

- **[Alliances]** Alliances are played in 2 player pairs. Choose pairs. Both players in each pair will take their turn at the same time.
- Choose the board. Most boards are compatible between each other except following
 - **[Skulls & Sails]** or **[Curse of the Golden Isles]** use *[Curse of the Golden Isles]* board if You own both.
 - Any other board (changes are not important)
- Each player has starting deck consisting of
 - **[base]**
 - 8 Apprentices
 - 2 Militia
 - **[Skulls & Sails]**
 - 7 Apprentices
 - 2 Militia
 - Buccaneer
 - **[Curse of the Golden Isles]**
 - 6 Apprentices
 - 2 Militia
 - Buccaneer
 - Navigator
 - **[Rise of Vigil]**
 - 8 Apprentices
 - 2 Militia
 - 1 Energy Shard
 - **[Deliverance]**
 - 8 Apprentices
 - 2 Militia
 - 1 Dreamborn
- Take the following decks and place them in separate piles on the game board.
 - Heavy Infantry card deck
 - Mystic card deck
 - Cultist card
 - **[Storm of Souls, Immortal Heroes]** Fanatic card deck
 - **[Immortal Heroes]** Soul Gems card deck
 - **[Darkness Unleashed, Deliverance, Gift of the Elements, Realms Unraveled]** Transformed card deck
 - **[Deliverance]** Pasythea card
 - **[Rat King]** Giant Rats cards
 - **[Skulls & Sails]** Thukal, The Krakken in The Deep
 - **[Leprechaun]** Pot of Gold cards
- Shuffle all of the other cards face down to form the **Center Deck**.
 - Hero cards
 - Construct cards
 - Monster cards
 - **[Location Pack]** Location cards
 - **[Rise of Vigil, Darkness Unleashed]** Energy Shard cards
 - 30 for each **Large** set (including *[Rise of Vigil]*)
 - 20 for each **Small** set (including *[Darkness Unleashed]*)
 - **[Darkness Unleashed]** - shuffle all **10 Dark Energy Shards** also in the **Center Deck**. And shuffle **10 less Energy Shard** cards (total).
 - **[Alliances]** (All) 28 Alliance cards

- From **Center Deck** do **one** of the following
 - From the **Center Deck**, flip **6 cards** face up in a row between all players. This forms the **Center Row**. Place the **Center Deck** on one side of the **Center Row**.
 - **[Skulls & Sails, Curse of the Golden Isles]**
 - From the **Center Deck** place it in the appropriate space on board.
 - Flip three cards onto the spaces on each side of the board to form the six card Center Row.
 - Ships will move on the spaces between the Center Row cards and The Deep to interact with them. The center row is arranged in a circle around the Map.
 - **[Curse of the Golden Isles]** Put all of the Cursed Treasure coins into the Treasure Bag. Randomly select a coin from the bag and place it on the space of the board matching its color.
 - **[Curse of the Golden Isles]** Place The Ghost Pirate in the Deep
- If You reveal **Treasure** cards follow standart treasure card rules. Reserve space on the side of **Center Row** for the **Void deck**. When Monster in the **Center Row** is defeated or any other card is **banished**, it goes to the **Void**.
- **[Valley of the Ancients]** place all three Temple cards under **Center Row** in a separate row (of 3 cards).
- Place **30 Honor tokens per player** on the table. Red ones are **5 Honor** each. Clear ones are **1 Honor** each.
- **[Dreamscape]** Shuffle Dream deck and each player **draws 5 Dream** cards, **chooses 3** to add to their personal Dreamscape. All unchosen cards are face-down added to Dream deck and it is shuffled again. Place Dream deck the same as Heavy Infantry and Mystic decks.
- Randomly determine the first player.
- **[Dawn of Champions]** Each player selects (randomly or otherwise) one of the Champion boards. Then take a silver-boarded Hero card with the Champions name and place it under Your Champion board.
- **[Curse of the Golden Isles]** Each player selects a ship dial and sets it's Crew.
 - First player: 0
 - Second player: 1
 - Third player: 2
 - Fourth, Fifth, Sixth players: 3
- **[Delirium, Deliverance]** Each player starts with a corresponding amount of Insight.
 - First player: 0
 - Second player: 1
 - Third player: 2
 - Fourth, Fifth, Sixth players: 3
- Everyone shuffles their starting deck and draws five cards.

General Rules

At any time, if your personal deck is empty and you need to draw a card or reveal a card from the top of your deck, reshuffle your discard pile to replenish your deck. If the center deck runs out, reshuffle the void to replenish it.

Hero cards played during your turn go into the discard pile at the end of your turn. (In other words, don't reshuffle Hero cards you've played this turn if you need to reshuffle your discard pile in the middle of your turn.)

