

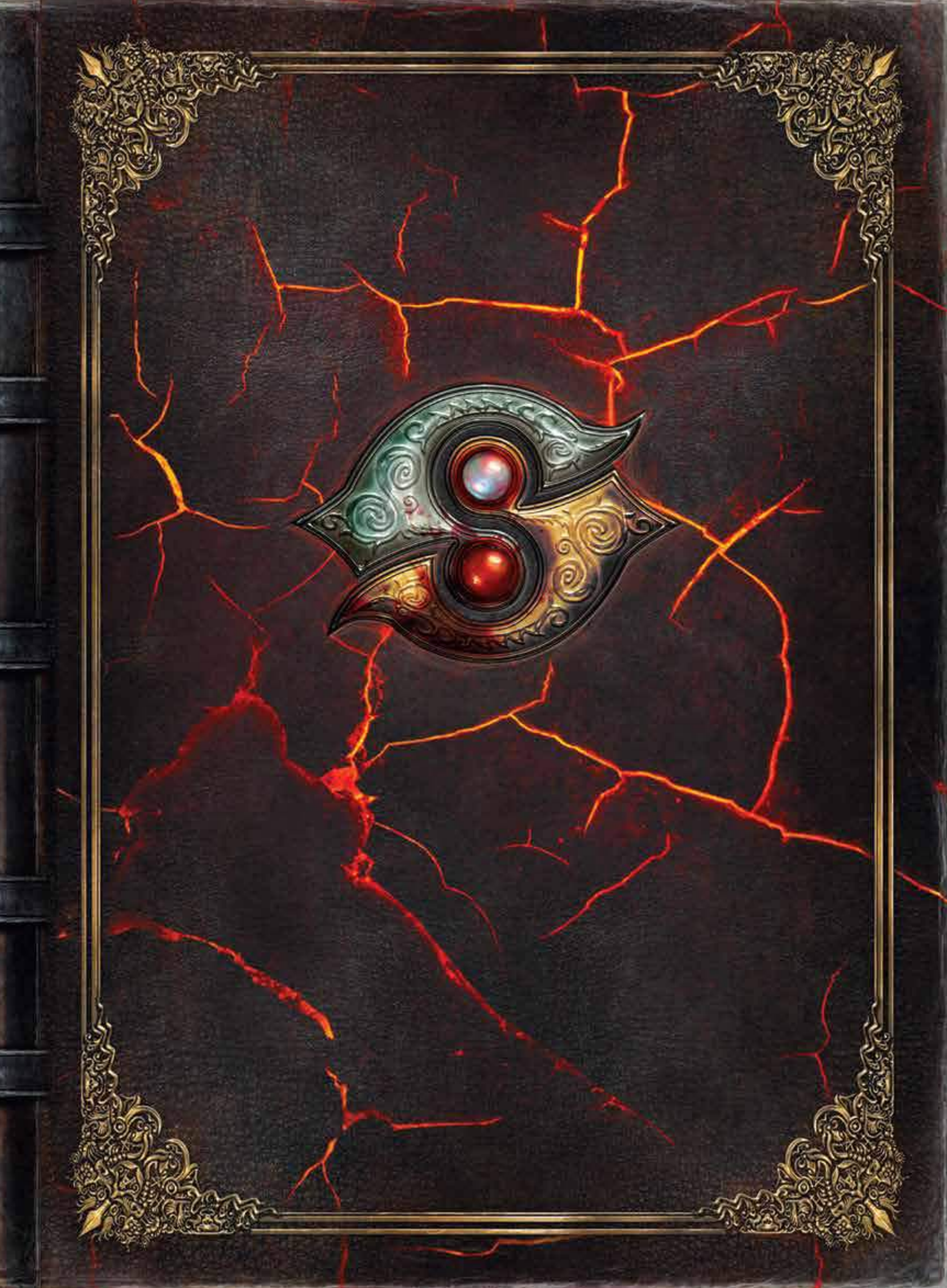
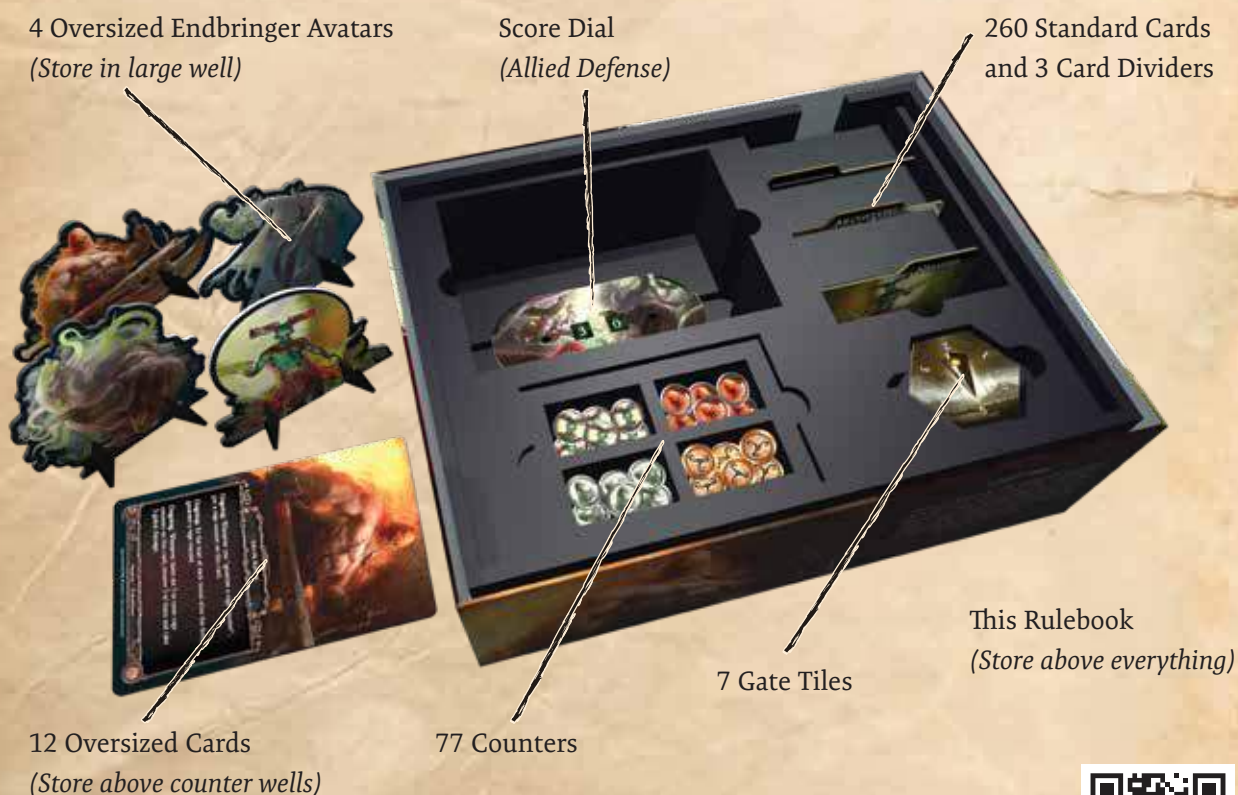


