1, 2, or 3 in the bottom right of the nemesis cards. Each nemesis has nine nemesis specific cards with the name of the nemesis written at the bottom.

To build the nemesis deck:

- Locate the nine nemesis specific cards used for this game, and separate them into three piles of three cards according to the card's tier.
- Use the chart below to add basic nemesis cards to each pile based on the number of players in the game. Throughout your first expedition, you will be given upgraded basic nemesis cards, which say "Upgraded-Basic" at the bottom. Be sure to include all of the upgraded basic nemesis cards you have before you add standard basic nemesis cards. In solo, never add more than one tier 1 upgraded basic or more than three tier 2 upgraded basic nemesis cards. At the end of your first expedition, you will be given different instructions on how to include the upgraded basic nemesis cards for future expeditions.

BASIC NEMESIS CARDS ADDED	1 PLAYER	2 PLAYER	3 PLAYER	4 PLAYER
TIER 1	1	3	5	8
TIER 2	3	5	6	7
TIER 3	7	7	7	7

- Shuffle each pile of cards separately.
 - Place the tier 3 cards on the bottom facedown, the tier 2 cards facedown on top of the tier 3 cards, and the tier 1 cards facedown on top of the tier 2 cards. Combined, these tiers form the nemesis deck.
 - Do not shuffle the nemesis deck once it has been created.
- 9 After creating the nemesis deck, follow all setup instructions on the nemesis mat.

NEMESIS SETUP EXAMPLE: REFER TO PAGE 9 DIAGRAM

Abby and Bob lost their first game against Maggoth. They are going to play it again. The first game setup sheet instructed them on how to set up their first game. Now, they use the rulebook to set up Maggoth a second time.

(6) Bob reads the Maggoth mat front and back to refresh himself of the rules.

(7) Bob sets the nemesis life dial to 45.

(8) At the end of the first game, Abby and Bob sorted the nemesis deck into basic cards and Maggoth cards. Now, Bob finds the nine nemesis cards with Maggoth written at the bottom. He consults the chart to see what basic cards he will need for a two-player game. He finds three random tier 1 basic nemesis cards, five random tier 2 basic nemesis cards, and seven random tier 3 basic nemesis cards.

Then he sorts the Maggoth nemesis cards into tiers. First, he shuffles the three tier 3 Maggoth cards into the seven tier 3 basic cards and places them facedown to start the nemesis deck. Next, he shuffles the three tier 2 Maggoth nemesis cards in with the five tier 2 basic cards and places those on top of the tier 3 cards. Finally, he shuffles the three tier 1 Maggoth cards into the three tier 1 basic cards and places those on top of the tier 2 cards. At this point, Bob will no longer shuffle the nemesis deck. He sets it beside the nemesis mat.

Abby and Bob have not opened any upgraded basic nemesis cards yet, so Bob did not include any when building the nemesis deck.

(9) With the nemesis deck now created, Bob checks the Maggoth mat for further setup instructions. The mat says, "Place the Nest Mat next to this mat. Place two maggots into play on the bottom row of the Nest Mat." Bob places the Nest Mat next to the Maggoth mat. Then, he places two maggots on the first two spaces on the bottom row of the Nest Mat. Bob places the rest of the maggot tokens in a pile next to these mats.



MAGGOTH
45

UNLEASH
Place two maggots into play.

INCREASED DIFFICULTY RULES: When Maggoth Unleashes, place one fly and one maggot into play instead of two maggots.

ADDITIONAL RULES

Each maggot is a minion that has 1 life.

Each fly is a minion that has 2 life. When a player deals exactly 1 damage to a fly, replace it with a maggot.

When a player deals damage to a maggot or fly, that player must deal damage to a maggot or fly in the topmost row of the Nest Mat. That player may distribute the damage dealt over any number of maggots or flies on the same row.

When a fly hatches, flip the bottommost maggot over to the fly side, if able.

When a maggot or fly is placed into play, place it in the bottommost row of the Nest Mat that has space for it.

When a row is filled, resolve the effect directly above that row.



The players lose the game.

Gravehold suffers 5 damage.

Gravehold suffers 2 damage. Hatch 3 flies.

Gravehold suffers 2 damage. Hatch 2 flies.