Cards you acquire during your turn are placed in your discard pile.

Whenever a card leaves the center row, replace it immediately from the center deck. This happens before anything else occurs. Any time a player is making a decision, the center row should be full.

Many cards will have text that contradicts these rules. If card text ever contradicts the rules, follow the card text instead.

Icons

Insight		Crew	
		Reputation	
Rune		Death Keystone	
		Life Keystone	
Power		/Moon/ Icon	
		/Sun/ Icon	
Honor			
Energy			

Turn Breakdown

1. **MUST [Skulls & Sails, Curse of the Golden Isles] ONLY** On Your first turn You **MUST** place your ship on any ship space.
2. Play cards from your hand to
 - Gain Runes, Power and Honor.
 - **[Deliverance, Delirium, Dreamscape]** Gain Insight.
 - **[Rise of Vigil, Darkness Unleashed]** Gain Energy
 - **[Valley of the Ancients]** Gain Death or Life Keystone
 - **[Skulls & Sails, Curse of the Golden Isles]** Gain Crew
 - **[Dawn of Champions]** Gain Reputation in a way specified on Your Champion
 - Acquire Heroes and Constructs, and put them in your discard pile for future turns.
 - Defeat Monsters for rewards and Honor.
 - **[Deliverance]** Spend Insight to pay for special costs.
 - **[Dreamscape]** Spend Insight to acquire cards from your Dreamscape.
 - **[Delirium]** Spend Insight to roll the Delirium Die
 - **[Delirium]** Spend Insight to roll the Bid on Auctions
 - **[Immortal Heroes]** Use gained Soul Gem effect
 - **[Rise of Vigil, Darkness Unleashed]** Spend Energy to activate Energize effects on cards
 - **[Valley of the Ancients]** Use Keystones to gain control over Temples or activate them.
 - **[Skulls & Sails, Curse of the Golden Isles]** Spend Crew to acquire Heroes and to defeat Monsters on Your ships space.
 - **[Dawn of Champions]** Receive rewards listed on Champion board for amount of acquired reputation.
 - **ONCE PER TURN [Skulls & Sails, Curse of the Golden Isles]** Any time during Your turn once per turn, you may move your ship to an adjacent space. For more information on moving your ship and using crew.
3. Place played Hero cards and cards in your hand into your discard pile at the end of your turn.
4. **[Immortal Heroes]** Banish unused Soul Gem cards
5. Draw five cards from your personal deck.

Effect Orders

When an action in the game results in multiple effects happening simultaneously, here is a reminder of the order that effects should always be resolved.

1. Any cards that have left the center row are replaced by the top card of the center deck
2. Any effects from cards you have played take place.
3. Monster rewards are collected.
4. **[Deliverance, Delirium, Dreamscape]** Dreamborn and Fate effects take place. If multiple Dreamborn and Fate effects occur at the same time (typically at the start of the game), they resolve in the order that they were flipped from the center deck.

Gameplay details

To play a Hero card from your hand, simply place the card face up in front of you, announce its effect, and follow the instructions on the card. Any choices required by the card must be made at that time and any conditionals must be met for additional effects, though any Runes and Power generated can be spent until the end of your turn. You do not have to pay any costs to play Heroes from your hand.

Constructs are played just like Heroes, except Constructs remain in play and can be used every turn. If a Construct has multiple abilities, each one may be used.

Acquiring Heroes and Constructs

You need Runes to acquire Heroes and Constructs. Runes come from Heroes played from your hand or from Constructs you have in play. You may acquire any number of cards as long as you have enough Runes. To find out how many Runes you get from a card, look in the text box of the card. If a card provides Runes, there will be a Rune icon with a number.

You may acquire any Hero or Construct in the center row as well as Mystics and Heavy Infantry, which are always available. When you acquire a card, place it in your discard pile and replace the card in the center row with the top card of the center deck.

Defeating Monsters

To defeat a Monster, a player must have enough Power (generated by cards with Power symbol in their text box— e.g., Heavy Infantry). The amount of Power a card generates is found in its game text box represented by the Power icon with a number.

The defeat cost of a Monster is listed in the upper-right corner of the card. This cost has a Power icon behind it.

When you defeat a Monster, you gain a reward. Most rewards include Honor, and how much Honor you gain is equal to the number indicated on the Honor symbol. If the Monster has another effect as part of its reward, that effect occurs immediately after the card is replaced in the center row.

After defeating a Monster, place it in the Void and replace it in the center row. You may defeat any number of Monsters as long as you have enough Power.

The Cultist is always available to defeat and is never banished to the Void. There is no limit to how many times you can defeat the Cultist in one turn.