Table of Contents

Deck Contents.....	2	Nemeses	
Prologue	3	Erlik Khan	15
Overview	3	Zcerneboch.....	15
Nemesis Deck.....	4	Ereshkigal.....	17
Archetype Deck.....	4	Hypnos	19
New Game Terms	5	Archetypes	
Endbringer Rules.....	6	The Deathdealer.....	22
General Rules	7	The Hellraiser.....	22
Setup.....	10	The Demiurge.....	23
Gameplay		The Plaguebringer.....	24
Spawn Phase & Spawning Minions.....	11	Scenarios	
Ready Phase	12	Is Leading the Invasion	25
Action Phase	12	Is Arming the Horde	25
Battle Phase.....	12	Is Awakening the Scions.....	25
End of Round Phase	13	Is Preparing a Dark Ritual	26
Winning & Losing.....	13	Credits.....	26
Adjusting Difficulty	14		

The Box



Card lists, FAQs, rules updates, and more can be found at SorcererGame.com



Nemesis Decks



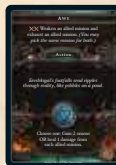
ERESHKIGAL



1 Oversized Card



3 Monolith Cards



25 Nemesis Deck Cards



1 Avatar



23 Boon Counters



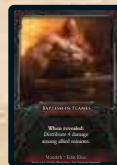
7 Gate Tiles



ERLIK KHAN



1 Oversized Card



3 Monolith Cards



24 Nemesis Deck Cards



1 Avatar



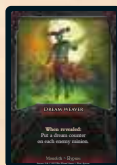
7 Rage Counters



HYPNOS



1 Oversized Card



3 Monolith Cards



24 Nemesis Deck Cards



1 Avatar



6 Trauma Cards



3 Rift Cards



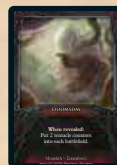
17 Dream Counters



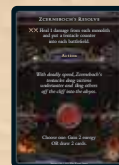
ZCERNEBOCH



1 Oversized Card



3 Monolith Cards



24 Nemesis Deck Cards



1 Avatar



17 Shadow Fiend Counters



23 Tentacle Counters

Archetype Decks



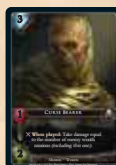
DEATHDEALER



1 Oversized Card



3 Monolith Cards



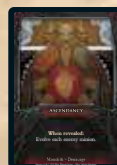
27 Archetype Deck Cards



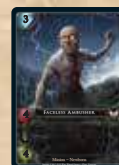
DEMIURGE



1 Oversized Card



3 Monolith Cards



23 Archetype Deck Cards



30 Evolve Counters & Reference Card



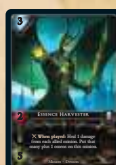
HELLRAISER



1 Oversized Card



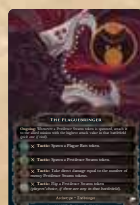
3 Monolith Cards



20 Archetype Deck Cards



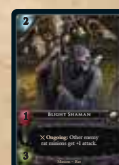
PLAGUEBRINGER



1 Oversized Card



3 Monolith Cards



23 Archetype Deck Cards



15 Pestilence Swarm / Plague Rats Tokens

Prologue

In times long forgotten, the old gods spawned their first descendants – the Prometheans. Though demigods, they were little more than servants tasked with creating the Mortal Realm.

The old gods took credit for all their offspring created, and they were worshiped by mankind. But the Prometheans hungered for worshipers of their own.

The Prometheans revealed themselves to humanity and demanded tribute. They craved the rituals of pain and sacrifice that men performed in hopes of gaining their favor.

While the old gods could control their appetites, the Prometheans proved to be insatiable. Soon, the human suffering induced by rituals was not enough. In their fervor to feed their bloodlust, they unleashed unspeakable terrors on mankind.

Rather than see the Mortal Realm destroyed, the old gods banished the Prometheans, scattering them into Limbos across multiple dimensions.

Worship of the Prometheans was forbidden, but secret cults persisted through the ages. Over centuries, through countless rituals, one cult has located their lord. With forbidden magics they have constructed great monoliths capable of retethering a Promethean to the Mortal Realm. Now they rejoice, embracing the coming of the Endbringer!

Overview

One to three players will team up to battle against a dreadful demigod called the Endbringer. You will create this adversary by combining a Nemesis (*who they are*), with an Archetype (*which army they lead*), and optionally a Scenario (*what they are doing*). For example, you may battle *Erlík Khan the Deathdealer* who is *Leading the Invasion*.

Each round, the Endbringer will summon minions from their Archetype Deck and take actions from their Nemesis Deck.

To win, players must destroy all of the monoliths that allow the Endbringer to exist in this dimension. The players lose if their combined defense is reduced to zero.

Nemesis



Name

Abilities

Types

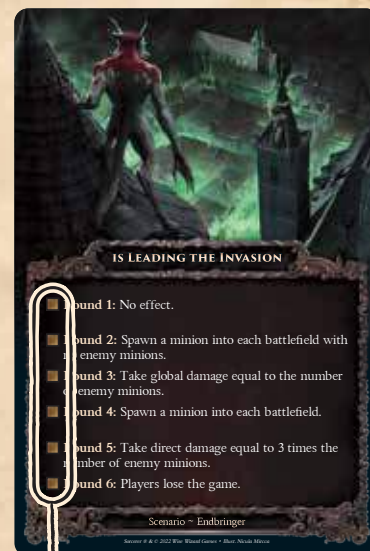
Deck Symbol

Archetype



Tactic Icons

Scenario



Round Markers

Nemesis Deck

Nemesis Decks contain two card types: actions and conditions. (See diagram below.)

Each action and condition card has two abilities and a color indicator. You will only use one of these elements at a time, as follows:

Effect - Whenever the Endbringer takes an action (see “Action Phase” on page 12), they play the top card of the Nemesis Deck. If the effect has ~~XXX~~, it happens across both battlefields that the Endbringer Avatar is in. (Treat them as one battlefield.)

- If it is an **action card**, do what is listed in the “effect” area, then put the card into the Nemesis Discard Pile. The player whose turn it is (who took an action last) makes any decisions required by the action. It might affect that player (“Discard two cards”) or let them pick who is affected (“An allied player discards two cards”).
- If it is a **condition card**, place it next to the oversized Nemesis card. It stays in play, and its “effect” is ongoing. Whenever an allied minion attacks, as a tactic, its player may pay omens equal to any condition’s “destruction cost” to destroy that condition, putting it into the Nemesis Discard Pile and ending its effect.

Tactic Icon - Whenever an Archetype tactic triggers (see “Enemy Minion Attack” on page 13),

reveal the top card of the Nemesis Deck. The “tactic icon” indicates which Archetype tactic is used. Then put the card into the Nemesis Discard Pile.

Critical - Whenever you resolve a critical hit on a monolith (see “Critical Hits on Monoliths” on page 13), reveal the top card of the Nemesis Deck. Do what is listed in the “critical” area, then put the card into the Nemesis Discard Pile.