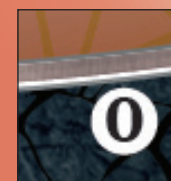
Gravehold suffers 2 damage. Hatch 1 fly.

NEST MAT



TIER 0

Depending on which nemesis you're playing against, there may be other cards used besides the nemesis deck. These cards are marked as tier 0. Refer to the nemesis mat for specific setup instructions.



SUPPLY SETUP

- 10 The supply piles are the player cards that can be gained during the game. The supply is composed of nine supply piles. Each pile contains several copies of the same card. The players construct a supply of nine player cards using the player cards in your Barracks. Then, banish all of the player cards you don't include in the supply. Banished cards are removed from the expedition.

EMPTY SUPPLY PILES

If a supply pile runs out, it is empty. Do not replace it.

GUIDELINES FOR MAKING THE SUPPLY

Choose 3 gems, 2 relics, and 4 spells. Place each card of the same name in its own separate pile, in the middle of the table.



Gems are the primary source of gaining aether (⚡). Spending aether (⚡) is how you gain new cards, focus and open breaches, and gain charges.

- There are seven gem cards in each gem supply pile.



Spells are the primary source of damage to the nemesis and its minions. They must be prepped to a breach on one turn in order to be cast on a later turn.

- There are five spell cards in each spell supply pile.



Relics have a wide variety of effects and are resolved as soon as they are played.

- There are five relic cards in each relic supply pile.

Tip: It is recommended that the supply has at least one gem that costs 3 ⚡ so that players have the ability to buy more expensive cards on subsequent turns.



GAMEPLAY

TURN ORDER

Aeon's End: The New Age has a variable turn order, which is determined by the turn order deck. At the start of the game and after each player or nemesis turn ends, draw a card from the turn order deck to determine who takes the next turn. Place that card on the top of the turn order discard pile.

If you need to draw or reveal a card from the turn order deck and that deck is empty, shuffle the discarded turn order cards together facedown to replenish the turn order deck.

PLAYER TURN OVERVIEW

1. Casting Phase

You may Cast any of your prepped spells in opened breaches. You must Cast any of your prepped spells in closed breaches. Place cast spells on top of your discard pile as they are cast.

2. Main Phase

You may resolve the following actions in any order and as many times as you want:

1. Play a gem or relic card
2. Gain a card
3. Gain a charge
4. Focus a breach
5. Open a breach
6. Prep a spell to a breach
7. Resolve a "While prepped" effect
8. Resolve a "TO DISCARD:" effect

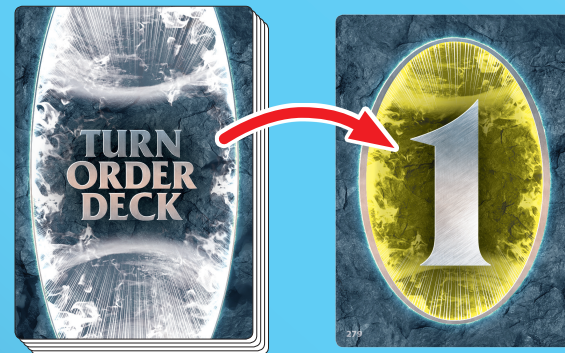
3. Draw Phase

Place all the gems and relics that you have played this turn on the top of your discard pile in any order you choose. Draw cards from the top of your deck until you have five cards in hand.

If at any time a player's life is reduced to zero, that player is exhausted. *Read the exhausted section on page 18 for details.*

TURN ORDER EXAMPLE

Now that Abby and Bob have the game set up, they start the game by drawing the top card of the turn order deck. The Player 1 turn order card is drawn, so Abby will take the first turn.



On Abby's turn, she will play through the following phases in order: casting phase, main phase, and draw phase.

During the casting phase, she will be able to cast spells that she prepped on a previous turn. Since it is the first turn of the game, Abby will skip this phase and move straight to the main phase.



PLAYER TURN: 1 – CASTING PHASE

Cast prepped spells:

- Any spells that are prepped in an opened breach may be **Cast** during this phase.
- Every spell prepped in a closed breach (that is, a spell that was prepped to a focused breach in the previous turn) must be **Cast** now.
- You choose the order in which you **Cast** your spells.

