

ARCHMAGE



ASCENDANT



RULES

COMPONENTS



6 places of power map tiles



6 places of power cards



15 prophecy cards



25 wargord movement cards



68 spell cards - 17 spells per player color



4 spell reference cards

1 START of turn reminder token



4 wooden enlarge tokens



50 spell tokens



40 wooden magic barrier tokens



1 wooden wand token




INTRODUCTION

Only one can ascend to power and claim the title of Archmage. Power comes in many forms; the true Archmage will need a loyal following, the favor of the mythic races, and a vast spellbook. *Archmage: Ascendant* gives you four new modules to explore on your way to your prophesied destiny.

Basic Game Mode

In order to learn and fully explore the new spells, players can simply substitute in a new module of spells to replace the base game spells. All players will continue to have access to the same 12 cards, agreed upon at the start of the game. This mode will encourage players to try new strategies and provide a unique play experience for those who have mastered the most commonly used spell combinations in the base game.

Ascendant Game Mode

Once players are familiar with both the expansion and base spells, the Ascendant game mode may offer the greatest gameplay experience. All spell cards from both the core game and *Ascendant* designed for multiplayer games are available to each player. (Remove only the spells that do not include the  symbol in the upper left corner. Spells with a  or  symbol are intended exclusively for solo or cooperative play.)

When a player Initiates or Promotes an Apprentice to an area on the Wheel of Magic, they may choose between either of the corresponding spell cards and add that card to their spellbook. If they subsequently Initiate or Promote another Apprentice to the same area, they may again at this time decide which of the two spells to add to their spellbook. However, a player may not have both spells from a single area in their spellbook at any one time.

During setup of the game, players should agree upon which expansion modules they wish to include. Each module can be used on its own, or can be combined with the other modules.

NEW RULE: SUBMISSION

Because opponent mages cannot generally travel through locations occupied by an opponent mage or mage tower, it is possible for a mage to become “trapped” on a solitary tile or in an area with a very limited number of tiles. Thus, a new general rule has been introduced to all games of *Archmage*:

Submission: You may choose to pass through a location occupied by an opponent mage. However, in so doing, you must hang your head in shame, and admit that your opponent is the more powerful mage... at least for today. Your followers bear witness to this embarrassment, and one of them decides to change their loyalty and join the Company of the opponent mage instead. Return one follower from your Company to the Supply. The opponent mage who caused your Submission gains one follower from their Supply to their Company.

You are still forbidden from taking a Journey's End action in a location occupied by an opponent mage, and you may not interact with their occupied location in any way. Submission simply allows you to travel through that location.

MODULE 1: A NEW SET OF FUNDAMENTAL SPELLS

Setup

1. If playing the Basic Game Mode, each player should remove the six Fundamental spell cards from the *Archmage* base game from their deck: Entangling Vines, Transmute, Quicken, Stone Skin, Decay, and Subjugate.
2. Each player should add the six new Fundamental spell cards from the *Ascendant* expansion to their deck: Harvest Blessing, Replicate, Return Home, Magic Barrier, Sleight of Hand, and Consume.
3. Place the spell tokens for Replicate and Harvest Blessing (10 per player) into the Supply.
4. Place the Magic Barriers into the Supply.

New Rules

BOOST

Each of the Fundamental spells from the *Ascendant* Expansion contains a “Boost” ability. This text is found at the bottom of the spell card adjacent to the appropriate relic symbol. At the time of casting a Fundamental spell, a player must pay the usual casting cost of one relic of the corresponding type. They may then choose whether or not to pay an additional relic of the same type to activate the Boost ability of the spell. This decision must be made at the time the spell is cast and before any effect is triggered. A mage is not allowed to cast a Fundamental spell, continue their Journey, and then use the Boost ability.

EXAMPLE: Tim pays one Widget and casts "Replicate." He places the appropriate spell token onto a location he controls. He immediately chooses to pay a second Widget to activate the Boost ability and is, therefore, allowed to place an additional Replicate token on a different adjacent location he controls. Alternatively, he could have chosen not to use the Boost ability this turn, and contented himself with the placement of a single spell token by paying only the base casting cost.