The Nemesis Deck has its own face-up discard pile. Whenever cards are needed from the Nemesis Deck but there are not enough available (for example, if it is empty and you need to apply an action, tactic, or critical), first shuffle the Nemesis Discard Pile into the Nemesis Deck.

Archetype Deck

Whenever the Endbringer spawns a minion (see “Spawn Phase” on page 11), put the top card of the Archetype Deck into play.

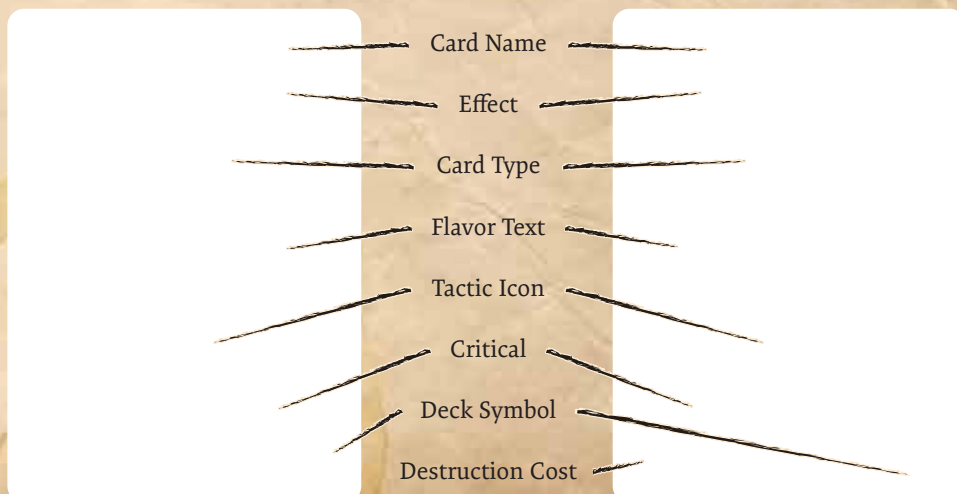
The Archetype Deck has its own face-up discard pile. Whenever cards are needed from the Archetype Deck but there are not enough available (for example, if it is empty and you need to spawn a minion), first shuffle the Archetype Discard Pile into the Archetype Deck.

Horde Victory

If the Endbringer would spawn a minion but there are no cards left in the Archetype Deck and Archetype Discard Pile, players lose the game.

Action

Condition



New Game Terms

Allied Player— Any player.

Allied Defense— The players' shared life force, tracked with the score dial. Players start with 30 defense per player. If reduced to 0 or less, players lose the game. Allied defense cannot be restored above the starting amount.

Allied Minion— Any minion controlled by any player.

Note: Effects that specify "your" minion(s) can only be used on your own minions, not those of your teammates. Some effects require you to pick an allied minion, in which case you decide between your own minions and/or your teammates' minions. Strategize with your teammates. The player whose turn it is (who took an action or attacked last) makes the final decision.

Endbringer— The crazed demigod you are fighting.

Enemy Minion— Any minion controlled by the Endbringer.

Spawn— Whenever the Endbringer plays a minion. (See "Spawn Phase" on page 11.)

Archetype Tactic— Whenever an enemy minion attacks in either of the two battlefields that the Endbringer Avatar is in, reveal the top card of the Nemesis Deck, compare the tactic icon to the oversized Archetype card, and resolve the matching tactic. (See "Enemy Minion Attack" on page 13.)

Taking Damage— Whenever an effect says to "**take direct damage**", subtract it from the players' allied defense.

Whenever an effect says to "**take damage**" in a particular battlefield, each point of damage must either be assigned to any allied minion in **that** battlefield or subtracted from the players' allied defense.

Whenever an effect says to "**take global damage**", each point of damage must either be assigned to any allied minion in **any** battlefield or subtracted from the players' allied defense.



Endbringer Rules

Endbringer Avatar

Endbringers are titans, towering over treetops and buildings. Due to their immense size, they occupy two battlefields at once. To represent this, the Endbringer Avatar is placed in two battlefields (*half in one and half in the other*) and counts as being in both of those battlefields at the same time.

No Battlefield Damage

In *Endbringer*, damage is not assigned to battlefields, nor can battlefields be conquered.

If damage would be dealt to or restored from the players' side of the battlefields, instead change the players' allied defense by that amount. Allied defense cannot be restored above the starting amount.

If damage would be dealt to or restored from the Endbringer's side of a battlefield, it is instead added to or removed from the monolith in that battlefield. A monolith's defense cannot be restored above the starting amount.

Maximum Minions

The Endbringer may have any number of minions on their side of each battlefield. The player side of each battlefield is limited to a total of:

- 4 minions in a 1-player game.
- 6 minions in a 2-player game.
- 8 minions in a 3-player game.

While a battlefield is full:

- Players cannot play minions there.
- Players cannot reinforce minions into that battlefield unless swapping them with another minion.
- Effects cannot put minions into the player side of that battlefield (*skip that part of the effects*).

"UNLESS" Effects

Many Nemesis Deck actions say to do one option UNLESS you do another option. You may choose an option after UNLESS **only** if you can resolve it completely. If you cannot, you must apply the option before UNLESS. For example, if you have 2 omens, you may choose either option given the effect "*Take 4 direct damage UNLESS you lose 2 omens.*" However, if you only have 1 omen, you must take 4 direct damage.

Endbringer counts as a Player

The Endbringer counts as a player for the purpose of the players' effects (*but not for the Endbringer's own effects*). For example, you may pick the Endbringer given the effect "*Pick an opponent to discard a card.*" Since the Endbringer is very different from a regular player, some effects work differently than usual. Examples from the Sorcerer base game are covered in the following sections. Examples from the ever-growing list of expansion packs are covered in the Sorcerer FAQ at SorcererGame.com/sorcerer-faq.

Unlike the players, the Endbringer does not have a hand, grimoire, or graveyard. If an effect requires the Endbringer to assign damage, the Endbringer assigns it like battle damage. (*See "Allied Minion Attack" on page 12.*) If an effect requires the Endbringer to pick an enemy minion, the Endbringer picks the lowest-cost minion. If an effect requires the Endbringer to make any other decision, the players decide for the Endbringer (*in the players' favor*).

Endbringer Discard

If the Endbringer would discard a card or otherwise lose a card from their "*hand*", for each card they would lose instead place a damage counter on the Nemesis Deck. Whenever the Endbringer would perform an action or an Archetype tactic would trigger, if there are one or more damage counters on the Nemesis Deck, instead remove one of those damage counters and skip that action or tactic. (*If you gain a critical effect, set aside any damage counters on the Nemesis Deck, apply the critical effect, then put the counters back on the Nemesis Deck.*)

Gaining Endbringer Effects

Excluding critical effects, players cannot use effects from the Endbringer's cards and counters. For example, you cannot use Miselda's Infiltrator's ability, "Copy the 'When played' effect of a non-legend minion," to copy an effect from an Archetype minion.

The Animist

Whenever the Animist (*Oberon's Kingdom*) attaches an Endbringer's card as an Arthropod Follower, do not attach the card but still place the arthropod counter. This can be done even if there are no cards in the affected zone. For example, the Endbringer's "hand." These counters also count as Arthropod Follower attachment cards. If the card would have come from the Endbringer's hand, apply the "Endbringer Discard" effect. (See previous page.)