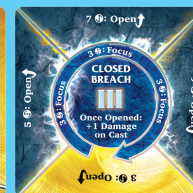
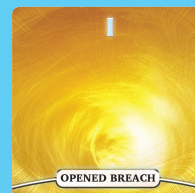
When a spell is Cast:

- Discard it to the top of your discard pile immediately, then resolve the effect after the word “Cast:” on the card.
- That spell can only deal damage to a single minion or the nemesis unless otherwise specified.
- Some breaches have a “+1 damage when Cast” effect while they are opened. Any spell Cast from an open breach with this effect deals 1 additional damage, even if that spell’s effect would normally not deal damage.
- *The New Age* introduces several new characters with unique breaches. If a mage uses one of these breaches, the setup and effects for that breach will be listed on the setup section of that player mat.
- When you cast a spell with **Echo**, resolve that Cast effect twice. Any additional effects granted for casting the spell are added to both resolutions of the spell.

For example, you cast a spell with Echo that has a Cast effect of “Deal 2 damage.” That spell was prepped to a breach that has the following two effects: “Deals +1 damage” and “Gravehold gains 1 life.” You will resolve the following: “Deal 3 damage. Gravehold gains 1 life.” then “Deal 3 damage. Gravehold gains 1 life.”

When you deal damage:

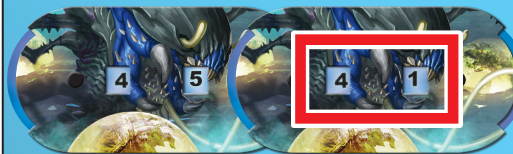
- To a minion, remove life tokens from that minion card equal to the damage you dealt. If a minion has no life tokens remaining, it is immediately discarded.
- To the nemesis, reduce its life total on the dial by the amount of damage you dealt. If the nemesis has zero life remaining, the players immediately win.



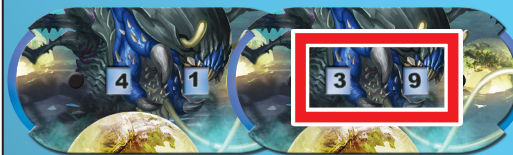
CASTING PHASE EXAMPLE

For this example, we have skipped ahead a few turns in the game to a point where Bob has gained a few spells. He starts the turn with a Spark and an Imbued Smash prepped as shown above. His Spark spell is prepped on breach I, which is opened, so he has the option of casting it now or waiting to cast it later. Imbued Smash is prepped on a closed breach III. Since that breach is closed, Bob must cast Imbued Smash.

Bob decides to cast Imbued Smash first. He immediately places the Imbued Smash in his discard pile. Then he resolves the Cast effect, dealing 4 damage to the nemesis. Bob then has the option of discarding a card in hand to deal 2 more damage to the nemesis.



Bob chooses to discard a Crystal in his hand, which is placed on top of the Imbued Smash in his discard pile. Bob deals 2 more damage to the nemesis.



Finally, Bob decides not to cast the Spark prepped on an open breach. He wants to save this spell for a future turn so he can be ready if a minion shows up.

There are some effects in *Aeon's End: The New Age* that will allow you to cast another player's prepped spells. When casting a spell other than your own, you are the “you” referred to on the spell card. You make all decisions pertaining to that spell. When that spell is discarded, it is placed on top of the discard pile of the player who had it prepped.

For example: You play a Galvanized Bauble to cast your ally's prepped Patterned Strike. Patterned Strike will allow you to return two cards that cost 0 to your hand, not an ally. You also choose what you want to deal Patterned Strike's damage to.

PLAYER TURN: 2 – MAIN PHASE

The following eight actions can be done in any order, any number of times during a player's main phase.

For example, you could play a gem, gain a card, prep a spell, play another gem card, and gain another card.

1. Play a gem or relic card:

- When you play a card, you must execute all of the text on that card, if possible.
- If there is an “OR,” choose exactly one of the options listed. If you can only complete one of the two options, you must choose that option.
- You may gain aether (⬇️) even if you choose not to spend it.
- Any aether (⬇️) gained on a turn that is not spent is lost. Aether does not accumulate over turns, nor can it be given to other players.
- At the end of your turn, any gem or relic cards you played are placed on top of your discard pile in any order.

