



ASCENSION

LEGENDS

Rulebook

STONEBLADE
ENTERTAINMENT

ASCENSION

LEGENDS

Eons have passed since Vigil's heroes first defended their world against Samael, the Fallen God. Though the Godslayer's victory brought peace, each hard-won era has been followed by threats even more harrowing. Vigil has birthed heroes to stand against every nightmare, but with each victory, darkness has gathered anew. Now, in the sulfurous depths of Deoful, something ancient stirs—the Red Sisters—the Muses of Malevolence. These shadowy patrons of slaughter and ruin stand poised to weave their own dreadful masterpiece.

As there is an element of divine inspiration in every act of creation, so too are there patrons for the arts of slaughter and destruction. For centuries, the Red Sisters have whispered their poisonous inspirations to the champions of destruction—Samael, Kythis, Xeron—fueling strife in the hearts of mortals and gods alike. They have watched as Vigil waged war after war, each act of defiance feeding their art of carnage. Now the Muses seek a final creation, one to remake Vigil from its very bones, a monument to the darkness they have nurtured across the ages.

In this time of reckoning, Vigil calls forth a new generation of heroes. The untested must rise, guided by legends of old and the light of those who sacrificed before them. Against the Muses' vision of unending chaos, the champions of today must forge their own legendary paths. The world awaits, and only through strength, courage, and unity can Vigil transcend this dark design. Your deeds are known, your valor witnessed, and through fire and flame, you must stand the test to become a legend—the future rests upon your ascension.

Getting Started

You've returned to the world of Vigil in a time of crisis. The Muses of Malevolence threaten annihilation, and there are few to stand against them. But with the appearance of the Muses come Legendary Characters from Ascension's past—Heroes like yourself who, through their deeds, have transcended the bonds of mortality. These legends watch over you as you strive against the darkness, offering powerful Boons to those who show fealty to their faction. Starting with a group of loyal but untrained followers, you will acquire mighty Heroes and powerful Constructs while building Renown with the Legendary Characters and striving to become a legend in your own right.

Each player begins the game with the same initial deck of cards, but you will customize and grow your deck's power as you play. On your turn, you will use your cards as resources to acquire new Hero and Construct cards for your deck, or use these resources to defeat Monsters and earn their rewards. At the end of the game, the player with the most Honor from acquired cards and Monster rewards is the winner.

Contents

1 Deluxe Game Board

50 Honor tokens

- 25 clear 1-Honor tokens

- 25 red 5-Honor tokens

16 Renown Markers

8 tarot-sized Legendary Character cards

4 Legendary Character card stands

175 cards:

- 94 black-bordered Center Deck cards

- 41 silver-bordered 'always available' cards:

 - 1 Cultist

 - 20 Mystic

 - 20 Heavy Infantry

- 40 white-bordered starter deck cards:

 - 4 decks of 10 cards each, containing:

 - 8 Apprentice

 - 2 Militia

Crowdfund-exclusive pieces:

- 8 Lenticular versions of the Legendary Character cards

- 16 Obelisk Renown Markers

- 24 Exclusive cards



Setup

Ascension Legends™ can be played with 1-4 players.

Select 1 of the 2 tarot-sized Legendary Character cards (or crowdfund-exclusive lenticular cards) provided for each of the 4 factions:



Enlightened



Void



Mechana



Lifebound



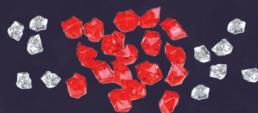
Insert the selected character cards in the provided standees and place them in the spaces corresponding to their faction at the top of the Legendary Track.



Each player receives 4 Renown Markers (or crowdfund-exclusive Obelisks) and places one of these at the bottom of each of the 4 faction's paths on the Legendary Track.

Collect 30 points worth of Honor tokens per player and place these near the game board. This forms the Honor Pool. Large red tokens are worth 5 Honor, while small clear tokens are worth 1 Honor.

