



RULEBOOK

King Caiphus has gone missing and The Eternal Throne sits empty. The scions of his family vie with one another to shape the future, each seeking the power, and the meaning, of the Throne in their own way.

Eternal: Chronicles of the Throne is a physical deck-building game set in the same world as the digital CCG Eternal (available online on various platforms at eternalcardgame.com).

Players each begin the game with a personal deck containing modest diplomatic abilities and one follower. Each turn, they'll spend power to recruit powerful units, acquire ancient relics, and command mighty spells. All of these are added to your deck, so that it evolves over the course of the game.

Will you take an aggressive approach, amassing an army of strong attackers? Or will you take a more patient approach, using diplomacy and the power of The Eternal Throne to rout your rival? Will you associate with just one or two factions, or welcome allies from all over the land to your side?

The choice is yours. The power of The Eternal Throne awaits.



GOAL

A player begins the game with 25 health, and is eliminated when their health drops to 0. Win by being the last player standing!



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Cards



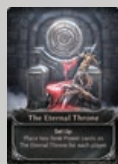
100 Forge Deck



10 Basic Unit



36 Basic



The Eternal Throne



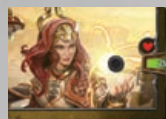
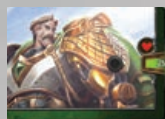
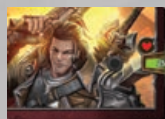
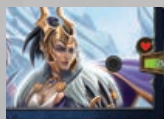
7 Veteran
Mercenary



8 Seek Power



4 Reference



4 Health Trackers

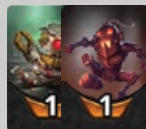
Tokens



11 Strength
Buff/Debuff



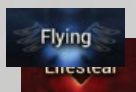
8 Warp



6 Grenadin



6 Yeti/Cavalry



3 Flying/Lifesteal



2 Extra Health



1 Valkyrie Wings

These tokens should be enough for most games, but they are not meant to be limited. If you need more tokens during a game, substitute other objects.

CARD ANATOMY

Influence

Cost

Strength

Name

Text Box



Card Type

Cost: The amount of power required to purchase a card from the forge. (Basic cards have no cost.)

Influence: Most cards have an influence symbol of one of the five factions. Influence in a faction unlocks influence abilities on other cards of the matching faction. The five factions are:

🔥 Fire ⌚ Time ⚖️ Justice 🌊 Primal 🌑 Shadow

Strength: Only found on units. This represents the unit's battle prowess. The higher a unit's strength, the better it is at blocking enemy units and dealing damage to players. (In text boxes, strength is indicated with the 🗡️ symbol.)

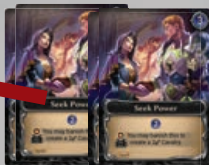
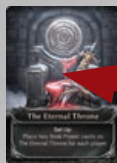
Text Box: The skills and abilities provided by the card.

Card Type: There are four different types of cards: basic, relic, spell, and unit.



SETUP

Place The Eternal Throne card to the side of your play area and then, for each player, place two Seek Power cards face up on top of it. Next to this stack, place the seven Veteran Mercenary cards in a face up pile.



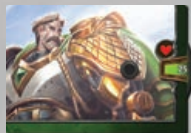
Shuffle the forge deck and place it face down. Reveal six cards from this deck to create the forge row.

Give each player two Warp tokens, with the "available" sides face up.



Set the other tokens aside in a pool. They may be used during the game to represent created units and to modify cards.

Each player selects a health tracker, and sets it to 25 health.



There Is No Limit on Health

Using cards that gain you health (♥), a player's health can go above 25, with no upper limit. The Extra Health tokens are provided to help track health higher than 30.



Each player takes a deck consisting of nine basic cards: 6 Diplomacy, 1 Refresh, 1 Secret Pages, and 1 Worn Shield.

Shuffle the ten basic units and deal one face down to each player. This brings each player's deck to ten cards. Return the remaining basic units to the box; they will not be used for this game.