Discarded & Attached Types

After applying the Endbringer Discard rules (see previous page), the Endbringer still counts as having discarded a card for the purpose of effects. Similarly, applying the Animist rules above counts as having attached a card for the purpose of effects. If an effect refers to the type of card that was discarded or attached, put the top card of the Nemesis Deck into the Nemesis Discard Pile. Its tactic icon indicates the type of card that was discarded or attached as follows:



(Blue): Sorcery



(Green): Attachment



(Red) or



(White): Minion

For example, you play a sorcery with "Pick an opponent to discard a card. If they discarded a minion this way, draw a card." Next, the Endbringer reveals a red tactic icon and you put a damage counter on the Nemesis Deck. The Endbringer has "discarded" a minion (indicated by the red icon), so you draw a card from your effect.



General Rules

Observe these new rules and clarifications while playing Sorcerer in **any** format, not just Endbringer.

Battle Effects

During the battle phase, one battle occurs in each battlefield. Battle effects happen in the following order:

1. **At the start of the battle phase** - before the first battle each round.
2. **✗ At the start of battle** - before the first minion attacks in the battlefield where this effect is located (or if this effect is not in a battlefield, where its avatar is).
3. **✗ At the end of battle** - after the last minion attacks in the battlefield where this effect is located (or if this effect is not in a battlefield, where its avatar is).
4. **At the end of the battle phase** - after the last battle each round.

When not playing Endbringer, battles do not occur in conquered battlefields. (Start/end of **battle phase** effects will still trigger there, but start/end of **battle** effects will not.)

Attack Bonuses & Penalties

Whenever an effect gives a minion an attack bonus or penalty (such as a sorcery that gives “+2 attack” or “-2 attack”), unless otherwise specified, that bonus or penalty wears off when that minion next completes an attack, or after the battle phase if it did not attack (maybe it was exhausted). For example, a minion gains “+2 attack”, but the bonus wears off after its first attack. If it somehow attacks again (if something readied it), it will not have the bonus during its second attack. On the other hand, if the minion had “+2 attack until the end of the battle phase”, the bonus would apply to each of its attacks.

An attack bonus or penalty from an ongoing effect (for example, “Ongoing: Your minions have +2 attack”) does not wear off until you lose the effect itself (for example, when it leaves play or is blanked).

Some character deck abilities allow their avatar to attack. The same rules apply to their attack bonuses and penalties.

“Each Player” Does Something

If an ability requires multiple players to do something or make a choice, start with the player whose turn it is (who took an action or attacked last) and proceed clockwise around the table.

No Infinite Combos

An individual card cannot be played more than once in a single action. (Other cards with the same name may still be played.)

Attachments & Forms

Players may play non-curse attachment cards only on their own minions (not on enemy or allied minions). If a minion leaves play for any reason, its attachments are destroyed (trigger any “when destroyed” abilities on those attachments).

Token Cards

If a token card (such as the Plaguebringer’s Plague Rats and Pestilence Swarm tokens) would be put anywhere other than a battlefield, return it to the token pile instead (it still counts as having been destroyed, etc.)

Crossed Swords Icon (X)

An effect preceded by X happens only in its battlefield. If the effect is not in a battlefield (such as skill cards with X), it happens in the battlefield its avatar is in. For example, a minion with the ability “X When played: Deal 1 damage to each other minion” will only damage minions in the same battlefield as it. In another example, if one of your skill cards has the ability “X Tactic: You may exhaust this skill card to draw a card for each of your minions”, it will trigger only when you attack with a minion in the battlefield your avatar is in. The ability will also only count your minions in that battlefield to determine how many cards to draw.

Note: If an ability has X and lets you play (or put into play) a card that belongs in a battlefield, you must put the card into the ability’s battlefield.

Many Nemesis actions have XXX. Since the Endbringer occupies two battlefields at once, these actions affect both battlefields as if they were one battlefield. For example, a Nemesis action with “XXX Exhaust an allied minion” will exhaust one allied minion in either of the two battlefields that the Endbringer Avatar is in.



Example Setup

Note: Setup will change slightly with different Nemesis, Archetype, and Scenario cards.

Setup

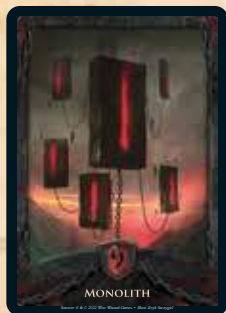
1. Set up the Battlefields

Place 3 battlefields conquered-side up; do not put any red cubes on the battlefields. *Note: if you decide to use expansion battlefields with abilities, you may use the regular side and ignore the damage tracks.*

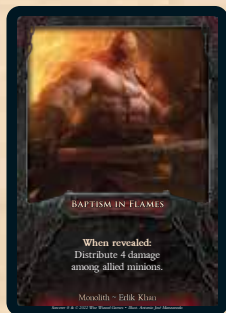
2. Choose Your Nemesis

- A. Choose one of the 4 oversized cards with “Nemesis ~ Promethean” printed on the bottom and place it on the table. This is who you will be battling against. If it is your first game, we recommend Erlik Kahn.
- B. If you are playing veteran difficulty or above, set aside the three monolith cards associated with this Nemesis. (You will use them in step 5. They have a picture of the Nemesis on the text side.)

Monolith Back



Monolith “Text Side”



- C. Find the Nemesis Deck with the icon matching the oversized Nemesis card.
- D. Check the rules for your specific Nemesis (see pages 15-19) and follow any setup instructions.
- E. Shuffle the Nemesis Deck and place it on the table. Leave room next to it for the Nemesis Discard Pile.
- F. Roll an eight-sided die. On a 1-4, place the Endbringer’s oversized avatar on the leftmost and center battlefields (*half on one and half on the other*). On a 5-8, place it on the center and rightmost battlefields.

3. Choose the Archetype

- A. Choose one of the 4 oversized cards with “Archetype ~ Endbringer” printed on the bottom and place it on the table. This determines the army your Endbringer will command. If it is your first game, we recommend the Deathdealer.
- B. If you are playing veteran difficulty or above, set aside the three monolith cards associated with this Archetype. (You will use them in step 5. They have a picture of the Archetype on the text side.)
- C. Find the Archetype Deck with the icon matching the oversized Archetype card.
- D. Check the rules for your specific Archetype (see pages 22-24) and follow any setup instructions.
- E. Shuffle the Archetype Deck and place it on the table. Leave room next to it for the Archetype Discard Pile.