Trophy Monsters [*Storm of Souls, Immortal Heroes, Rise of Vigil, Gift of the elements, Dawn of Champions, War of Shadows*]: Trophy is an additional reward on some Monsters. When You defeat a Monster with a Trophy, gain the Honor reward immediately and put it face-up in play in front of You. You may banish it for its effect immediately or save it for a future turn. You can use Trophy on yeh turn You get it or save it for future turn.

Fanatic [*Storm of Souls, Immortal Heroes*] is always available Monster. The Fanatic is a Trophy Monster with a variable reward based on the current Event called an Event Trophy. You may have no more than one Fanatic Trophy ar any time. If You defeat a Fanatic while You already have a Trophy from one, You gain the Honor reward, but do not get another Trophy. Fanatic is returned to the Always Available Zone when banished. It never goes to the Void.

Ongoing Trophy Monsters [*Immortal Heroes*] Some Trophy Monsters have lasting effects, indicated by the keyword **ongoing**. Just like normal Trophy Monsters, these Monsters provide their Honor reward immediately when defeated and are then placed in front of You. Thry continue to provide their effect for as long as they remain in play under Your control.

Energize [*Rise of Vigil, Darkness Unleashed*] Some Monsters have the keyword **energize** before part of their reward. This is an effect that only happens if You have reached the indicated Energy threshold at rthe time You defeat Monster.

Dreambind Monsters [*Deliverance*] Dreambind Monsters can be controlled and used in your deck if you pay their Dreambind cost. When you defeat a Dreambind Monster, first gain its reward, then you may pay the Dreambind Insight cost listed in the text. If you do, the Monster goes to your discard pile instead of the Void. Whenever you play a Dreambind Monster from your hand, gain its reward. You do not have to pay the Dreambind cost every time you play it to keep it in your deck.

Banishing Cards

Some cards allow you to banish cards in either the center row or your own deck. When a card tells you to banish from the center row, put the card into the Void, then place the top card of the center deck into the center row. If a card instructs you to banish multiple cards from the center row, place all of those cards into the Void, then put that many cards from the center deck into the center row.

When a card tells you to banish a card in your hand and/or your discard pile, you may put a card from that zone into the Void. If a card allows you to banish a card in your hand, you may not banish a card that you've already played that turn, as that card is no longer in your hand. Banishing your weaker cards allows you to draw your more powerful cards more frequently, so make sure to banish your Apprentice and Militia cards whenever you get the opportunity.

Multifaction Heroes & Constructs

Multifaction cards function exactly the same as their normal counterparts, but count as every faction listed on their card.

Ending Your Turn

After you are done playing cards from your hand, acquiring Heroes and Constructs, and defeating Monsters, place any remaining cards in your hand and any Heroes played during your turn into your discard pile. You lose all Energy and unspent Runes and Power.

Game End

The game ends when a certain amount of Honor has been earned, based on the number of players.

Set this much Honor aside in Honor tokens before starting the game. When the final Honor token is earned, the game ends at the end of the current round (after the last player to start the game takes a turn). Thus, each player will play the same number of turns during the course of the game. Players can still gain Honor even when the set number of Honor tokens is gone. Use additional Honor tokens left over to track any Honor earned by players before the game ends.

Cards in each player's deck are also worth Honor, indicated by the number in the Honor symbol on the bottom left corner of the card. When the game is over, count the Honor from Heroes and Constructs (this includes your hand, deck, discard pile, and played Constructs), Honor tokens acquired during the game, Coins and other Treasures you control when the game ends. The player with the most total Honor is the winner!

If multiple players have the same number of Honor Points, the last player to start wins (i.e., the starting player loses all ties, the second player loses to third and fourth, etc.).

[Storm of Souls]

[Gift of the Elements]

Events

Event cards represent global effects that change the power structure of the world. When an Event flips from the Center Deck, it is put into the Event Zone instead of the Center Row. The card is then replaced in the Center Row as normal. There may only be one Event in the Event Zone at any given time. While an Event is there it is considered the current Event. If a new Event flips, the old Event immediately goes to the Void and the new Event becomes the current Event. Events alter the rules of the game, and the current Event's game text applies to every player.

[Gift of the Elements]

Transforming Events

Transforming Events may also be acquired! These Events include a cost in their effect that may be paid by any player during their turn, at which point the Event will leave play and transform into a powerful Hero for that player's deck.

[Immortal Heroes]

Soul Gems

Soul Gems represent the spirits of heroes who fought against Samael in the Great War who were trapped by Kythis when he took control of the Well of Souls. Each Soul Gem shares the art and effect of Heroes from previous Ascension sets, though they are not Hero cards themselves.

Soul Gems are not shuffled into the center deck at the beginning of the game. Instead, they are shuffled together and set aside face down with the Always Available cards. When a card effect tells a player to gain a Soul Gem, that player takes the top card of the Soul Gem deck and places it face up in front of him or her. That player may play that Soul Gem to gain its effect at any time during that turn. At the end of player's turn, all Soul Gems he or she controls are banished.