MAGIC BARRIER

The Magic Barrier spell introduces the concept of placing obstructions between location tiles. These Barriers have no effect on a mage that enters either adjacent location, they simply prevent travel or the casting of Fundamental spells between the two adjacent locations via this specific route. Magic Barriers affect all mages, including the mage who cast it. Furthermore, Barriers are permanent and do not function like spell tokens; that is to say, they are not removed from play when spell tokens are added to either adjacent location.

NEW SPELL TOKENS

Replicate and Harvest Blessing use spell tokens. Thus, they can be removed/replaced by the placement of another spell token onto their location. However, they differ from spell tokens in the *Archmage* base game in that no effect is triggered by a mage entering their location. Rather, they remain in play until a mage takes a "Gather" Journey's End action, at which time their effects are triggered.

Spell Clarifications

HARVEST BLESSING: These are persistent tokens. They are not removed after a Gather action is taken, or if an opponent takes control of the location they occupy. They can only be removed if another spell token is placed on their location. (Recall from the base game rules that only one spell token is allowed per location.)

REPLICATE: Replicate spell tokens can be removed in two different ways: if a new spell token is placed onto the location or if a new mage takes control of the location.

RETURN HOME: This spell must be cast during the Journey Phase, but it can be cast any time during the Journey: before any movement points are spent, after some of the movement points are spent, or after all movement points are spent. Return Home cannot be cast after the player has taken their Journey's End action.

MAGIC BARRIER: The following rules apply when placing a Magic Barrier:

1. It is illegal to place a Barrier in such a way that any location becomes inaccessible to any mage:



2. No more than two barriers may form a continuous chain:



3. There is no way to remove a Magic Barrier once it is placed. However, a mage may temporarily (for one round) gain the ability to travel through/over Magic Barriers via the casting of certain Advanced level spells: Gate, Enlarge, Fly, or Haste.
4. Fundamental spells such as Consume, Harvest Blessing, or Replicate cannot target an adjacent location if there is a Magic Barrier between the mage's current location and the desired target location.
5. Magic Barrier does not interfere with or obstruct the Boost ability of Return Home.
6. When using Upheaval, you may not move locations in such a way that Magic Barriers would create inaccessible locations.
7. The presence of Magic Barriers does not affect the placement of wards during a Journey's End action.

SLEIGHT OF HAND: The following exceptions apply when casting Sleight of Hand:

1. The casting player cannot gain relics of a particular type if the mage who owns the targeted location has none.

2. The casting player cannot steal relics if they cannot hold them in their tower. The limit of six relics per type must still be observed.

3. A mage cannot use Bones obtained by casting Sleight of Hand to then Boost the spell. Remember that the Boosting cost of a spell must be paid before any spell effect is triggered.

CONSUME

The existing opponent is usually replaced with a follower taken from the Supply, not the Company, of the casting mage. If the Supply of the casting mage is empty, they may choose to use a follower from their Company instead.

Neither the base effect nor the Boost ability for Consume can pass through Magic Barriers. However, within the range of the spell, any pathway of locations can be used to avoid Magic Barriers and target a specific follower.

MODULE 2: A NEW SET OF ADVANCED SPELLS

Setup

1. If playing the Basic Game Mode, each player should remove the six Advanced spell cards from the *Archmage* base game from their deck: Fiery Chasm, Wellspring, Divination, Gate, Shadow, and Imprison.

2. Each player should add the six new Advanced spell cards from the *Ascendant* expansion to their deck: Beguile, Relic Extractor, Fly, Hasten, Divert, and Enlarge.

3. Place the spell tokens for Beguile and Relic Extractor in the Supply.

4. Place the boot meeples for the Enlarge spell in the Supply.

Spell Clarifications

BEGUILE: The Beguile token can be placed on a hybrid or mythic race enclave.

FLY: Obstructions you can avoid by flying include opponent mages, mage towers, Magic Barriers, or the Treeman meeple (see Places of Power module).

If flying over the Cursed Tower, the Curse is not triggered. The mage does not lose a follower from their Company.

A mage can fly over any type of location regardless of whether or not it is explored. A mage may fly over completely empty spaces (i.e. a hex-sized area that has no location tile) and/or over a path that includes the edge of the map.



If flying while Enlarged, both boots must move an equal distance in a straight line and remain adjacent without any change in orientation.