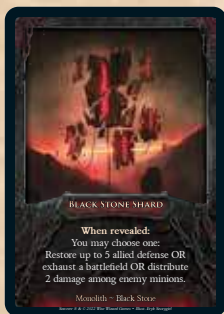
4. Choose the Scenario (or play without a Scenario)

- A. You may choose to play without a Scenario. If it is your first game, we recommend doing so. If you are playing without a Scenario, set aside the three “Shattered” monolith cards and skip to step 5, “Place the Monoliths.”
- B. Otherwise, choose one of the 4 oversized cards with “Scenario ~ Apocalypse” printed on the bottom and place it on the table. The Scenario determines the Endbringer’s agenda.
- C. Check the rules for your specific Scenario (see pages 25-26) and follow any setup instructions.
- D. Place a red cube on the Scenario card’s “Round 1” effect. (You will advance the cube when appropriate.)
- E. If this Scenario is “Awakening the Scions”, skip to step 6, “Player Setup”. (Return all monolith cards to the game box. They will not be used.)
- F. Otherwise, if you are playing veteran difficulty or above, set aside the three monolith cards associated with your Scenario. (You will use them in step 5. They have a picture of the Scenario on the text side.)

5. Place the Monoliths

- A. If you are playing beginner or normal difficulty, shuffle the 9 “Black Stone Shard” monoliths (*text-down*). If you are playing veteran difficulty or above, shuffle the 9 monolith cards you have set aside in the previous steps (*text-down*).

Black Stone Shard Example - “Text Side”



- B. On the Endbringer side of **each** battlefield, place one monolith (*text-down*) for each player in the game.
- C. If there are multiple monoliths in a battlefield, stack them one on top of the other. Only the top monolith can take damage.
- D. Return any remaining monolith cards to the game box. They will not be used.

6. Player Setup

- A. Players create their sorcerers and set up their player boards as outlined in the Sorcerer base game. *Note: Oberon's Kingdom (The Animist) and the Forgotten Temple decks are not recommended for players new to Endbringer.*
- B. Using the score dial, set the players' combined defense to 30 per player. (30 defense in a one-player game, 60 in a two-player game, or 90 in a three-player game).
- C. Give **each** player a fate counter (*full side up*), which they will keep all game. During each round's ready phase, when the fate counter would normally change hands, instead all players restore their fate counters (*put them full side up*).
- D. Pick one player to be the “first player.” That player will act first every round (*for the whole game*) and gameplay will proceed clockwise from them.

Gameplay

Except where noted otherwise, the phases work as normal and the players act as normal per the base game rulebook. This section covers any differences and how the Endbringer is automated. *Note: The “Team” section does not apply to Endbringer.*

Spawn Phase & Spawning Minions

During the first round, the Endbringer's Archetype starts with specific minions in play. Check the rules for your specific Archetype. (*See pages 22-24.*)

During every future round, before the ready phase there is a spawn phase in which the Endbringer spawns minions.

To spawn a minion, put the top card of the Archetype Deck into the appropriate battlefield. A spawned minion counts as having been “played” (*its “When played” effects will trigger*).

During the spawn phase, spawn one minion per player into each of the two battlefields that the Endbringer Avatar is in. Starting with the battlefield on the left, spawn all minions in that battlefield before moving to the next.

Minions are spawned one at a time. Resolve any “When played” effects on each spawned minion before spawning the next minion.



Ready Phase

Skip the ready phase in the first round. The ready phase is revised as follows:

1. Resolve any “start of round” and “start of ready phase” effects.
2. All players restore their fate counters (*put them red-filled side up*).
3. Ready all exhausted cards in play.
4. The first player rolls the eight-sided energy die **or** has all players gain 4 energy.
5. Each player sets their action tracker to 6.
6. Each player gains 1 omen.
7. Roll an eight-sided die. On a 1-4, place the Endbringer Avatar into the leftmost and center battlefields. On a 5-8, place it in the center and rightmost battlefields.
8. Each player puts their avatar into any battlefield.

Action Phase

Starting with the first player and proceeding clockwise around the table, each player takes an action. After each player action, the Endbringer takes an action. Continue until all players have used all of their actions. For example, player 1 takes an action, then the Endbringer takes an action, then player 2, then the Endbringer, etc.

Whenever the Endbringer takes an action, reveal the top card of the Nemesis Deck. Resolve the card as detailed under “Nemesis Deck” on page 4.

Note: Some effects allow players to take additional or bonus actions, causing them to take two or more actions in a row. Whenever this happens the Endbringer only acts once, after the player’s regular and additional actions are completed. If an effect allows a player to take an action outside of the action phase, the Endbringer does not take an action afterward.

Battle Phase

Resolve all attacks in the leftmost battlefield first, then the center battlefield, and finally the rightmost battlefield.

An enemy minion attacks first in each of the two battlefields that the Endbringer Avatar is in. An allied minion attacks first in the other battlefield. In each battlefield, ready enemy and allied minions (*minions that are not exhausted*) alternate their attacks (*one at a time*). If the Endbringer or players run out of ready minions in a battlefield, any remaining ready minions in that battlefield continue to attack (*one at a time*).

Allied Minion Attack

Whenever it is an allied minion’s turn to attack, players may pick any ready allied minion in that battlefield for the attack. Battle dice are rolled as normal. Only the player who owns that minion may use tactics. Any player may use omens and/or their fate counter to reroll battle dice.

Battle damage is assigned 1 point at a time. Critical hits are assigned first. A critical hit may be assigned to any enemy minion or the monolith in that battlefield. Each regular point of battle damage must be assigned to the first available option:

1. Any enemy minion in that battlefield (*attacker’s choice*), **without destroying that minion**.
2. A monolith in that battlefield. (*See “Destroying Monoliths” on the next page.*)
3. Any enemy minion in that battlefield (*destroying that minion*).

If there are no enemy minions and no monoliths remaining in the battlefield, any unassigned damage is lost.

Enemy Minion Attack

Whenever it is an enemy minion's turn to attack, the ready enemy minion with the highest cost attacks. If there are tied minions, the tied minion with the least remaining essence attacks. If there are still tied minions, the players decide which of them attacks first.

If the attacking minion is in either of the two battlefields that the Endbringer Avatar is in, that minion gets an Archetype tactic. Flip over the top card of the Nemesis Deck. Ignore all of the text on that card and look at the tactic icon in the middle of the card.



Blue



Green



Red



White

Then check the oversized Archetype card. The tactic with the matching icon will be used. Any player may spend an omen to flip another Nemesis Deck card and use its tactic icon instead. This may be done any number of times. Alternatively (*or additionally*), a player may empty their fate counter to cancel the Archetype tactic entirely.

Note: Unlike the base game domain skill cards which are exhausted when used, Archetype tactics may resolve multiple times each battle phase.

Enemy minions do not roll battle dice. Instead, they deal damage equal to their attack value. Damage is assigned 1 point at a time. Players may assign that damage to any allied minion in that battlefield **or** to the allied defense (*reducing the allied defense by 1 for each point of damage*).

Destroying Monoliths

Whenever a point of damage is assigned to a monolith, put a damage counter on it. When a monolith gets its 9th damage counter, it is destroyed. Flip the destroyed monolith to its text side and apply its effects immediately. (*Shattered monoliths do not have effects.*)

If the monolith was destroyed during an allied minion's attack, any remaining damage from that battle roll must be assigned to enemy minions or not at all (*it cannot be assigned to the next monolith*). Then resume battle in that battlefield with the next eligible attacker.