[Valley of the Ancients]

Center Row Effects

Some cards in the center deck feature a new black border with yellow lightning. Cards with this border have effects that are active while they are in the center row. The effects usually relate to a change in how a card is acquired, so make sure to read the card carefully when you see one in the center row.

[Dawn of Champions]

Champions

These special cards allow you to take on the role of major figures from New Vigil, gaining Reputation among your faction as you prove your worth as a leader.

Playing with Champions is optional. If you choose to play with Champions, randomly assign one to each player before the game begins, or through another method of your playgroup's choosing.

Reputation

Reputation is a resource in game that is represented by reputation tokens players receive each time they gain Reputation.

Reputation Powers

All Champions in have four Reputation Powers listed along their left side. These explain the way in which you gain Reputation and what rewards you will unlock when you reach certain thresholds of Reputation. You gain Reputation whenever you acquire or defeat a card of the appropriate faction.

You also may spend **2 Runes** to gain **1 Reputation** once per turn.

Some Reputation Powers provide rewards that are unlocked once you achieve a certain threshold and will remain active for the entire game.

[Dawn of Champions]

Faction Monsters

Work exactly like standard Monsters, but are affected by Rally effects, Reputation Powers, and other specific card effects.

[War of Shadows]

Light & Dark Cards

Cards whose powers grow stronger depending on whether the Light or Dark is better represented in the center row. A **/Sun/ Icon** on the upper right hand corner of a card represents that the card is a Light card, while a **/Moon/ Icon** represents that the card is a Dark card.

If there are more **/Sun/ Icon** cards in the center row than **/Moon/ Icon** cards, then it is Day. Day bonuses on cards will be active during this time.

If there are more **/Moon/ Icon** cards in the center row than **/Sun/ Icon** cards, then it is Night. Night bonuses on cards will be active during this time.

If there are the same amount of **/Sun/ Icon** cards and **/Moon/ Icon** cards in the center row, then it is neither Day nor Night. No Day or Night bonuses on cards will be active during this time.

[Dreamscape, Deliverance, Delirium]

Insight

Insight is gained through various card effects and Dreamborn cards (see below). Unlike other resources, you do not lose unspent Insight at the end of your turn.

Dreamborn

Dreamborn cards are new types of Heroes and Constructs that have an effect when they enter the center row and when they are acquired.

Whenever a Dreamborn card enters the center row, EACH player gains **1 Insight**. Also, whenever a Dreamborn card is acquired, the **ONLY** player that acquired that card gains **1 Insight**.

[Dreamscape]

Dreamscape & Dream Deck

Dreamscape-a is hidden set of cards players have access to during the game. Unlike center row cards, each player's Dreamscape cards are purchasable only by that player. These cards are purchasable during the game with a new resource called Insight.

At the beginning of the game, each player is dealt five Dream cards from the Dream deck, from which they will choose three that they then add to their personal Dreamscape. The two remaining unchosen cards should be kept hidden from the other players and are shuffled back into the Dream deck. Set the Dream deck aside for easy access during the game.

The Dream deck includes Heroes, Constructs, and Visions (see next page). In addition to unique frames, Dream cards can also be identified by their gold borders.

Each player has their own Dreamscape that should be placed face down in front of them. Players may look at the cards in their Dreamscape at any time, but it should be kept hidden from everyone else. Players may purchase cards from their own Dreamscape during their turn at any time they could normally acquire cards from the center row.

[Dreamscape]

Vision Cards

When a Vision is acquired from a player's Dreamscape, it isn't added to that player's deck. Instead, the card has an immediate effect on the game. Resolve the effect on the card, then banish it unless it has an Ongoing effect. Visions with Ongoing effects stay face up in front of the player. That effect is considered to be in play for the rest of the game.

[Delirium]

Recur

When you play a card with **Recur**, first gain the effect listed above the **Recur** text. Then, you may spend Insight equal to the number listed for the **Recur** cost. If you do, gain the effect of the card a second time. You may only use a **Recur** ability once per card.

[Delirium]

Fate - Auction

When a card with **Fate Auction** enters the center row, players may bid Insight to gain the effect listed underneath the **Fate** text. Starting with the active player and moving clockwise, each player may bid Insight. To bid, a player must bid at least **1 Insight**, must bid higher than the current bid and cannot bid more Insight than they have. If a player chooses not to bid or can't bid, that player is out. Players continue making bids until one person is left in the running. The player that wins the **Auction** must pay Insight equal to their winning bid and copies the effect of the **Auction** card immediately.