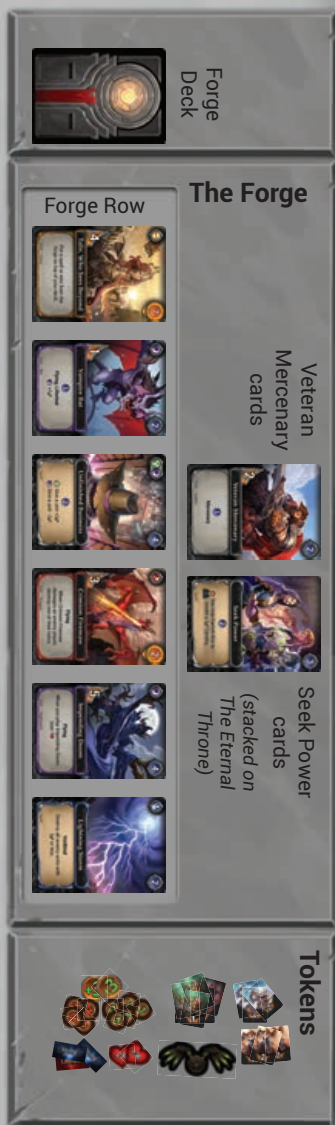


Randomly select one player to be the starting player.

Each player reviews their basic unit, then shuffles their deck and draws a starting hand. The starting player draws three cards, the second player draws four cards, and all other players draw five cards. Players take

Game Layout

(2-player game)





TURN FLOW

Each player's turn consists of three steps:

Step One — Actions

The following actions are available:

- **Play** a card from your hand.
- **Purchase** a card from the forge.
- **Block** an enemy unit using one of your units with equal or greater strength. Put them both into their owners' discard piles.

These actions are described in detail on the next three pages. You may perform each action any number of times, and in any order. You **must** play all cards from your hand each turn (even if they have no effect).

Step Two — Damage

Each enemy unit that is still attacking you (after any blocking you may have done) deals damage to you equal to its strength. Those units are then discarded.

Dealing Damage

Whenever a card deals damage to a player, subtract that amount of health from that player.

Step Three — Clean Up

Take all spell cards and basic cards from your play area and put them into your discard pile. (There should be no relics or units in your play area.) Then draw a new hand of five cards from your own deck.

Emptying Your Deck

If at any time you need to draw a card and your deck is out of cards, shuffle your discard pile and turn it face down to create your new deck.

After you've completed all three steps of your turn, the next player in clockwise order takes their turn.

PLAYING CARDS

You must play all cards from your hand each turn, but you may play them in any order you choose. There is no cost to playing a card (costs are paid only when you *purchase* a card).

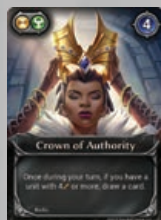
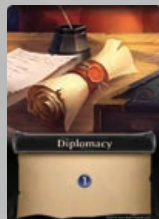
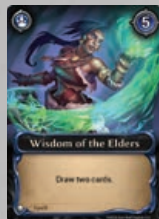
Each card's text box describes what it does. This may include:

- Generating power (see Purchasing Cards on page 9 for more information)
- Skills (bold words defined in the Glossary on the back of this rulebook)
- Abilities (see Abilities on page 10 for more information)

Different card types are played in different ways:

Spells and Basic Cards

Spells and basic cards are played to your play area. You'll use their effects during your Actions step, then put them into your discard pile during your Clean Up step.



Relics

Relics are played to your relics area. They remain in play, offering you help turn after turn.

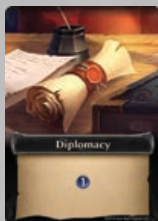
Units

Units are played to your battle area. They stay there until they block an enemy unit, are blocked by an enemy unit, or damage the player to your left (during that player's Damage step).

At the end of your turn, any of your units in your battle area automatically attack the player to your left. That player will have just one turn to deal with them, or suffer the consequences!