HASTEN: Because the effect of this spell lasts an entire round, a mage may travel to their locations multiple times in a single Journey Phase without paying any movement points.

If a mage plans their turn poorly and enters a location they control that contains a spell token, they may still trigger the effect of the token (e.g., Entangling Vines, Fiery Chasm).

DIVERT: If wards are pulled onto a location that no one controls, they are immediately returned to the Supply.

ENLARGE: The casting mage remains Enlarged until the start of their next turn. Thus, for the subsequent round of play, unless the Submission rule (see page 3) is employed, the Enlarged mage will block opponent mages from entering either location they occupy.

Rotational movement of a leg may not enter or cross a location containing an opponent mage, mage tower, or the Treeman meeple (see Places of Power module). However, the Enlarged mage can often rotate a leg in the opposite direction (clockwise or counter-clockwise) to avoid obstructions and plant their foot on a desired location.

A mage may pivot a leg over completely empty spaces (i.e., a hexagonal area that has no location tile) and/or over a path that includes the edge of the map. The target location must be adjacent to the other boot.

If a mage uses the Return Home spell while Enlarged, one foot must return to the mage tower. The other may be placed on any adjacent location. If the Boost ability for Return Home is employed, both boots must be placed within a range of two locations from the mage tower.

If Hasten is cast on the same turn as Enlarge, you may rotate either leg into a location you control without spending movement points. If you travel through a chain of adjacent locations you control, you will not spend movement points as long as both legs end in locations you control. As soon as either leg enters a location you do not control, you must spend a movement point.

Here is an extended example of a turn in which a mage casts Enlarge:



1. The brown mage casts Enlarge and spends 1 MP to replace her usual mage token with two Enlarge boot tokens. Because Enlarge is an Advanced Spell, the Magic Barrier poses no obstacle.



2. She uses 1 MP to Travel and pivots one foot around the other to a new adjacent location.



3. She uses 1 MP to Attack. This does damage to both locations she currently occupies, which clears all opponent followers and wards.



4. She places followers from her Company to take control of both locations she occupies. This does not cost any MP.



5. She uses 1 MP to Travel and pivots one foot.



6. She uses 1 MP to Attack, clearing the remaining follower and Ward of Protection.



7. She places a follower from her Company to take control of the location. She has no more MP to spend, but remains Enlarged until the start of her next turn, thus blocking the blue mage from passing through either location.

MODULE 3: PLACES OF POWER

Before the Ending, before the loss of magic, the mythic races each maintained a sacred location—one which allowed them to focus their power to a specific purpose. These have always been shrouded in mystery and forbidden from human interference. But times have changed. As the alignment of the planets becomes imminent, the mythic races have realized the need to lend their aid. A human mage must rise and claim the title of Archmage. The Places of Power will be unveiled, and they will play a key role in the determination of destiny.

Setup



In this module, six new locations will be added to the Land during setup. There is one Place of Power which corresponds to each of the six mythic races.

The Places of Power will start face-down in an unexplored state. Like any other location, they may be discovered during the Journey Phase. A mage must travel onto the unexplored location, and then use a movement point to explore and flip the location to its face-up side. Similar to the discovery of a wilderness location, an Exploration bonus of one relic of the corresponding type is awarded.

3-PLAYER SETUP



3-PLAYER SETUP



4-PLAYER SETUP



Once they have been Explored, Places of Power can be claimed by any mage. If the mage is currently standing on an unclaimed Place of Power, the player can place a follower from their Company onto this location to control it. This does not cost a movement point. Like any other location, if a Place of Power is already controlled by another mage, any of the opponent's wards or followers must first be removed by attacking or the use of appropriate spells.

Hoard (PLACE OF POWER)

If a mage takes their Journey's End action on a Place of Power, this action is called "Hoard." A magewill collect three relics of the corresponding type.

Unlike locations from the base game, Places of Power do not provide any benefit during a Journey's End "Gather" action. Instead, control of a Place of Power will give the mage a unique ongoing ability.