[Delirium]

Delirium Die

The Delirium Die is a special Ascension 6-sided die that can be rolled to gain different effects. During a player's turn, that player may spend **5 Insight** to roll the Delirium Die. When the die is rolled, the player gains whatever effect is listed on the side facing up.

- 1 - Banish a card from your hand or discard pile
- 2 - Draw two cards
- 3 - Gain three Runes
- 4 - Gain four Power
- 5 - Gain five Honor
- 6 - Gain six Insight

[Deliverance]

Phantasm

A Hero with **Phantasm** can be played directly from the center row. During your turn, you may pay the Insight cost listed in the **Phantasm** text. If you do, you play that card right then and there. Gain its effect and then banish it to the Void. Keep in mind, that for effects such as **Unite**, a card played with **Phantasm** counts for those bonuses. Cards with **Phantasm** can also be acquired as normal by paying their Rune cost.

[Valley of the Ancients]

Temples

When the game starts, place all three Temples below the center row, out of any player's control. To gain control of the Temple of Life, a player must spend a Life Keystone and to gain control of the the Temple of Death, a player must spend a Death Keystone. You can only gain control of the Temple of Immortality by using the abilities of the Temple of Life or the Temple of Death. You may still maintain control of the Temple of Immortality even if you lose control of the other Temples.

When a player gains control of a Temple by paying its Keystone cost, that player puts the Temple in front of them. At the end of a game, if a player controls a Temple, that Temple's We value is added to their score. Players can steal Temples from each other, so be sure to make the most of your time controlling them!

Keystones

Keystones are a new resource in Ascension: Valley of the Ancients™. Keystones work similarly to other resources, like Rune, and Power, but are used to acquire and activate Temples. When a card gives a player a Keystone, the player can use the Keystone to gain control of the corresponding Temple. If a player already has a Temple, the player can use the appropriate Keystone to activate the ability of their Temple and gain control of the Temple of Immortality.

Death Keystone: When you gain Death Keystone you may spend it to take one of the following actions

- Gain control of the Temple of Death. If another player already controls it, you may take it from them.
- If you already control the Temple of Death, gain control of the Temple of Immortality and you may banish a card from your hand or discard pile.
- If you already control the Temple of Death and the Temple of Immortality, you may banish a card from your hand or discard pile.

Life Keystone: When you gain Life Keystone you may spend it to take one of the following actions

- Gain control of the Temple of Life. If another player already controls it, you may take it from them.
- If you already control the Temple of Life, gain control of the Temple of Immortality and You may take 2 Runes
- If you already control the Temple of Life and the Temple of Immortality, gain 2 Runes.

[Skulls & Sails]

[Curse of the Golden Isles]

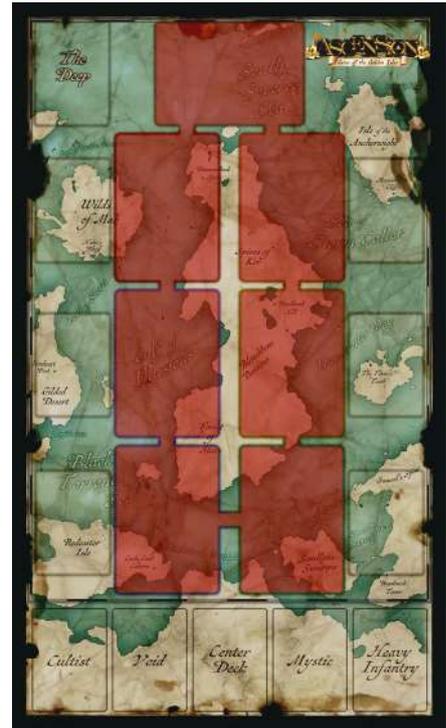
Ships & Movement



Each player controls a mighty pirate ship, represented by a ship dial. Ships will move around the board and use their Crew to acquire and defeat cards they encounter. Each space on the board is connected to one of the center row cards, or The

Deep.

On your first turn of the game, you must place your ship on any ship space. Once during each of your following turns of the game, you may move your ship to any connected ship space at any point during the turn. The Deep space is considered to be adjacent to the two spaces on the end of the center row. Ships can move to The Deep, but cards in The Deep are not considered to be in the center row.



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Crew Dial

A ship's crew dial increases whenever you gain Crew. Increase the dial accordingly whenever you gain Crew. Your ship can't exceed 9 Crew.

When your ship is on the space of a card that has a cost equal to or less than it's Crew, you may spend Crew equal to the card's cost to acquire or defeat that card. Do this by reducing the dial by the appropriate amount.

You may use your ship's Crew as many times as you want during the turn. Note that Crew can be used for both defeating Monsters AND acquiring cards, so spend it wisely!

[Skulls & Sails]

Thukal, The Kraken

Thukal, The Kraken is a special Monster that begins the game on the board in its designated space, The Deep. Thukal will take Treasure from ships in The Deep until he is defeated.