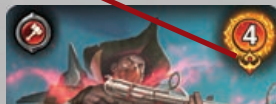
PURCHASING CARDS



Whenever you play a card with a power symbol in its text box, add that much power to your power pool. During your turn, you can spend power from your power pool to purchase cards from the forge. At the end of your turn, all unused power is lost.

When you purchase a card, place it in your discard pile.

If a card has a Warp icon on it, you may flip one of your Warp tokens from its available side to its spent side to play that card immediately instead of placing it in your discard pile.



Available



Spent

Filling the Forge Row

The forge row should always contain six cards. Whenever you purchase a card (or one is removed by any other means), immediately replace it with the top card of the forge deck.

Beyond the walls, the Clans were not quiet. Their initial assault had been pushed back, but just barely. Blood had been spilled, and clouds gathered on the horizon. Sky serpents shrieked, tasting the coming rain and thunder as the Stormcallers' chants climbed and fell on the wind. From her command tent, Eilyn strode to the head of the horde, blade held high. As she walked past, each clan began its ancestral chant of war. The drums and howls built upon one another, drowning out the thunder, uniting into a single song of imminent violence. Slowly, Eilyn lowered her sword until it pointed straight at the ironbound main gate of Argenport.

There was a blinding flash and an earth-shaking peal of thunder as a torrent of lightning blew the gates off their hinges. The Clans bellowed and charged.

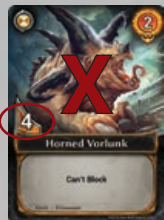
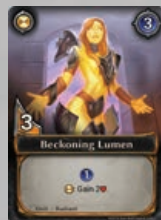
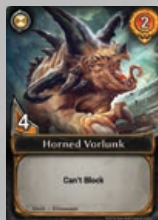
BLOCKING

You may use units in your battle area to block attacking units, so that the attacking units won't damage you during the Damage step. A unit may only block an attacking unit with **equal or lower strength**. When one of your units blocks an attacking unit, discard both units to their owners' discard piles.

Jim plays Veteran Mercenary. He then purchases Horned Vorlunk from the forge row, spending a Warp token to put it into his battle area. He ends his turn with both those units automatically attacking Amy (the player to his left).

It is now Amy's turn. She must block Jim's units this turn if she doesn't want to be damaged by them.

Amy plays Beckoning Lumen and Grenamender to her battle area. She uses Grenamender to block Jim's Veteran Mercenary, so both are put into their owners' discard piles. With only 3 strength, Beckoning Lumen cannot block the 4 strength Horned Vorlunk.



After Amy is done with her Actions step, she takes 4 damage from Jim's Horned Vorlunk. It is put into Jim's discard pile. Amy's Beckoning Lumen remains in her battle area. When she ends her turn, it will automatically attack Gerry (the player to her left).

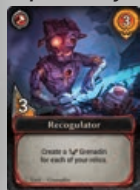
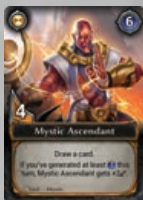
"As the Rebellion drew close, Rolant looked close to home: Argenport's back-alleys hold all manner of folks who'll call you their friend... for a price. The Cabal are a brutal lot, but they sure are effective."



ABILITIES

Most cards you play generate some sort of ability, described in the text box. You may use abilities at any point during your Actions step, and in any order. If a card has multiple abilities, you may take other actions in between resolving them.

You play Mystic Ascendant and use his first ability to draw a card. If later in your turn you have generated 7 or more power, you may activate his second ability to gain 2 strength.



Unless specified, abilities do not look for or count cards in a deck, discard pile, or your hand.

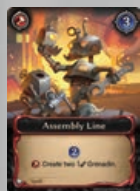
When you use Recogulator's ability, count only the relics in your relics area.

Some abilities persist while a card is in play, or while a certain condition is met. You do not choose when to use them.