2. Gain a card:

- You may gain a card from the supply by spending aether (⬇️) you have gained this turn equal to the cost shown in the upper right-hand corner of the card.
- When you gain a card, it is immediately placed on top of your discard pile.

3. Gain a charge:

- You may pay 2 aether (⬇️) to gain a charge.
- When you gain a charge, place a charge token on your player mat beneath the ability description.
- You may not pay aether (⬇️) to gain charges for your allies.
- You may not have more charges than your ability requires. The maximum charges are denoted by the number of spaces available on the player mat: 4, 5, or 6.

IMPORTANT TERMS

Attach: Some relics allow you to **Attach** them to a breach. When you attach a relic to a breach, place that relic underneath that breach token. You cannot attach a relic to a breach that already has a relic attached to it. Attached relics are not discarded at the end of the turn. If an attached relic is discarded, it is placed in the discard pile of the player whose breach it was attached to. If a breach with a relic attached to it is destroyed, the attached relic is discarded.

Echo: See “Casting a Spell” on page 13 for information about Echo.

Nemesis Tier: Some effects refer to the nemesis tier. The nemesis tier is the highest number in the tier section of any nemesis card in the nemesis discard pile or in play. This is typically the tier of the last card drawn from the nemesis deck.

Revealing Cards: Whenever you reveal a card from the top of any deck, return it to the top of that deck. If you reveal more than one card, return them in any order you choose.

DISCARD ORDER

When a spell is cast, it is immediately placed in your discard pile before resolving its effect. Cards gained are immediately placed in your discard pile.

Any gem or relic cards that you play are placed in your play area. At the end of your turn, during the draw phase, played gem and relic cards will be placed in your discard pile in any order you choose.

MAIN PHASE: GAIN AND SPEND AETHER EXAMPLE



On Abby's first turn, she has Gift of Spirit and four Crystals in her hand.

She plays her four Crystals to gain 4 aether (⬇️).

Abby has a total of 4 aether (⬇️). She has many options as to what she can do with this aether. She chooses to spend all 4 aether (⬇️) to gain a Recurring Jasper. She immediately places it on top of her discard pile.



OR

Abby could have chosen to spend her 4 aether (⬇️) to gain two charges.



4. Focus a breach:

- You can focus one of your closed breaches by paying the focus cost shown near the center of that breach token.
- When you focus a breach, rotate the breach token 90° clockwise. You may prep a spell to the focused breach this turn.
- Breaches may be focused any number of times per turn. Any number of breaches may be focused per turn. You may focus a breach without prepping a spell to it.
- A breach that has been rotated so that the yellow quadrant is at the top can be opened by an effect that would otherwise focus this breach.

5. Open a breach:

- You can open one of your closed breaches by paying the open cost currently indicated on the top of that breach token. The open cost decreases each time you focus the breach.
- When you open a breach, flip the breach to the opened side. Opened breaches stay opened for the rest of the game. A spell can be prepped to a breach on the turn that breach is opened and any subsequent turn.

6. Prep a spell to a breach:

- To prep a spell, play a spell card from your hand onto an opened breach or a closed breach that has been focused this turn. Only one spell may be prepped to a breach at a time. You cannot prep a spell to a breach that already has a prepped spell. You can only prep spells to your own breaches.
- Prepped spells can be Cast during the casting phase of that player's next turn.

7. Resolve a “While prepped” effect:

- You can use the effect of any of your prepped spells that have a “While prepped” effect that is specific to the main phase. Such effects may be used the same turn that the spell is prepped or any subsequent turn if the spell is still prepped.

8. Resolve a “TO DISCARD:” effect:

- Some nemesis power cards have a “TO DISCARD:” effect. During your main phase, you alone may fully resolve the effect listed to discard that power card. Your allies may not help you resolve this effect. If a power card is discarded this way, its effect is not resolved.

FOCUS OR OPEN A BREACH EXAMPLE

For this example, we'll explore a few more options Abby has on her first turn. She has four Crystals and one Gift of Spirit in her hand. It is her main phase. Her ability encourages her to have several open breaches, and her IV Breach has a special effect of gaining Gravehold life when a spell is cast from it while it is opened. Because of these incentives, Abby decides that she wants to open her breaches quickly.



Abby starts her main phase by playing her four Crystals for 4 aether (⚡). She now has four options for focusing her breaches.