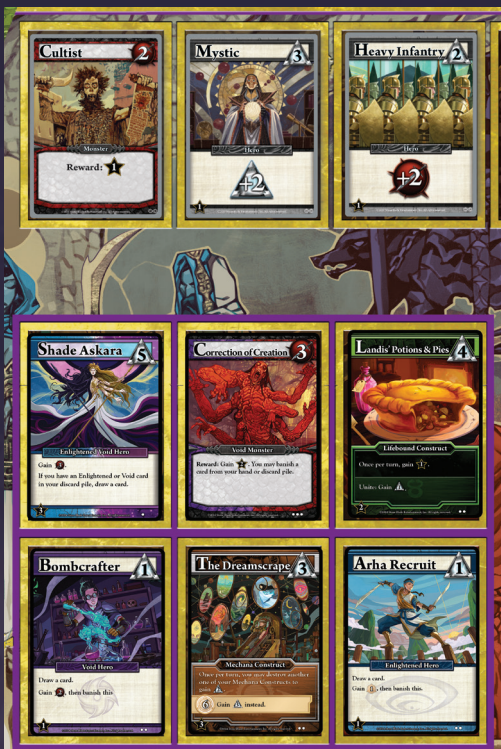
Number of Players	2	3	4
Total Honor Tokens	60★	90★	120★



Take the silver-bordered **Mystic**, **Heavy Infantry**, and **Cultist** cards and place them face up on their designated spaces on the game board. These cards represent characters that are always available to acquire or defeat on your turn.

Shuffle together all black-bordered cards to form the Center Deck and place it face down on its designated space on the game board. Then, reveal the top 6 cards of the Center Deck and place them face up in the empty spaces designated with  to form the Center Row.

Each player begins the game with an identical starting deck consisting of 10 white-bordered cards: 8 **Apprentice** and 2 **Militia**.



At the start of the game, each player shuffles their starting deck and draws 5 cards to form their opening hand, leaving the other 5 cards face down in their deck.

Randomly determine which player goes first and proceed clockwise from there.

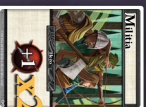
For players who are already familiar with the basic gameplay in *Ascension*[™], you can skip to the *New in Ascension Legends*[™] section of the rulebook on page 14 to learn the game's new rules and mechanics.



Game Layout



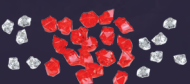
Starting Hand
(5 cards)



Personal Deck
(10 cards: 8 Apprentice & 2 Militia)



Starting Deck
(remaining 5 cards)



Hero Cards

Heroes are the allies you recruit to aid you in your quest to save the realm of Vigil. You can use Runes (▲) to acquire new Heroes from the Center Row to improve your personal deck.

Name

Askara of Judgement

Cost

Number of Runes you must spend to acquire this card.

Faction

There are four different factions:

- Enlightened
- Lifebound
- Mechana
- Void

Enlightened Hero

Effect

What the card does when played or in play.

Draw a card.

Honor

How much Honor this card is worth.

Draw two cards instead.

Set Icon

These cards belong to the *Ascension Legends™* set.

Rarity

Each ● represents a copy of the card in the Center Deck.

On your turn, you can play any number of Hero cards from your hand. When you play a Hero card, gain the effect listed on the card. Heroes played during your turn will stay in front of you until the end of your turn, whereupon they are moved to your discard pile.



Construct Cards

Constructs are the many weapons, magical items, and fantastic devices you'll collect to wield in the battle for Vigil. You can use Runes (▲) to acquire new Constructs from the Center Row to improve your personal deck.

Name

Riftclaw

Cost
Number of Runes you must spend to acquire this card.

4

Faction
There are four different factions:

- Enlightened
- Lifebound
- Mechana
- Void

Effect
What the card does when played or in play.

Void Construct

Once per turn, gain 1.

Honor
How much Honor this card is worth.

6

Gain 2 instead.

Set Icon
These cards belong to the *Ascension Legends™* set.

2

Rarity
Each ● represents a copy of the card in the Center Deck.

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On your turn, you may play any number of Constructs from your hand. Once played, Constructs stay in front of you and grant you their effects. They are not put in your discard pile at the end of the turn; they continue to help you turn-after-turn! However, Constructs can be destroyed by some card effects. If your Construct is destroyed, immediately place it in your discard pile. Some cards reference controlling Constructs. You only control a Construct while it is in play in front of you, not while it is in your deck or discard pile.



Monster Cards

Monsters are the forces of evil that serve the Muses of Malevolence in their bid to destroy the world of Vigil. You may spend Power (●) to defeat Monsters in the Center Row, which will send them to the Void and grant you their reward.

Name

Hellstring Blades

Cost

Amount of Power you must spend to defeat this card.