Critical Hits on Monoliths

When a critical hit is assigned to a monolith, place the damage counter on the monolith. (*If this destroys the monolith, flip it over and apply any effects immediately*). Then reveal the top card of the Nemesis Deck, apply its "critical" effect (*the text at the bottom of the card*), and put that card into the Nemesis Discard Pile. Critical effects almost always benefit the players. (*Some of Erlik Khan's effects may damage you.*)

No Monoliths in a Battlefield

When there are no monoliths left in a battlefield, fighting continues in that battlefield. Players may assign their damage any way they wish to enemy minions in that battlefield, even if it would destroy those minions.

Note: Enemy minions still spawn and attack as normal, even after all the monoliths in a battlefield have been destroyed.

End of Round Phase

Resolve all end-of-round effects in player order. Once all players have resolved their end-of-round effects, resolve the Endbringer's end-of-round effects. Lastly, if you are playing with a Scenario, resolve any "Round #" effects on the Scenario, then advance the round marker (*red cube*) to the next round number.

Winning & Losing

When the last monolith is destroyed, the players immediately win the game!

If the players' defense is reduced to zero, they immediately lose the game.

Some oversized cards list other ways players can win or lose the game.

Adjusting Difficulty

Battling a demigod is no easy feat. Players are expected to frequently lose the game. You can adjust the difficulty to your liking.

Beginner

- For your first game, we recommend playing without a Scenario.
- Use the Black Stone Shard monoliths. (See “Setup.”)
- At the start of every round (including the first), for each player in the game, put a damage counter on the Nemesis Deck. (See “Endbringer Discard” on page 6.)

Normal

- Use the Black Stone Shard monoliths. (See “Setup.”)

Veteran

- Use the regular monoliths. (See “Setup.”)

Hard

- Use the regular monoliths. (See “Setup.”)
- During each spawn phase, spawn minions into every battlefield instead of just the two battlefields that the Endbringer Avatar is in.

Different Monoliths

When destroyed, the Black Stone Shard monoliths generate positive effects (*making the game easier*), the 3 Shattered monoliths generate no effects, and the regular monoliths generate negative effects (*making the game harder*).

You may further adjust any difficulty level by using different monoliths. When you are told to shuffle the 9 monoliths during setup (step 5A), first add or swap in your selection of alternate monoliths. (Any regular monoliths must still match the current Nemesis, Archetype, and Scenario. “Awakening the Scions” does not use monoliths and cannot be adjusted this way.)



NEMESSES

Erlik Khan

(Low Complexity)

Centuries before the other demigods were purged from the Mortal Realm, Erlik Khan killed one of the gods in a fit of uncontrollable rage. For this, his own creator banished him. Imprisoned in the underworld for millennia, Erlik Khan's madness and hatred only grew, fueling his insatiable appetite for destruction.

As you battle Erlik Khan, his hatred for you grows. He will gain rage counters, which strengthen some of his Nemesis Deck cards and will eventually cause him to lash out with devastating force.

Setup

1. Put the rage counters in a pile.
2. Place one rage counter on the Erlik Khan oversized Nemesis card.

Rage Counters



Whenever you “generate a rage counter”, put a rage counter on the Erlik Khan oversized Nemesis card.

At the start of each round after the first, generate a rage counter.

Whenever there are 5 or more rage counters on Erlik Khan, remove 5 of them and take 5 global damage.

Zcerneboch

(Medium Complexity)

Zcerneboch, Lord of Night and Darkness, is believed by many scholars of the arcane to be the first to seed the mortal soul with corruption and despair. He demanded to be worshiped with cruel and horrific sacrifices.

In his eons of exile, he has hungered for human suffering. Upon his return, he seeks to destroy the Mortal Realm and plunge its inhabitants into endless pain and darkness.

As he fights you, this gigantic demigod smashes buildings to rubble and rains debris down upon you. His tentacles wind through the city, impeding you and your minions as he unleashes spirits long trapped within him to attack you.

Setup

1. Put the tentacle and shadow fiend counters in a pile.
2. Each player creates their own face-down “rubble pile” using the top card of their grimoire.

Rubble Piles

Each player has their own rubble pile which represents the destruction Zcerneboch is wreaking on the city. Cards in rubble piles are face-down. Rubble piles are out of play.

Whenever you “receive rubble”, put the top card of your grimoire into your rubble pile. At the end of each round, each player receives a rubble. Whenever you “remove rubble” from a player’s rubble pile, they put the top card of their rubble pile into their graveyard.

At the start of each round after the first, take global damage equal to the total number of cards in all rubble piles.

Tentacle Counters



Tentacle counters are double-sided, with boon counters on their backs. (*Boon counters are used by Ereshkigal.*)

Whenever an effect tells you to put a tentacle counter into a battlefield, put that counter on the battlefield board.

Tentacle counters in a battlefield protect the monoliths and enemy minions there. For each point of damage that would be dealt to a monolith or enemy minion, if there is a tentacle counter in that battlefield, remove the counter and prevent that point of damage. If you deal a critical hit to a monolith and the damage is prevented this way, you still gain a critical effect.

Shadow Fiend Counters



Shadow fiend counters are double-sided, with dream counters on their backs. (*Dream counters are used by Hypnos.*)

Some effects put shadow fiend counters on enemy minions. Each minion may have only one shadow fiend counter on it. Shadow fiend counters represent spirits released from Zcerneboch. They possess his minions and bestow supernatural speed.

Shadow fiend minions attack first. In each battlefield, battles are modified as follows:

First, every ready (*not exhausted*) enemy minion with a shadow fiend counter attacks one at a time, in order from highest to lowest cost (*pick one if tied*). After they have all attacked, any remaining minions attack as normal. (*Alternate attacks between enemy and allied minions, with an enemy minion attacking first in each of the two battlefields that the Endbringer Avatar is in.*)



Ereshkigal

(High Complexity)

Ereshkigal was banished to the Netherrealm, but there her power only grew.

She conquered its seven gates and ruled over it for millennia with her court of seven judges.

Through countless rituals, her earthly worshipers have ended her banishment. Now the Queen of the Netherrealm seeks to open the seven gates and drag the Mortal Realm into her hellscape.

Ereshkigal and her followers will work tirelessly to open the seven gates to the Netherrealm. As each gate opens, she becomes more powerful. You must stop her before she opens the final gate and seals your doom!

Setup

1. Put the boon counters in a pile.
2. Shuffle the gate tiles and place them in a face-down pile.
3. Put the top gate face-down above Ereshkigal's oversized Nemesis card. Align the tile's "0" with the arrow at the top edge of the card.
4. Place a Cultist card face-up on the table to create a "Ritual Chamber" area. (This Cultist does not advance the gate.)
5. Shuffle the remaining Cultist cards into the Nemesis Deck.

Ereshkigal Example Setup

Note: Ereshkigal does not have additional setup instructions for the other areas. (For those, see "Setup" on page 10.)

Gate Tiles

Closed



Open



Each gate tile represents one of the 7 gates to the Netherrealm.

Whenever you “advance the gate”, rotate the gate tile that is attached to Ereshkigal to its next value (zero to one, one to two, and so on). When it reaches zero again, the gate opens.

When a gate opens, flip it face-up and place it in the battlefield with the fewest gates already in it. In the case of a tie, place it on the leftmost tied battlefield. The effects on open gates start immediately and cannot be blanked. Gates cannot be destroyed.