Thukal, The Kraken may be defeated with or 4 just like any other Monster. If you defeat The Kraken, place it in front of you. You may use its ability for as long as it remains in front of you. Cards that refer to "The Kraken" now refer to your ship. Unlike other Monsters, The Kraken is not replaced by a center row card when defeated (since it is not in the center row), but ships may still move to its space.

[Curse of the Golden Isles]

Cursed Treasure

Cursed Treasure coins are a new type of Treasure in that players collect throughout the game. All coins have a game icon on one side and a color that matches one of the spaces on the board.

At the start of the game, place all Cursed Treasure coins into the Treasure bag. After filling the Center Row with cards, draw a random coin from the bag and place it on the space of the board matching its color with the game icon side face up. Whenever a Cursed Treasure leaves the board, add a new one in the same way so there is always one Cursed Treasure on the board.

To acquire Cursed Treasure, move your ship to its location, then acquire or defeat whatever card is there. When you acquire Cursed Treasure, place it in front of you with the game icon side face-up.

Each Cursed Treasure coin has one of the following game icons on it: , ,  or . During your turn, if you have two coins in front of you that have matching game icons (the coin colors don't need to match), you may turn over both coins to gain two of whatever game resource indicated by the icon. For example, if you were to have the two coins pictured below in front of you, you may turn them face-down to draw two cards!



If a Cursed Treasure coin changes hands because of a Raid effect, the coin will remain in whatever state it was in when the Raid effect was played. Cursed Treasure coins, regardless of being face-up or face-down are worth 2  each at the end of the game.

[Curse of the Golden Isles]

The Ghost Pirate

The Ghost Pirate is an evil force that is doomed to sail the Golden Isles for eternity hunting for Treasure. Be wary of The Ghost Pirate, as it will reduce your ship's  if it comes into contact with you. At the start of the game, place The Ghost Pirate in The Deep after filling the Center Row and placing the first Cursed Treasure coin.

If a player's ship ends its turn on or moves onto the same space as The Ghost Pirate, that ship's  dial is reduced by one. During any player's turn, if The Ghost Pirate moves onto the same space as a ship, that ship's  dial is reduced by one. A ship can only have its  reduced by The Ghost Pirate one time each turn.

Whenever a new Cursed Treasure coin is placed onto the board, The Ghost Pirate moves one space towards it, always taking the shortest path available. Some Fate effects move The Ghost Pirate. If a Fate effect happens at the same time that a Cursed Treasure coin is placed, first move The Ghost Pirate one space towards the coin, then resolve the Fate effect.

[Skulls & Sails]

[Curse of the Golden Isles]

Raiding

Some cards give you the ability to Raid! If you Raid an enemy ship, You may take a Treasure of your choice from in front of them and place it in front of you. If a Raid effect allows you to Raid twice, you take two Treasure cards of your choice. To Raid a ship, your ship must be in the same space as the ship being Raided.

Watch out, as Monsters can also Raid you! If a Monster (like Thukal, the Kraken) Raids you, you must place a Treasure of your choice underneath that Monster. Whoever defeats that Monster will thus be able to take your hard earned Treasure!

[Alliances]

Alliance Rules

- Each Alliance shares an Honor pool and final score.
- Each Alliance takes their turn at the same time. Players may play cards, acquire cards, and defeat Monsters in any order during their shared turn.
- Alliances may share information and strategize together.
- Alliances do NOT share a deck or any resources other than their score and Honor. Players can't share cards in hand, produce resources, or purchase cards for one another.
- Effects that target "each opponent" or "each player" affect each Ally separately.

Banners

Banners have two costs listed at the top of the card. Each cost listed on a Banner must be paid by separate members of an Alliance.

When an Alliance acquires a Banner, it goes directly into play and affects both members of that Alliance.

[Location Pack]

Location Rules

Locations adds a rule or effect to Center Row space it occupies.

Locations are shuffled in Center Deck at the start of game. Whenever Location is flipped into the Center Row, continue flipping cards from Center Deck until You reveal a standard card. Multiple Locations can occupy the same space. Just apply all of their effects to the card on top of them.

[Rat King]

[Rat Queen]

Rat Cards

Shuffle

- *[Rat King]* both Rat King cards into Center Deck
- *[Rat Queen]* both Rat Queen cards into Center Deck

Place Giant Rats with the rest of available cards (like Heavy Infantry or Mystic) in separate pile.

[Rat King] When the Rat King enters center row, place Giant Rat on top of each center row.

[Rat Queen] When Rat Queen enters Center Row, take all the other cards in Center Row, shuffle them face down, and then put them back face down with Giant Rat on top of each card. You don't know what they are until you defeat Rats concealing them!