New Rules

During the Preparation Phase of their turn, a player should check to see if they currently control any of the six Places of Power. If they do, they should take the corresponding cards from the Supply and place them near their tower board. Thus, the unique ability of the Place of Power is not immediately available to the mage when they assume control of the location, but rather on the turn after they claim control. Note that this is similar to the process used for the "Update Spellbook" portion of the Preparation Phase.

Each of the abilities associated with a Place of Power can be used once per turn. When its ability has been executed, rotate the card 90 degrees clockwise. During the next Preparation Phase, if the player still controls the corresponding location, the card can be rotated back (90 degrees counter-clockwise) to its original position. This will indicate that its ability is once again available for use in the coming turn. Note that this is similar to the "Refresh Spellbook" portion of the Preparation Phase.

Places of Power Clarifications

DEEPWOOD: It is the responsibility of the controlling player to remember to move the Treeman each round. However, in the spirit of fair play, opponent players should offer a gentle reminder if they notice he has not been moved. If it is discovered later in the round that the Treeman remains in the same position as he did the previous turn, remove the Treeman to sit temporarily on the Deepwood card. He can be redeployed during the next turn of the controlling mage.

THE EYE: The extra relic must be gained during the Preparation Phase at the time when a planet is moved towards conjunction. The capacity of the relic shelf still applies. That is, a mage cannot possess more than six of any relic. Excess relics are simply forfeited.

SKYBRIDGE: "Outpost" refers to either a Camp or hybrid race enclave.

Like any other Place of Power, the Skybridge ability can only be used once per turn.

Unless the Submission Rule is employed (see page 3), the Skybridge does not allow a mage to enter an Outpost location occupied by an opponent mage. And, even if the Submission Rule is employed, the Skybridge ability does not allow a mage to take a Journey's End in an Outpost location occupied by an opponent mage.

HIGHFORGE: This ability cannot be used if you do not control one or more locations during any portion of your turn.

DEADMAZE: You cannot push an opponent's mage through a Magic Barrier.

You cannot push an opponent mage onto a location occupied by another mage or a mage tower (unless it is their own mage tower).

You cannot push an opponent mage off the edge of the map or into an empty space left behind by the prior use of the Upheaval spell.

RED ALTAR: It is suggested to leave one follower in an upright position to show control of the location. The additional followers can be placed in a non-upright position to show that they are related to the effect of the Red Altar.

The controlling player must place the follower on the location, not on the card. It must be obvious to opponents that a potential benefit is pending if control is not disrupted.

Stone Skin does not protect non-upright followers placed on the Altar. If control of the Red Altar is lost for any reason, these non-upright followers are returned to the Supply. Only the single upright follower is returned to the Company of the controlling mage.

In the first round after a mage gains control of the Altar, no follower will be gained. The mage can simply lay a follower down on the Altar (if desired).

MODULE 4: PROPHECIES

The prophecy that predicts the return of the Archmage is well known; it is on the lips of folk throughout the land as they look to the heavens. But many other astrologers, soothsayers, and seers have spoken lesser known phrases. Are they simply the mutterings of the insane, or are they true visions of what is to come?

Setup

1. If playing *Archmage* with two players, remove the following cards from the deck and return them to the game box: Hero of the People, Trusted Allies, Reckoner, Arcana Mastered, Endless Siege, Gatherer.



Prophecy cards with this icon are used only in games with 3 or more players.

2. If playing without "Module 3: Places of Power," remove the Power of the Ancients card from the deck and return it to the game box.



Prophecy cards with this icon are used only in games using the Places of Power module.

3. Before the game begins, shuffle the Prophecy Deck and deal 3 cards face-down to each player. Any cards remaining in the Prophecy Deck are returned to the game box and will not be used in this particular game of *Archmage*.

New Rules

The Prophecy cards give each player unique objectives. The criteria specified on the cards can be accomplished at any time over the course of the game, and will reward the mage who is able to complete them strategically. A player may look at their own Prophecy cards at any time, but the specific Prophecy cards in the hands of other players will remain a mystery until revealed.

