

# ANKH – Guardian Monument Trigger System



## Prelude Rule – Choosing Guardians

At the beginning of the game, before setup is completed, each player selects their own three Guardians: one Tier 1 Guardian, one Tier 2 Guardian, and one Tier 3 Guardian. These chosen Guardians are each player’s personal divine servants and will become available throughout the game as the corresponding Monument Events activate their tiers.

## 1. Core Rule – Automatic Guardian Summoning

When the Event Track reaches a Monument Event associated with a Guardian Tier, both players may immediately summon their Guardian of that tier for FREE. The Guardian must be placed on an empty space adjacent to a Monument controlled by that player. If no adjacent space is available, the Guardian may instead be summoned later using a standard Summon action.

## 2. Activation Events for Guardian Tiers

Guardian Tier	Activation Event	Timing Description
Tier 1	3rd Monument Event	Early–mid game
Tier 2	7th Monument Event	Midgame power spike
Tier 3	11th Monument Event	Late–mid game / Pre-merge

## 3. Placement Rules

- The summoned Guardian must be placed adjacent to a Monument controlled by the player.
- Placement must follow standard adjacency and occupancy rules.
- If no adjacent spaces are free, the Guardian remains “on hold” until the player later uses a Summon action.

## 4. Why This System Works

- Enhances strategic depth without complicating gameplay.
- Guardian awakenings are tied thematically to Monumental divine power.
- Action economy remains fully intact.
- Each Guardian Tier enters at the ideal pacing point of the game.
- The system works exceptionally well for 2-player games, increasing tension and variety.