[Rat King, Rat Queen] Defeating the Rat King/Queen sends her minions scurrying for the sewers and lets you defeat them all at once.

[Leprechaun]

Leprechaun

To add the Leprechaun and his gold, shuffle all copies of the Leprechaun into Center Deck. Leave the Pot of Gold cards off the side - they're only used when the Leprechauns find them!

Whenever you play a Leprechaun, you can choose to take Pot of Gold from the pile set aside or steal one from another player who has one in play. You also gain honor for each Pot of Gold you have in play, but remember this only counts the Pots of Gold you've drawn and played - not the ones in your discard pile.

- **Ally Unite** [*Allies*]
 - The turn You play a Hero with **Ally Unite**, you gain the **Ally Unite** effect if your Ally plays or has played a Hero from same faction.
- **Anchor** [*Skulls & Sails, Curse of the Golden Isles*]
 - When you acquire or defeat a card with Anchor in the center row, if your ship is on the card's space, gain that Anchor effect.
- **Banish** [*All games*]
 - When a card is banished, it is placed in the Void. Always available cards and starting deck cards do not go to the Void when banished. Starting deck cards are set aside outside the game and always available cards are put back in their appropriate always available zone when banished.
- **Cursed Treasure** [*Curse of the Golden Isles*]
 - A Cursed Treasure is a token type that counts as a Treasure worth 2 at the end of the game. Cursed Treasure does not take up spots in the center row. Whenever a player acquires or defeats a card in the center row with a Cursed Treasure and their ship at its space, that player also acquires that Cursed Treasure and places it in front of them. When a Cursed Treasure is acquired from a space, replace the card that awarded the Cursed Treasure, then immediately place a new Cursed Treasure from the Treasure bag onto the board.
- **Champions** [*Dawn of Champions*]
 - Champions are leaders with the main factions in Ascensio. Champions are randomly assigned at the beginning of the game, and dictate how a player gains Reputation and what rewards it gives him.
- **Constructs** [*All games*]
 - Constructs are the many weapons, magical items, and fantastical devices you may acquire to use in your battles. After you play a Construct from your hand, you can gain an effect from it every turn it remains in play.
- **Crew** [*Skulls & Sails, Curse of the Golden Isles*]
 - Crew is your ship's resource. When your ship is on the space of a card that has cost equal to or less than it's Crew, you may spend Crew equal to the card's cost to acquire or defeat that card.
- **Dark Card** [*War of Shadows*]
 - Any card with /Moon/ icon in its top right corner is a Dark Card.
- **Day** [*War of Shadows*]
 - A game is considered to be in "Day" when there are more /Sun/ icon cards in the center row than /Moon/ icon cards. During this time, Day effects will be active on cards.
- **Delirium Die** [*Delirium*]
 - The Delirium Die is a special die included in *Delirium*. At any point during a player's turn, they may pay **5 Insight** to roll the die and gain whatever is rolled on the die.
- **Destroy** [*All games*]
 - Destroy means to put into the discard pile from play and generally refers to Constructs.
- **Dreambind** [*Deliverance*]
 - Monsters with Dreambind keyword can be acquired when a player defeats them by paying the **Insight** cost listed after "Dreambind". When a player Dreambinds Monster, it goes to their discard pile. Dreambind Monsters give their Reward when played from hand.
- **Dual-Cost** [*War of Shadows*]
 - Dual-Cost cards require players to spend both Runes and Power to acquire them. Both the Rune and Power costs listed on Dual-Cost cards need to be paid in order to acquire them.
- **Echo** [*Delirium, Deliverance, Skulls & Sails, Curse of the Golden Isles, Valley of the Ancients*]
 - Cards with Echo have additional effects that occur if the player has cards in their discard pile that share the same faction as the Echo card.
- **Empowered** [*Gift of the elements*]