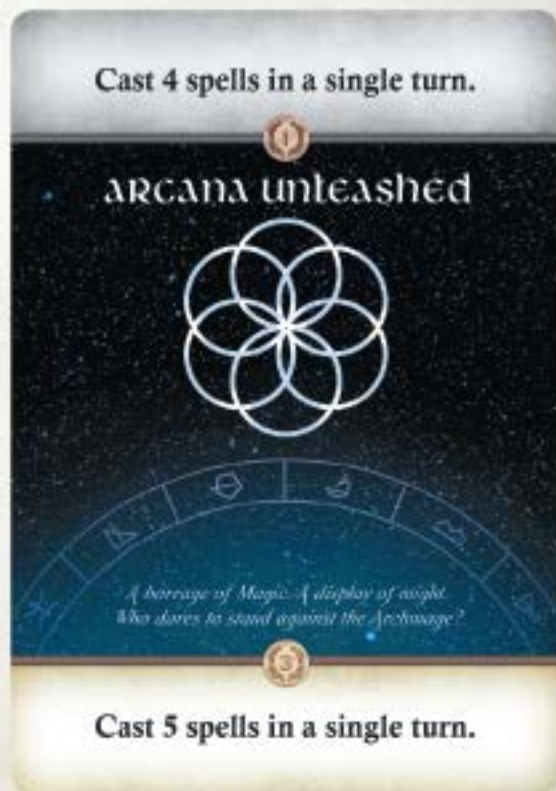
Each card has two potential difficulties: an easier version of the criteria which will yield 1 or 2 victory points (VP), and a more difficult version of the criteria which will yield 3 VP.

On any of their turns, when a player meets the lesser criteria for a Prophecy card, they must choose to either reveal the card from their hand or continue to keep it secret. If they keep it secret, it will be potentially harder for opponents to block them in their plans to meet the more difficult criteria, but the accomplished points are in jeopardy. If on a subsequent turn, they no longer meet the criteria, they cannot reveal the card. If they choose to reveal the card, the lesser number of victory points are secured and cannot be undone by their subsequent actions or the actions of other players. However, they have now declared their intentions to all who are watching...

If a Prophecy card is revealed, the player will place it below the lower edge of their tower board. If the more difficult criteria have not been met, the card should be partially tucked under the edge of the board such that the top VP bar is covered.

If the more difficult criteria are met, either as the card is initially revealed or on any subsequent turn of the player, the card can be placed in its fully tucked position to cover the higher number of victory points. For Prophecy cards such as Endless Siege or Mentor, you do not still need to be achieving the first objective when you achieve the second.

STRATEGY TIP: It is important to note that each individual mage can only score a maximum of 9 victory points from their Prophecy cards. In isolation, these points will be insufficient to win the game, and to achieve the higher difficulty on all 3 cards will likely require a significant input of time and effort. Thus, a mage should be cautious to consider efficiencies. Do not spend all of your focus and concerted effort to fulfill the ramblings of madmen. The majority of points in the game will still come from learning magic and fighting for area control. But a slight deviation in strategy at a few key points in time may allow a mage to accomplish their specified objectives. And when the planets do align, a few fulfilled prophecies may help to decide, "Who is the true Archmage?"



COOPERATIVE PLAY

The Rise of the Warlord

Lord Gideon was once a well-respected man. He was known throughout the land as a trustworthy noble, generous to give aid and quick to protect the interests of the less fortunate.

However, like many others before him, pride became his downfall. He believed the curse of the ancient mage tower to be a hoax. He dismissed the prophecy predicting the return of an Archmage as nothing more than a child's fairytale. He decided that he would be the one to unite the land and return it to its former glory.

Seeing the ancient tower as a powerful symbol which kept the people from claiming a better future, he decided to move into the tower and set up residence there as proof to the people of their folly.

But the tower changed him. His behavior grew erratic, and he soon easily wandered the land. He spoke of conspiracies against him and his household, and became possessive of his wealth and holdings. He began to violently lash out at anyone he perceived to be a threat. And always, despite the urging of men he once called friends, he would return to his tower...

This once generous protector of the people became known as an unstable warlord with malice in his heart.

Fear and despair permeated the land.

But now there are rumors. Rumors of a pair of young mages who have sworn to oppose the Warlord. Rumors of these mages recruiting apprentices and teaching them new magics... The people are almost too afraid to hope. But the prophecy is once again whispered in the streets...