Next, attach another gate from the pile to Ereshkigal and set this gate to zero. Then if there are any leftover “advances” to resolve, continue advancing this gate. For example, if you would have advanced the previous gate two times but it opened after one, place the new gate, then advance the new gate once.

When the 7th gate opens, players lose the game.

Cultist Cards

Cultists work to advance the gates.

Whenever Ereshkigal takes an action and reveals a Cultist card, put it into the Ritual Chamber. Cultists are not in any battlefield, are not minions, and do not attack.



Whenever a Cultist is revealed during battle (*from tactics or critical hits*), put a boon counter on the Cultist with the fewest boon counters (*pick one if tied*). Then, put the revealed Cultist into the Nemesis Discard Pile. Do not reveal another card; the tactic or critical hit is lost.

Whenever you roll a critical hit in any battlefield, you may assign it to a Cultist in the Ritual Chamber.

Boon Counters



Boon counters are double-sided, with tentacle counters on their backs. (*Tentacle counters are used by Zcerneboch.*)

A Cultist gets +1 essence for each boon counter on it. For each point of damage that would be dealt to a Cultist, if there is a boon counter on that cultist remove the counter and prevent that point of damage.

Whenever you would shuffle the Nemesis Discard Pile into the Nemesis Deck because there are not enough cards, first advance the gate once for each boon counter on Cultists in the Ritual Chamber.

Hypnos

(Highest Complexity)

Even in his banishment from our realm, Hypnos could reach the minds of mortals through their dreams. He used this connection to siphon psychic energy, with which he controlled and shaped the dimension of his exile.

He created the Dreamlands, where he reigns as king with every sleeping mortal as his subject. For millennia, he has corrupted and manipulated their minds through their dreams and nightmares.

No longer satisfied with this partial dominion over humanity, Hypnos seeks to absorb the Mortal Realm into the Dreamlands. If he succeeds, all will enter a nightmare from which they will never wake.

While his minions attack in the waking world, Hypnos wears away your sanity in your dreams. You will deploy your minions in either the Mortal Realm or the Dreamlands. You must fight on both fronts if you hope to survive!

Setup

1. Put a Rift card face-up into the allied side of each battlefield.
2. Each player creates their own face-up “void” using the top 3 cards of their grimoire.
3. Place the dream counters in a pile.
4. Shuffle the trauma deck (the 6 cards with “Trauma” along the bottom) and place it face-down.

Banishing & Reclaiming Cards

Cards banished to your void represent Hypnos wearing away at your sanity.

Cards in voids are face-up and may be reviewed at any time. Voids are out of play. Whenever you “banish” a card, put it face-up on top of its owner’s void. Whenever you “reclaim” a card, pick any card in your void and shuffle it into your grimoire. At the start of each round after the first, each player banishes the top 3 cards of their grimoire.

Rift Cards



Rift cards divide each battlefield between the Mortal Realm and the Dreamlands.

Whenever a minion enters play in the allied side of a battlefield, their player puts it in either the Mortal Realm (to the left of the Rift card) or the Dreamlands (to the right of the Rift card).

Enemy minions are always in the Mortal Realm.

In the Dreamlands, allied minions reclaim cards instead of dealing damage (1 card per 1 damage). Whenever they deal a critical hit, reclaim a card as normal, then resolve a critical effect as normal.

You may take the reinforce action to move one of your minions (or swap two of your minions) between the Mortal Realm and the Dreamlands. You may also move your avatar between battlefields as usual. Minions in the Dreamlands cannot move between battlefields.

Minions in the Dreamlands cannot take damage from regular attacks. They can still take damage from abilities, be seen by effects, receive attachments, etc.

For each minion, the “other realm” is whichever realm the minion is not currently in. So if a minion is in the Dreamlands and an effect moves them to the other realm, they are moved to the Mortal Realm.

Note: Avatars never go to the Dreamlands. Their abilities may still affect minions in the Dreamlands.

Hypnos Example Setup



Dream Counters

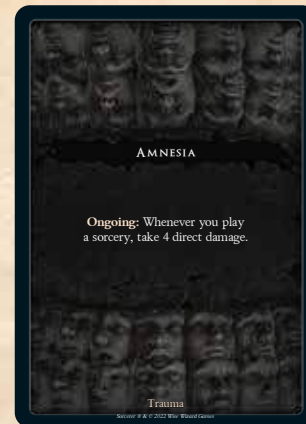


Dream counters are double-sided, with shadow fiend counters on their backs. (*Shadow fiend counters are used by Zcerneboch.*)

Dream counters represent minions haunting your dreams and becoming more capable of wearing away at your sanity.

Whenever an enemy minion with one or more dream counters on it attacks, before resolving tactics, count the number of dream counters on the attacking minion. Then the players choose that many times to either banish a card from the top of an allied grimoire or place a damage counter on an allied minion in the Dreamlands of that battlefield. (*Minions with 0 essence are destroyed immediately, so you cannot keep placing damage counters on them. Any "When destroyed" abilities should be resolved after all dream counter choices are made and before resolving tactics.*)

Trauma Cards



Trauma cards represent breaking points in your sanity and the consequences of those breaks.

Whenever cards are needed from your grimoire but there are not enough available (for example, to draw a card, look at the top 3 cards, or search but your grimoire is empty):

1. If you (*not the other players*) already have 2 trauma cards, players lose the game.
2. Otherwise, shuffle your graveyard into your grimoire.
3. Remove all cards in your void from the game. Those cards cannot be used for the rest of the game.
4. Put the top card of the trauma deck into play face-up in front of you. Its effect starts immediately. It cannot be destroyed or blanked. It applies only to you, not your teammates.

Current Player Icon (★)

Some Hypnos condition card abilities are preceded by the current player icon. Whenever one of these cards is played, put it in front of the player whose turn it is (*who took an action or attacked last*). It stays in front of that player and only affects them and/or their cards. Any player may still pay its destruction cost. (*See "Nemesis Deck" on page 4.*)

ARCHETYPES

The Deathdealer

(Low Complexity)

The Deathdealer commands an army of the dead. Though they fall quickly in battle, they soon rise and rejoin the fight.

Setup

1. Put 1 Rotting Follower per player into each battlefield.
2. Put 1 Rotting Follower per player into the Archetype Discard Pile.
3. Shuffle any remaining Rotting Followers into the Archetype Deck.

See “Example Setup” on page 9.

Rules

This Scenario does not have additional rules.



The Hellraiser

(Low Complexity)

The Endbringer has brought an army of demons back with them from limbo, literally unleashing hell on earth!

Setup

1. Put 1 Inferno Tyrant per player into each battlefield.
2. Shuffle any remaining Inferno Tyrants into the Archetype Deck.

Omens on Hellraiser Minions



Sorcerer double-sided counters, with an omen on one side and a damage on the other.

Various effects will put omens directly on Hellraiser minions. Whenever these minions attack, the Hellraiser's tactic will cause some or all of the omens on that minion to flip to damage counters, generating a powerful effect. If this damage would kill the minion, the effect and the damage from the attack happen **first**, then the minion dies. If the minion lives through the damage, one damage on the minion is flipped back to an omen after the attack.