- (1) She could focus her II breach for 2 aether (⚡) using the aether from her crystals. This would leave Abby with 2 aether (⚡) to gain a charge, or focus her II breach a second time.
- (2) She could open her II breach for 4 aether (⚡).
- (3) She could focus her III breach for 3 aether (⚡).
- (4) She could focus her IV breach for 4 aether (⚡).



She decides to focus her IV breach (option 4). Abby turns her IV breach token 90° clockwise. In future turns, she will have the option of opening her IV breach at a lower cost because she focused it on this turn.

Finally, Abby preps her Gift of Spirit by placing it on top of her I breach. That Gift of Spirit spell will be available to Cast during her casting phase next turn.



PLAYER TURN: 3 – DRAW PHASE

Once you have finished your main phase, place all of the gem and relic cards you played this turn on top of your discard pile in any order.

Then, keeping all unplayed cards in hand, draw cards from the top of your deck until you have five cards in hand.

If at any time there are not enough cards in your deck to draw or reveal a card, draw/reveal as many as you can then flip over your discard pile to form a new deck and draw/reveal. At no point in the game do you shuffle your deck.

Notes:

- You may not choose to discard cards during your turn. Unlike other deck builders, you do not discard your hand at the end of each turn.
- You may look through your discard pile at any time, although you may not rearrange it.
- You may not look through your deck.
- There is no maximum hand size.

NO DECK SHUFFLING

Unlike many other deck building games, you do not shuffle your discard pile when your deck is empty. Simply flip your discard pile over to form your deck.

DRAW PHASE EXAMPLE

It is the end of one of Bob's turns. During his casting phase, he Cast an Imbued Smash, which was immediately placed on top of his discard pile. While resolving the Imbued Smash, Bob chose to discard a Crystal from his hand, which was placed on top of the Imbued Smash.



On this turn, he played a Galvanized Bauble, three Crystals, and a Recurring Jasper. He used the Galvanized Bauble to focus Abby's IV breach. When he played the Recurring Jasper, the Crystal he discarded to Imbued Smash was the top card of his discard pile, so he doesn't place the Recurring Jasper on top of his deck. Finally, Bob used the 5 from the Recurring Jasper and the Crystals to gain another Imbued Smash.

When he gained the Imbued Smash, he placed it directly on top of the Crystal in his discard pile. Bob is now done with his main phase.

At the start of his draw phase, he places the Galvanized Bauble, the Crystals, and the Recurring Jasper on top of his discard pile in any order. Bob chooses to place the Galvanized Bauble first, then the Recurring Jasper, and finally all of the Crystals.



Next, Bob draws cards from the top of his deck until he has five cards in hand. His deck only has two cards in it. Bob draws those two and then, without shuffling, flips his discard pile over to form his new deck. He then draws three more cards so that he has five cards in hand.



NEMESIS TURN OVERVIEW

1. Main phase

From oldest to newest, resolve the effects of each minion and power card the nemesis has in play.

2. Draw phase

Draw a card from the nemesis deck.

- If it is an attack card, resolve its effect immediately.
- If it is a minion card or power card, place it into play with the appropriate number of life or power tokens. Resolve any effects following “**IMMEDIATELY:**” on the card. The rest of its effects will not be resolved this turn.

If at any time a player’s life is reduced to zero, that player is exhausted. *Read the exhausted section on page 18 for details.*

NEMESIS TURN: 1 – MAIN PHASE

Starting with the minion card or power card that has been in play the longest, the players resolve the effects of each minion card and power card in play.

- **PERSISTENT** effects are resolved now.
- Each power card in play will lose 1 power token. After removing a token, if a power card has no tokens on it, resolve the effect that is shown after “**POWER X:**” and discard it from play.

NEMESIS MAIN PHASE EXAMPLE

For this example, we’ll fast forward a few rounds into the game. The nemesis turn order card has been drawn. Maggoth starts its turn with no flies or maggots on the Nest Mat. It has Carriod Colony and a Fly Throng with one power token in play. Those cards came into play in that order, so Abby and Bob will resolve them in that order.