While Eilyn, Queen of the Wilds is in play, all your other units have flying.



Influence Abilities



Some cards have abilities that activate if you play another card with the indicated influence symbol **any time** on the same turn.

If you play or have played another card with a  influence on the same turn, Assembly Line creates two 1/1 Grenadin.

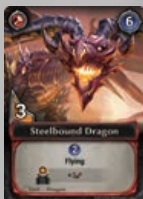
Relics that begin the turn in your relics area do **not** trigger influence abilities, as they weren't played on your current turn.

Throne Abilities



Cards with the throne icon gain the associated ability if The Eternal Throne card has been revealed (that is, if all Seek Power cards in the game have been purchased).

Steelbound Dragon normally has 3 strength, but if The Eternal Throne has been revealed, its strength is 6!



Mandatory Abilities

If an ability begins with the word "when," it triggers at the moment described in the text and can't be ignored.



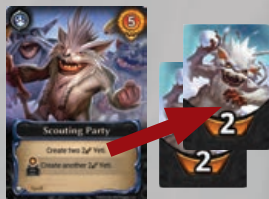


TOKENS

Token Units

Some cards create units that are not cards. Use the Grenadin, Yeti, and Cavalry tokens to represent them.

When a token unit leaves the battle area, return it to the token pool.



Strength Buffs and Debuffs

Many cards provide strength buffs that make your units stronger, or reduce (debuff) the strength of enemy units. Use the strength buff/debuff tokens provided in the box to mark this. Return them to the token pool whenever the altered unit leaves the battle area.



0-Strength Units

If a unit's strength is ever reduced to 0, it is immediately discarded.

Some units such as Noble Firemane and Steelbound Dragon have abilities that boost their own strength.

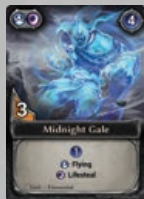
If you play Steelbound Dragon when The Eternal Throne is revealed, put a +3 strength token on it.



Flying, Lifesteal, and Valkyrie Wing Tokens

Flying and Lifesteal tokens are used when a unit gains one of those skills. Put the appropriate token on the unit, and return it to the token pool whenever that unit leaves the battle area.

When you play Midnight Gale, put a Flying token on him if you played another card with ☁ influence. Put a Lifesteal token on him if you played another card with 🩸 influence.



When a player purchases the Valkyrie Wings card, they also take the Valkyrie Wings token. They use it to mark the affected unit (using the +1 side if The Eternal Throne is revealed).

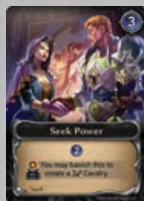


BOUNTIES (ELIMINATION)

Whenever a player's health drops to 0, they are eliminated from the game. If only one player remains, that player is crowned the winner and assumes their place on The Eternal Throne! Otherwise, the player to the **right** of the eliminated player immediately receives two benefits (no matter who caused the elimination):

- Gain 5 health.
- Take any card from the forge and put it into their hand.
(If this happens during another player's turn, you'll have 6 cards in hand. If it happens during your turn, you'll play the card on that same turn.)

FAQ

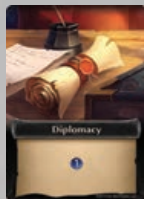


If I use Seek Power to banish itself, do I still gain 2 power?

Yes. You may use abilities in any order. You may add its 2 power to your power pool before using the second ability to banish it.

Can I play Diplomacy to gain 1 power and then use another card to banish it?

No. Unless otherwise specified, banishing works only on a card in your hand or discard pile. You have to play Diplomacy from your hand to gain 1 power, and it doesn't go to your discard pile until your Clean Up step.

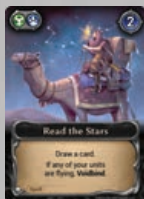
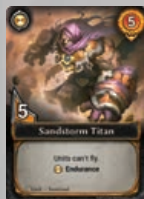


If the card draw from an attacking Acquisitive Crow causes me to reshuffle my deck, do my attacking creatures get shuffled in?