- Cards with the **Empowered** keyword allow the player acquiring them to banish a card that they have played that turn as part of their acquisition.
- **Energize** [*Rise of vigil, Darkness Unleashed*]
 - Cards with Energize have additional effects of you're gained enough Energy on the turn you use them. Multiple Energize cards can be activated with the same Energy, since Energy is not spent.
- **Energy** [*Rise of vigil, Darkness Unleashed*]
 - Energy is a threshold resource used to activate additional effects on cards with **Energize** keyword.
- **Events** [*Storm of Souls, Gift of the elements*]
 - Events represent global effects that change the power structure of the world, and change the rules of the game for all players for as long as they remain in play.
- **Fate** [*All games*]
 - Fate effects take place immediately when a card with Fate enters the Center Row.
- **Heroes** [*All games*]
 - Heroes are the allies you can acquire to aid you in your quest to save the realm of New Vigil. When you play a Hero from your hand, you gain the effect listed on the card, and then it goes to your discard pile at the end of your turn.
- **Honor** [*All games*]
 - Honor is the key to victory in Ascension. Whoever earns the most Honor wins the game.
- **Infest** [*Gift of the Elements*]
 - When You defeat Monster with Infest, you may choose a player and put that Monster into their discard pile instead of the Void. When Monster is drawn, it has no effect on its own, so this is a great way to mess up Your opponent's draws.
- **Insight** [*Dreamscape, Deliverance, Delirium*]
 - Insight is a new resource used to acquire cards from your Dreamscape and activate other card effects. Unlike other resources, you do not lose unspent Insight at the end of your turn.
- **Light Card** [*War of Shadows*]
 - Any card with /Sun/ icon in its top right corner is a Light Card.
- **Monsters** [*All games*]
 - Monsters are the terrors of the Severed Sea. Defeating Monsters gives you rewards, including Honor that wins you the game.
- **Multi-Unite** [*Realms Unravalled*]
 - Cards with Multi-Unite have additional effects that occur if You play them in the same turn as other Heroes that share the same faction. You gain the bonus effects listed under the Multi-Unite ability for each other Hero you play or have played that shares a faction with the Hero with Multi-Unite.
- **Night** [*War of Shadows*]
 - A game is considered to be in "Night" when there are more /Moon/ icon cards in the center row than /Sun/ icon cards. During this time, Night effects will be active on cards.
- **Ongoing** [*Immortal Heroes, Dreamscape, Skulls & Sails, Gift of the elements, War of Shadows*]
 - After a card with **Ongoing** is acquired or defeated, it remains in front of You and its effect is permanent unless banished.
- **Phantasm** [*Deliverance*]
 - Heroes with Phantasm can be played during your turn right directly from the center row if you play the Phantasm cost. When you do, you gain the effect of the card as though it was played from your hand and then banish it to the Void.
- **Plunder** [*Deliverance*]
 - Cards with the Plunder tag word have additional effects that occur if you acquire a card in the center row and defeat a Monster in the center row, both during the same turn.
- **Power** [*All games*]

- Power is one of the two main resources in the world of Ascension. Power is used to defeat Monsters and earn rewards.
- **Raid** [*Skulls & Sails, Curse of the Golden Isles*]
 - When you Raid, take control of a Treasure another player controls. Unless otherwise stated, Raid effects can only be used to take Treasure when your Ship Dial is on the same space as the opposing player.
- **Rally** [*Dawn of Champions*]
 - Rally is an effect that only occurs when a card in the center row is replaced. When an effect tells you to **Rally**, it will indicate a characteristic, such a faction, that allows you to acquire or defeat the next card that enters the center row if it has the indicated characteristic.
- **Recur** [*Delirium*]
 - Cards with Recur have an option cost when played. If the Recur cost is played, the card gains its effect one additional time.
- **Reputation** [*Dawn of Champions*]
 - Reputation is gained through Reputation Powers on Champion cards, and is used to unlock rewards and other card effects.
- **Runes** [*All games*]
 - Runes are one of the two main resources in the world of Ascension. Runes are used to acquire Heroes and Constructs so you can add them to your deck.
- **Serenity** [*Delirium, Deliverance, Valley of the Ancients*]
 - Cards with Serenity have additional effects that occur if the played has no cards in their discard pile.
- **Trophy** [*Storm of Souls, Immortal Heroes, Rise of Vigil, Gift of the elements, Valley of the Ancients, Dawn of Champions, War of Shadows*]
 - Trophy is an additional reward on some Monsters. When You defeat a Monster with a Trophy, gain the Honor reward immediately and put it face-up in play in front of You. You may banish it for its effect immediately or save it for a future turn.
- **Transform** [*Deliverance, Realms Unravalled, Darkness Unleashed, Gift of the elements*]
 - Cards with Transform abilities can permanently upgrade if you pay their Transform cost. If you have sleeves, you can use the double-sided Transform cards and simply flip the card over in its sleeve. If you don't have card sleeves, you can grab the appropriate Transformed version of your card from among the silver bordered Transform cards outside the game.
- **Treasure** [*Rise of vigil, Darkness Unleashed, Skulls & Sails*]
 - Treasure is a card type that doesn't take up spots in the center row. When a Treasure card enters the center row, it remains in that spot and the next card from center deck is flipped on top of it. Repeat this process until a non-Treasure card enters the Center Row. Whenever a player acquires or defeats a card in the Center Row, that player acquires all treasure cards underneath it.
- **Unite** [*Skulls & Sails, Curse of the Golden Isles, Valley of the Ancients, Dreamscape, Deliverance, Delirium, Gift of the elements, Dawn of Champions, War of Shadows*]
 - Cards with the Unite keyword have additional effects that occur if you play them in the same turn as other Heroes that share the same faction.