First, Carriod Colony’s persistent effect is “Unleash.” Each nemesis has a unique “Unleash” effect listed on its nemesis mat. Maggoth’s Unleash effect is “Place two maggots into play.” Bob places two maggot tokens on the bottom row of the Nest Mat, for a total of two maggot tokens on the mat.

CARRIOD COLONY
IMMEDIATELY: This minion suffers damage equal to the number of players in the game.
PERSISTENT: Unleash.



Next, they remove one power token from the power card Fly Throng. There are no power tokens remaining on that card, so it resolves. Fly Throng’s effect is “Place three maggots into play. Any player suffers 3 damage.”

Bob places three maggots on to the bottom row of the Nest Mat. That fills the bottom row. According to the Maggoth mat, that means Bob must resolve the effect listed above that row. Gravehold suffers 2 damage. Bob reduces the Gravehold life dial from 30 to 28. Then, Bob hatches a fly by flipping over one of the maggot tokens to the fly side.

Additionally, Fly Throng causes any player to suffer 3 damage, so Abby reduces her life from 10 to 7. Fly Throng is discarded.

TO DISCARD: Spend 6 ⚡.
POWER 3: Place three maggots into play. Any player suffers 3 damage.



NEMESIS TURN: 2 – DRAW PHASE

Draw a nemesis card:

- If the nemesis deck is empty and the nemesis would draw a card, instead Unleash three times.

If the drawn card type is:

- **Attack card:** Resolve the card's effect immediately in the order that it appears on the card. Then, place the card in the nemesis's discard pile.
- **Minion card:** Resolve any effect that follows the word "IMMEDIATELY:." Then place the minion card into play with the number of life tokens indicated on the card.
- **Power card:** Resolve any effect that follows the word "IMMEDIATELY:." Then place the power card into play with a number of power tokens as indicated on the card.

When resolving card effects:

- When resolving an effect that cannot be fully completed, resolve as much as possible. If you are given an option between two effects, you must choose an option you can fully resolve.
- Persistent and power effects only occur during the nemesis's main phase. These effects are ignored for newly placed minion and power cards until the nemesis's next turn.

AMBIGUITY

Nemesis cards may have ambiguous situations where it's not clear what or whom should be affected. In these cases the players make that determination.

For example, if you are resolving a nemesis card that makes the player with the lowest life suffer damage and two players are tied for having the lowest life, the players decide who suffers the damage.

Another card may have the player with the most charges suffer damage when no players have any charges. In this case also, the players choose who will suffer the damage.

If a nemesis card forces you to resolve an effect that cannot be fully resolved, resolve as much of that effect as possible.

For example, if a nemesis card says "Any player destroys five cards in hand," and no player has five or more cards, then the player with the most cards in hand must destroy all of their cards in hand.

EXHAUSTED

If a player's life is reduced to zero, that player is exhausted. Resolve the following effects in order.

- Resolve the nemesis's Unleash effect twice. If a player becomes exhausted during the nemesis Unleash effect, finish resolving the Unleash effect before that player resolves the effects of becoming exhausted.
- The exhausted player destroys one of their breaches, discarding any spell prepped in that breach.

NEMESIS DRAW PHASE EXAMPLES

After fully resolving the nemesis main phase, Abby and Bob proceed to the nemesis draw phase. During this phase, they will draw a card from the nemesis deck and resolve it. Here are examples of the three types of nemesis cards, along with how they would be resolved.

ATTACK CARD EXAMPLE

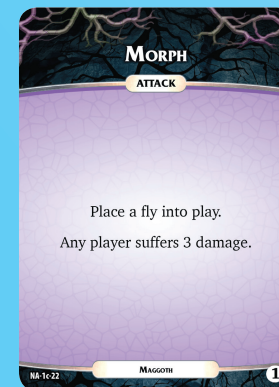
In this example, Abby and Bob draw Morph, an attack card, from Maggoth's nemesis deck.

Attack cards resolve immediately. Morph's effect is "Place a fly into play. Any player suffers 3 damage."

Abby places a fly token on the Nest Mat on the bottommost available row.

Then, Abby and Bob decide that Bob should suffer the damage. Bob adjusts his life from 10 to 7.

Finally, Morph is discarded to the nemesis discard pile.



MINION CARD EXAMPLE

In this example, Abby and Bob draw Drillbeak Wurm, a minion card, from Maggoth's nemesis deck.