No. Effects that happen when a unit damages an enemy player are resolved before attacking units are put into their owner's discard pile.

If Recurring Nightmare remains in play for multiple turns, does it continue triggering shadow influence abilities on other cards?

No. Cards only contribute influence the turn they are played.



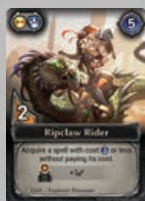
Sandstorm Titan is in play. If I play a flying unit and Read the Stars, can I use the Voidbind ability on Read the Stars?

No. While Sandstorm Titan is in play, no units are considered to be flying.



My opponent has Ripclaw Rider in their battle area. If I purchase the last Seek Power, revealing The Eternal Throne, does their Ripclaw Rider immediately get +3?

No. A card's throne ability must be used on its owner's turn.



3-4 player specific questions

If I eliminate the player to my left during my turn, what happens to my units?

They are attacking the new player to your left.



If Recurring Nightmare stays in play, will it attack each player or just the player to my left?

Just the player to your left. Likewise, only the player to your left may block Recurring Nightmare.

If I use an ability to eliminate a player other than the one to my left, do I get the bounty?

No. The bounty always goes to the player to the right of the eliminated player.



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Special thanks to:

All of the awesome Dire Wolf Digital team members,
and their friends and families, who helped to playtest this game.



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DESIGN NOTES

At Dire Wolf Digital, we're big fans of card games of all types. We also love *making* card games. **Clank!** was our first tabletop deck-building game and we're quite proud of it. We're also very proud of **Eternal**, our online card battler.

Eternal: Chronicles of the Throne is a marriage of my favorite parts from two different genres of card games: deckbuilders and card battlers. I wanted to give players a wide range of strategic options to pursue, which is something **Eternal** excels at. At the same time, I wanted a combat system that could be dynamic enough so that the value of acquiring new cards varied significantly depending on what your opponents were playing, similar to how players in **Eternal** have to consider the currently most popular cards and decks when building their decks. I also wanted to find a way to capture the fun inherent in the "block or not" decision, as I think it's a fun choice and deeper than it seems at first glance.

While **Eternal: Chronicles of the Throne** is set in the same world as **Eternal**, we didn't want to simply make a direct translation of that game. **Eternal** was designed from the ground up to be an online game and takes advantage of digital design space, with effects such as Echo and Warcry that would either be impossible or less fun to track in a physical game. For **Eternal** players, we hope that you enjoy exploring this sibling game that shares the lore and some of the mechanics of **Eternal** while forging its own identity. For those of you who have never tried **Eternal**, we've included some redemption codes in this box that will give you a good chunk of cards to play with. Regardless of who you are and how you got here, I hope you get as much joy playing **Eternal: Chronicles of the Throne** as we had in creating it.

Paul Dennen



GLOSSARY

Banish: When you "banish" a card, remove it from the game. (Set it aside or return it to the game box.)

Berserk: Double any damage that a Berserk unit deals to an enemy player.

+X Defense: A unit with a defense bonus may block as if its strength is higher, by the indicated amount. When a card (such as Bolster) provides a defense bonus to a unit that already has one, the numbers add together.

Destroy: When a card is destroyed, put it into its owner's discard pile. When a token is destroyed, return it to the token pool.

Endurance: A unit with Endurance is not discarded when it blocks. It can't be used to block again on the same turn.

Flying: Can't be blocked by non-Flying units.

Lifesteal: When a card with Lifesteal damages an enemy player, its owner gains health equal to the damage dealt.

Mercenary: A card with mercenary counts as one influence type of your choice:

 Fire,  Time,  Justice,  Primal, or  Shadow

The Forge: Collectively, the forge row, Veteran Mercenary stack, and Seek Power stack.

Unblockable: Can't be blocked.

Voidbind: When you play a card with Voidbind, you may banish a card in your hand or discard pile.