OBJECTIVES

The Mages

At the end of any round (after Player 2 completes their turn), the mages win if they satisfy the following conditions:

1. Individually, each of the two mages must have three different Master level apprentices.
2. When adding their controlled locations together, the mages must communally control more locations than the Warlord in at least four of the five types of wilderness locations. A tie with the Warlord for the number of wilderness locations in a specific color is sufficient to claim majority.

EXAMPLE: Player 1 controls one Grove and Player 2 controls two Groves. The Warlord has two Groves. Thus, communally the players have the majority of control (1+2 is greater than 2) for the Groves.

The Warlord

The Warlord can win in one of two ways:

1. If, during any of his Preparation Phases, he gains control of all 25 of his followers from the Supply, he immediately wins the game. It does not matter whether these followers are in his Company or deployed onto locations on the map. Simply emptying the Supply is sufficient.
2. The mages fail to complete their victory conditions by the time of the planetary alignment.

SETUP

1. The map is identical to that used in the Solo Play variant from the core game rulebook.



2. Each mage will randomly place one planet into each space of their planet track. They will then decide whether or not to move planets from the outer spaces inwards towards conjunction based on the desired difficulty:



BEGINNER: Move no planets inwards (13 rounds, since Preparation Phase is skipped in the first round of play).

NORMAL: Move one of the two outermost planets inwards one space (12 rounds).

A SCENDANT: Move each of the two outermost planets inwards one space (11 rounds).

Then, each mage will set their number of starting relics in each color according to the number printed in the small yellow square below the corresponding planet.

3. Only spells with either the  or  icon in the top left corner will be used. The variety of spells available to the mages will also play a role in the difficulty of the game:

BEGINNER: Use all spells with either the  or  icon in the top left corner.

NORMAL: Before the game begins, each player must choose one spell card for each Fundamental and Advanced spell area. Playing with a different set of spells, and intentionally leaving out certain commonly used spells, can require a very different strategy to win. The mages may each select a different set of spells.

A SCENDANT: Before the game begins, randomly select one spell card for each Fundamental and Advanced spell area. Make the best of the spells that Fate has dealt to you... The mages will likely end up with an overlapping selection of spells, but are unlikely to have the exact same selection.

4. Make sure to use the versions of "Torment" and "Befuddle" included in the expansion, rather than those contained in the base game (the D6 dice mechanic has been replaced with a deck of Warlord movement cards).

5. The mages each start with 15 followers in their Company and 10 in their Supply. The Warlord starts with a number of followers based on the desired difficulty level:

BEGINNER: 16 followers in the Company, 9 in the Supply

NORMAL: 18 followers in the Company, 7 in the Supply

A SCENDANT: 20 followers in the Company, 5 in the Supply

SEQUENCE OF PLAY

Within each round of play, turn order will progress as follows: Warlord, Player 1, Warlord, Player 2.

I. WARLORD'S TURN

1. Warlord's Preparation Phase

(Like the mages, the Warlord will skip both of his Preparation Phases in the first round of the game.)

1. If the Warlord already has at least one follower in his Company, take one additional follower from the Supply and add it to his Company. But, if the Company of the Warlord is completely empty, take two followers from the Supply and add them to his Company.

2. After he performs this recruitment, if there are no Warlord followers remaining in the Supply, the Warlord *immediately* wins the game.

3. Return the Warlord to the central Cursed Tower location.

2. Warlord's Journey Phase

1. Flip a card from the Warlord Movement Deck to determine the path upon which he will Travel.

2. The Warlord will move in a straight line following the yellow arrow outwards from the Cursed Tower location to reach a set starting position. This movement does not use up any movement points. However, the Warlord will trigger the effects of any spell token present in a location that he crosses.

3. The Warlord will then use the five movement points he is allotted to Travel, Explore, and Attack. The following rules apply:

- The Warlord will always attempt to claim any wilderness location, Camp, or Town he enters. Take a follower from his Company and place it on the map.
- Any time the Warlord enters an unexplored location, he will flip the location over to its explored side and immediately claim it with a follower from his Company. If the Warlord Explores and discovers a Camp, he will also recruit one follower from his Supply to his Company.
- Any time the Warlord enters a location controlled by the players, he will attack and remove a ward (if present) and then the follower. Any followers removed in such a way are placed back into the Supply. The player who previously controlled the location receives one Blood relic for the follower who was killed. The Warlord then claims control of the location using a follower from his Company.