Drillbeak Wurm is a minion with no immediate effect, so it is placed into play. It has 6 life, so Abby and Bob place a 5-life token and one 1-life token on it.

They also read Drillbeak Wurm's persistent effect so they know what will happen during the next nemesis main phase. This effect doesn't resolve this turn because persistent effects are only resolved during the nemesis main phase, which has already passed.



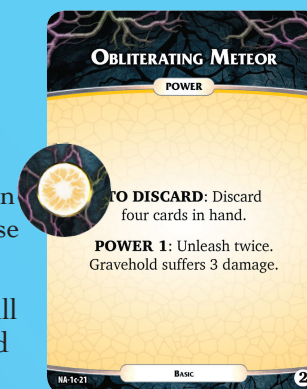
POWER CARD EXAMPLE

In this example, Abby and Bob draw Obliterating Meteor, a power card, from Maggoth's nemesis deck.

Since Obliterating Meteor is a power card, it is placed directly into play. It has a power of 1. Therefore, Abby and Bob place one power token on it. It has no immediate effect, so there is nothing else that Abby and Bob have to resolve this turn.

They read the card's effect so they know what it will do when it resolves. Power tokens are removed and powers resolve during the nemesis main phase – neither of these actions will happen this turn as the nemesis main phase has already passed.

Obliterating Meteor has a "TO DISCARD:" effect. Any player may resolve the effect listed here during their main phase to discard that power card.



- Destroyed breaches can be returned to the box – there is no way to regain a destroyed breach. The remaining breaches stay in their current positions.
- The exhausted player discards all of their charge tokens.

The exhausted player continues to participate in the game as usual with the following exceptions:

- Exhausted players cannot gain life.
- When a card deals damage to the player with the lowest life, it always deals that damage to the non-exhausted player with the lowest current life.
- When an exhausted player suffers damage, instead deal twice that amount of damage to Gravehold. This includes excess damage when a player initially becomes exhausted.

If all players become exhausted, the game ends immediately and the players lose.

GAME TERMS

Ally: An ally is any player other than you.

Destroy: Cards which are destroyed are permanently removed from the game and are not used or interacted with in any way once they are destroyed.

“OR” effects: When a card gives two options separated by an “OR”, you may choose either option, unless you cannot fully resolve one of them. In that case, you must choose the effect that you can fully resolve.

“To Discard:” Some nemesis power cards have “TO DISCARD:” effects on them. During a player’s main phase, that player may resolve the text following “TO DISCARD:” to discard that power card from play. If a player does discard a power card this way, that card has no effect.

Unleash: Some nemesis cards will say “Unleash.” Each nemesis has a unique effect that is resolved when this happens. This effect is listed on each nemesis mat.

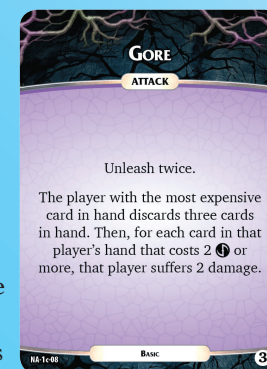
Banished: When a card is banished, place it in the banished section of the game box. Banished cards will not be used again during the current expedition.

Barracks: Between games, the Barracks is where players store all of the content they have access to for the current expedition. This includes player cards, player mats, and treasures.

EXHAUSTED EXAMPLE

Later in the game during the Nemesis draw phase, Gore is drawn and its effect (Unleash twice. The player with the most expensive card in hand discards three cards in hand. Then, for each card in that player’s hand that costs 2 or more, that player suffers 2 damage.) is resolved. First, Bob resolves Maggoth’s Unleash effect twice and places four maggots into play. Then:

- 1 Bob has the most expensive card in hand. After discarding three cards, Bob has two cards that cost 2 or more, so Bob suffers 4 damage. Bob only has 3 life left. The first three damage causes Bob to become exhausted. As a result of being exhausted, he resolves these steps:
- 2 Resolves Maggoth’s Unleash effect twice. Bob places four more maggots onto the Nest Mat, and resolves all effects triggered by the rows filling up.
- 3 Destroys his III breach and discards the spell that was prepped on it.
- 4 Discards all his charge tokens.
- 5 The remaining 1 damage is doubled and suffered by Gravehold. He adjusts the Gravehold life dial down from 23 to 21.