The Demiurge

(Medium Complexity)

The Demiurge has a disdain for the life currently inhabiting the Mortal Realm. They wish to wipe it all away and create life anew. But after eons in exile, their powers of creation lack finesse. The hideous and unstable creatures they create are known as "Newborns."

Setup

1. Shuffle the evolve counters in a face-down pool.
2. Put the Evolve Reference card on the table.
3. Put 1 Faceless Horror per player into each battlefield.
4. Shuffle any remaining Faceless Horrors into the Archetype Deck.

Evolve Counters

The Newborns are in a constant state of change, rapidly mutating in search of a perfect form. To represent this, some effects give them evolve counters.



Evolve Counter Back

Whenever a minion "evolves", put a random evolve counter face-up on that minion. Each evolve counter bestows an ability as detailed on this page.

Resolve the Endbringer's tactics starting with any non-counter tactics, then any cunning-counter tactics, and lastly any remaining counter tactics.

If a minion would gain a duplicate evolve counter, instead return both evolve counters to the evolve counter pool (face-down; do not replace them).

Whenever a minion leaves play, return any evolve counters it had to the pool (face-down).

Note: Whenever an evolve counter is gained during an attack, its tactic (if any) triggers immediately.



Tentacles - Tactic: An allied player with one or more cards in their hand randomly discards a card.



Fangs - ✕ Tactic: Deal 1 damage to an allied minion and heal 1 damage from the attacking minion.



Tail - ✕ Ongoing: Whenever an allied minion attacks, weaken it.



Cunning - Tactic: Resolve an additional Archetype tactic.



Claws - Tactic: The attacking minion gets +2 attack.



Wings - Ongoing: This minion's attack deals direct damage. (Subtract it from the allied defense, it cannot be assigned to allied minions.)

Evolution Victory

The Demiurge has an additional way to defeat the players. Add 2 to the number of players. When that many enemy minions each have 3 or more evolve counters, players lose the game.

For example, in a 2-player game, the players would lose if 4 enemy minions each have 3 or more evolve counters.

The Plaguebringer

(High Complexity)

Sensing the demigod's return from exile, rats swarm from every field, basement, and sewer. Human acolytes are twisted by ancient power into a mutated half-rat form. The Plaguebringer unleashes this verminous horde to spread carnage and disease to every corner of the Mortal Realm.

Setup

1. Put the Pestilence Swarm / Plague Rats token cards in a pile.
2. Put 1 Decaying Shredder per player into each battlefield.
3. Shuffle any remaining Decaying Shredders into the Archetype Deck.

Pestilence Swarm / Plague Rats Tokens

Pestilence Swarm (Front)

Plague Rats (Back)



Some effects will spawn Pestilence Swarm and/or Plague Rats tokens. They are spawned from their token piles (*not from the Archetype Deck*).

Whenever a Pestilence Swarm token is spawned, attach it to the allied minion with the highest attack value in that battlefield (*pick one if tied*). If no allied minions are available, skip that spawn.

Whenever a minion with one or more Pestilence Swarms is destroyed or otherwise leaves play, flip those Pestilence Swarms to their Plague Rats side and place them in the Endbringer's side of that battlefield. They are now unattached enemy minions.

Plague Rat tokens attack after all other enemy minions in their battlefield. All ready (*not exhausted*) Plague Rats in a battlefield attack together as if they were a single attacker with a total attack value equal to the sum of the rats' individual attack values. For the purpose of tactics and other effects, this group counts as a single attacking minion. (*Only one Archetype tactic triggers for this group attack.*)

If a tactic spawns a Plague Rat during a Plague Rat attack, exhaust that Plague Rat and add it to the attack.

If additional Plague Rat tokens are spawned while or after a Plague Rat attack deals damage, those new Plague Rats will attack separately in a new group with all currently ready Plague Rat tokens in that battlefield.

Whenever either side of a Pestilence Swarm / Plague Rats token is destroyed or otherwise leaves play, return it to the Pestilence Swarm / Plague Rats token pile. They are never put into the Archetype Deck or Discard Pile.



SCENARIOS

Is Leading the Invasion

(Low Complexity)

The Endbringer is leading a great army attacking the Mortal Realm. Defeat them quickly before your forces are overwhelmed.

Setup & Rules

This Scenario does not have additional setup instructions or rules.

Is Arming the Horde

(Medium Complexity)

The Endbringer is equipping their minions with ancient mystical arms and armor, attempting to transform them into an unstoppable force.

Setup

This Scenario does not have additional setup instructions.

Arms Cards

An Arms card is a face-down card from a player's deck that is attached to an enemy minion.

Each minion gets +1 attack and +1 essence for each Arms card on it.

Player Tactic

Whenever an allied minion attacks, its player may spend 3 omens to deal a critical hit (*in addition to whatever they roll*). This critical hit is resolved as part of this tactic, before rolling any battle dice.

Is Awakening the Scions

(Medium Complexity)

The Endbringer has awakened a great evil and opened an unstable portal to the Mortal Realm. If you can survive this brutal onslaught just a little longer, the portal will collapse!

Setup

Monoliths are not used in this Scenario and the Endbringer cannot be defeated with damage. If you survive until the end of the third round, you win!

Double Spawn

At the start of each round (*including the first*), spawn a minion into each of the two battlefields that the Endbringer Avatar is in.

Battle damage

Do not use the damage assignment rules under "Allied Minion Attack" on page 12.

Instead, critical hits may be assigned to any minion in that battlefield. Whenever a critical hit is dealt, players **do not gain critical effects** (*from the Nemesis Deck cards*). Regardless of where the critical hit is dealt, the players restore 1 allied defense.

Regular damage must be assigned to enemy minions from highest to lowest cost. (*Assign lethal damage to each, pick one if tied.*)

If all enemy minions in a battlefield have been defeated, any excess damage has no effect.





Is Preparing a Dark Ritual (Medium Complexity)

The Endbringer is preparing a dark ritual for which they must sacrifice many minions. You must prevent these sacrifices by destroying the minions yourself!

Setup

Create a face-up Sacrificial Altar using the top card of the Archetype Deck.

Sacrificial Altar

The Sacrificial Altar is face-up and may be reviewed at any time. The Sacrificial Altar is out of play. When the number of minions on the Sacrificial Altar is equal to or greater than 8 times the number of players, players lose the game. Only this Scenario's "Round" effects put minions onto the Sacrificial Altar. Minions destroyed in battle, by dark energy (see below), etc., **do not** go onto the Sacrificial Altar.

Dark Energy

As the ritual begins, the sky darkens and flashes of purple lighting lash down all around you.

At the end of each battle (in each battlefield), roll an eight-sided die for each minion in that battlefield (allied and enemy minions). On a roll of 8, that minion is destroyed. You may spend an omen to reroll. This may be done any number of times. Alternatively (or additionally), you may discard 3 cards from your hand to change a die result to 8 or 1.

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Sorcerer Theme Song

Music/Lyrics: ElevenHill

Produced by: ElevenHill/Miroslav Felber
WiseWizardGames.com/sorcerer-music