WARLORD MOVEMENT EXAMPLE



The Warlord travels outwards from the Cursed Tower following the movement path specified on the card. He will first cross the Dwarven race enclave that contains an Inflammable token. The players choose to remove a ward from the Mine location that the Warlord controls. He then crosses the Mine location controlled by the blue mage. Since it contains an Entangling Vines token, the Warlord's total movement points will be reduced from five to four for this turn.



The Warlord will now begin to spend his movement points. He will use his first movement point to Explore the wilderness location on which he is standing. It is a Library. He places a fall over from his Company onto the location and continues his turn.



He spends a second movement point to enter the Town occupied by the blue mage. He can do nothing here.

He spends a third movement point to move into the unexplored wilderness location to the northeast.

He spends a fourth movement point to Explore and finds a Grove. He may claim this location using a fall over from his Company.



He has no movement points remaining. Since he is standing on a wilderness location, he will take a "Place Wards" action for his Journey's End. He places a ward on his current location and the adjacent Mine location which he controls.

His turn is now complete.

- The Warlord may move through (but not end his movement within) a location occupied by a mage or mage tower. He simply passes through the location in a daze (spending one movement point to enter and one movement point to leave) without Attacking or Exploring.
- The Warlord will always spend all five of his movement points, even if it takes him past the optimal location in which to end his Journey. The only exception to this rule is the rare situation where using the fifth movement point would cause the Warlord to end his Journey in a location occupied by a mage or mage tower. In this situation, he will simply forfeit his final movement point.
- If the Warlord enters a location containing a spell token during any portion of his Journey, he triggers its effect.

3. Warlord's Journey's End Phase

The Warlord will take a single Journey's End action determined by the location upon which he ends his movement:

- WILDERNESS LOCATION HE CONTROLS:** He will take the Place Wards action (in the same manner as the multiplayer game). Since he cannot use magic, it is recommended to place the wards on the side depicting a shield. These tokens represent additional troops and fortifications the Warlord has left behind to increase the defense of specific locations.
- TOWN LOCATION:** He will Gather one follower from the Supply to his Company for each Town or Camp he currently controls.
- CAMP LOCATION:** He will Recruit three followers from his Supply to his Company.
- UNEXPLORED LOCATION OR ANY LOCATION CONTROLLED BY ONE OF THE MAGES:** He will forfeit his Journey's End action.

PLAYER'S TURN

1. Preparation Phase

Remember to skip the Preparation Phase in the first round of play.

The "Remove Temporary Spell Tokens" and "Progress a Planet" steps are unchanged from the multiplayer game.

Update and Refresh Spell Book

If playing on Beginner difficulty with all spells available: When a player Initiates an Apprentice into a Fundamental spell area on the Wheel of Magic, or Promotes an Apprentice into an Advanced spell area, they may choose between either of the matching spell cards and add this card to their spellbook. If they subsequently Initiate/Promote another Apprentice to the same area, they may again at this time decide which of the two spells to add to their spellbook. However, a player may not have both spells from a single area in their spellbook at any one time.

Master level spells are not used in the cooperative game. If a player is able to create a Master apprentice in any sphere of magic, that apprentice will instead possess knowledge of both of the Advanced spells and the Fundamental spell in that sphere — even if no apprentice remains on the tower board in these areas. This rule can be important strategically, as a player will use only one apprentice on their tower board instead of three to achieve the same degree of magical knowledge.

EXAMPLE: *Tim gains a Master Apprentice in the sphere of Time magic. He will not gain a Master spell card, but will instead have knowledge of one spell corresponding to each spell area: Quicken or Return Home, Gate or Hasten, and Divination or Fly. Later in the game, he chooses to again trade with the Elves and Initiate another Apprentice into the Fundamental Time spell area. At this time, he may again choose between Quicken or Return Home. On a subsequent turn, he Promotes this Apprentice to the Master-Time spell area and may choose between Divination or Fly.*

On subsequent turns, a player may still choose to Initiate or Promote Apprentices into the lower levels of a sphere over which they already have Mastery. However, remember that a player must choose between available spells in any area of the Wheel of Magic — they cannot have simultaneous knowledge of both spells in a single spell area.