GAME END

The game ends when any of the following conditions are met.

The players are victorious if either of the following conditions is true:

- The nemesis has no cards in its deck and no minions or powers in play at the end of any turn.
- The nemesis has 0 life.

The players lose if any of the following conditions are true:

- All the players are exhausted (have 0 life).
- Gravehold has 0 life.

In addition, a nemesis may have a specific victory condition listed on the nemesis mat that causes the players to lose immediately.

At the end of the game, return all of your player cards, player mats, and treasures to the Barracks. Follow the instructions written in the Expedition deck. Also, record whether you won or lost on a piece of paper.

SOLO PLAY

In true solo play, you play as only one mage. When playing true solo, you are your own ally. For example, if a card gives a charge to an ally, you instead gain that charge yourself. If an effect affects you and another player, you resolve that effect twice.

You don't lose the game when you are exhausted. Instead, you lose the game when Gravehold has 0 life. Otherwise, play the game as normal.

You can also play solo as multiple separate mages where you control all of those mages. If you choose to play like this, just follow the rules as normal for the player count related to the number of mages you chose to play. It is recommended that you don't play with more than two mages.

NEMESIS DECK CONSTRUCTION QUICK REFERENCE

- Separate the nine nemesis specific cards into three piles based on tier. Then use the chart below to add basic nemesis cards to each pile based on the number of players in the game. Always use all the upgraded basic cards that you have been given so far for your first expedition.

BASIC NEMESIS CARDS ADDED	1 PLAYER	2 PLAYER	3 PLAYER	4 PLAYER
TIER 1	1	3	5	8
TIER 2	3	5	6	7
TIER 3	7	7	7	7



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Playtesters: Kevin and Tonya John, Brandon and Emily Pollak, Kaitlin & Kevin Barnes, Teddy Brewer, Amy Anderson, Jason McReynolds, Marc Michaud, Tony McKnight, Dr. Chris Anderson, Melissa Brewer, Dan Smith, Bryan Barhorst, Johannah Barhorst, Jacob Fenton, Zach Aufdemberge, Brian Busha, Zheng Dingyan, Brick Busha, Carlos Busha., Alec Nelson, David Weeks, Kathryn Weeks, Coleman Ellis, Kaitlyn Keil, Chris Rees, Hilary Popovich, John Popovich, Jared Loftus, Nicholas Bilodeau, Katelan Bilodeau, Lucas Hedgren, Shaun Pande, Kenneth and Toril Holdorf, Justin Igo, Jon Hatch, Dan Borezo, Jake Kenyon, Jake Cannon, Alex Welch, Rex Ounekeo, Sam McCanna, Brogan McCanna, Tom & Samantha Allen, Blake Curry, Joe Stutts, Brian Corcoran and Malina Kirn, Seth Grimm Hopwood, Russell Malo, Sean Hagans, Jake Black, Adam Tapper, Christian Griggs, Jamieson Mockel and Chelsea Halliwell, Patrick Garrett, Patrick Jost, Scott & Courtney Arnone, Evan Steigrod, Khai Steigrod, Kenneth Berry, Andrew & Elizabeth Quell, Maxwell Pistilli, Jim Baumgartner, Nick Stier, Travis Nixon, Allison Coffey, Melody Coffey, James Berglund, Joshua Coffey, Nicholas Dawes, Griffin Hargiss, Eric Zolnowski, Eric Fuerst, Cory Cray, Brian Bowles, Andy Larson, Dave Shaw, Loren Larkin, Tom Larkin, Jared Sliger, Ben Yowell, Will Pflug, Albin Chevrel, Madeline and Taylor Sloan, Cody Knopp, Chris Courtney, Patrick Hulehan, Nicholas Busse, Brian Chan, Arthur Lee, Philip Caccamo, H. Benjamin Hansen, Game On, Williamsport, Yong Hoon Lee, Sean Low, Carlos Bryan Rodriguez Hernandez, Mike Sanders, Bob Fish Bartlett, Will Macrae, Caitlyn Macrae, Tim Slatcher, Alex McCarthy, Sabina Alistar, Sam Zhu, John Myrda, Megan Quick, D Akana, J.R. FitzSimons, Abel Kim, and David Bauer.