2. Journey Phase

The Journey Phase is identical to the multiplayer mode except for the following:

- Mages may not Travel through a location occupied by the Warlord.
- If a mage removes a follower of the Warlord from the map, it is returned to the Supply.
- You are not allowed to attack followers of your allied mage. However, if you need to take control of a specific location, you are allowed to spend one movement point to replace their follower with a follower from your Company. The follower of your allied mage is not killed, but simply returned to their Company. No Blood is generated for either mage. Any spell tokens present will remain on the location.
- A mage may Travel into the location occupied by their allied mage.

3. Journey's End Phase

A mage may take a Journey's End action at a location occupied by their allied mage.

Since the two mages each control their own Order of Mages, they cannot use the mage tower of their allied mage during a Journey's End action. That is, a mage must return to their own mage tower if they wish to Initiate and/or Promote Apprentices.

If a mage takes a Journey's End action to Place Wards, they will only place wards on adjacent locations that they currently control. Locations controlled by their ally will not receive wards.

Check for Victory Conditions

At the end of each round, it is important to check for victory conditions. The players must have achieved both of their victory conditions in order to win the game. If victory conditions are not met, the game proceeds to the next round. At the end of the final turn of Player 2 (marked by complete alignment of all six planets), if the mages have not satisfied both of the victory conditions, the evil Warlord wins – crushing the hopes and dreams of the people...

SPELL CLARIFICATIONS (COOPERATIVE PLAY)

All spells should continue to be used according to their written text. Take a close look at the pronoun used. If they target you personally, they cannot be used to target your allied mage. If they reference "an opponent," this refers to the Warlord. If they reference "any mage," this refers to you, your allied mage, and the Warlord.

For example, Gate could not move your mage to a location currently occupied by the Warlord, and the effects of Wellspring would only be triggered when the Warlord enters the location. An allied mage cannot trigger the spell effect. The Warlord does not gain any relics, but the controlling mage gains two of their choosing.

CORROSION: A player may cast this spell if standing on a location that does not currently have a ward token. The wards on adjacent locations will still be removed.

A player's own Wards of Protection, or those of an ally, are also removed by the effect of this spell.

INFLAME: If the Warlord does not control any wilderness location of the corresponding color, this spell has no effect when he encounters the token.

This spell token is not removed from the map when its effect is triggered.

This spell does not affect the movement points of the Warlord in any way. If a follower of the Warlord is removed, it is returned to the Supply.

COOPERATIVE PLAY WITH OTHER ASCENDANT MODULES

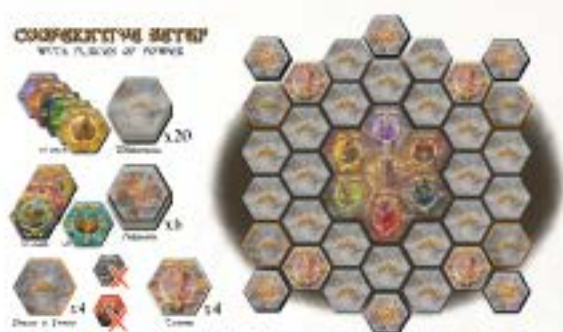
Modules 1 and 2

See Setup for suggestions on how to incorporate the new spell cards.

Module 3: Places of Power

Four of the Places of Power can be used in the cooperative play variant. Return Blood Altar and Deadmaze to the game box, they will not be used. Only four sets of wilderness tiles will be used instead of five sets.

Create the map according to the following layout:



DEEPWOOD: The Treeman must be placed on a wilderness location currently controlled by the mage who controls the Deepwood.

If the Warlord's movement would take him onto the location occupied by the Treeman, he will abruptly halt on the preceding location and forfeit all further movement points for this turn. This abrupt halt also applies to his initial movement along the yellow arrow, potentially causing the Warlord to end his movement on a race enclave.

HIGHFORGE: The Ward of Protection provided by this Place of Power cannot be placed on a location controlled by your allied mage.

Module 4: Prophecies

This module is, unfortunately, not compatible with cooperative play. The focus of play needs to be firmly on battling the Warlord. Leave the ramblings of the insane for another day...

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