Reward

What this Monster does when defeated.

Monster

Reward: Gain ★. Choose and destroy up to two Constructs in play.

Card Type

Set Icon

These cards belong to the *Ascension Legends™* set.

Rarity

Each ● represents a copy of the card in the Center Deck.

Monster rewards include Honor (★), which is the victory condition of *Ascension Legends™*. When you earn Honor for defeating a Monster, collect the appropriate number of Honor tokens from the Honor Pool and place them in front of you.

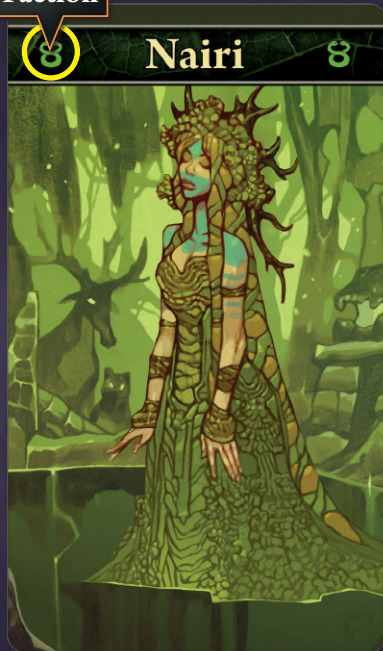
In *Ascension Legends™*, defeating monsters also provides you with Renown. See page 14 for more information about Renown.



Legendary Cards

The threat posed by the Muses of Malevolence is one of the greatest Vigil has ever faced, but in its time of need, the champions of Vigil's past have answered the call to battle. Former Heroes turned Legends, the Legendary Characters selected at the start of each game wait only for a worthy Hero to appear before lending their power to the struggle against the Red Sisters.

Faction



The Boon accessible at each milestone.

Each Legendary Character hails from one of the four factions in *Ascension™*, and each is loyal to that faction. In order to secure the power offered by these Legends, players will have to demonstrate an affinity for their faction by acquiring or defeating cards belonging to that faction to earn Renown. Players that earn a sufficient amount of Renown with a given faction will earn the Boon offered by that faction's Legendary Character. Learn more about earning Renown and gaining Boons starting on page 14.



Gameplay

General Rules

When you acquire a Hero or Construct, they are placed immediately into 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.

In *Ascension Legends™*, acquiring or defeating cards (page 11) earns you Renown with each faction on that card. Each point of Renown earned will move you 1 space up the Legendary Track corresponding faction(s).



Acquire Heroes or defeat Monsters to move up the Legendary Track (as both of these examples are Enlightened, each would move you along the track by 1).

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, shuffle your discard pile to replenish your deck. Hero cards played during your turn do not go to your discard pile until the end of the turn, so don't reshuffle these if you need to reshuffle your discard pile in the middle of a turn, but any cards acquired during the turn thus far are part of your discard pile when you reshuffle.



If the Center Deck runs out, reshuffle the Void to replenish it.

Some cards will have text that contradicts the game rules listed in this rulebook. When this occurs, follow the text on the card.



Turn Breakdown

On your turn, you make take the following actions in any order, as many times as you'd like:

- Play a card to gain Runes (▲), Power (●), Honor (★), Renown (●), and other effects.
- Use a Construct you control for its effect.
- Acquire a Hero or Construct by paying its cost, putting it into your discard pile, acquiring Renown (●), and advancing on the Legendary Track for the appropriate faction(s).
- Defeat a Monster to gain Honor and other rewards, acquire Renown (●), and advance on the Legendary Track for the appropriate faction(s).
- Use a Boon earned by acquiring Heroes and Constructs or defeating Monsters.

To end your turn:

- Place any played Heroes and all cards remaining in your hand into your discard pile.
- Draw 5 cards from your personal deck to form your hand for the following turn.

Playing Cards from your Hand

To play a Hero card, take the card from your hand and place it 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 conditions for additional effects are then checked. Any ▲ or ● generated can be saved and spent until the end of your turn. Any ● gained will allow you to immediately advance on the Legendary Track for the corresponding faction(s). Heroes will remain in front of you until the end of your turn, when they are moved to your discard pile.

Constructs are played just like Heroes but will remain in play when you end your turn. Construct effects can be used when played and reused again on your following turns, as indicated by the text on the card.



When you play Shadow Arbiter from your hand, draw a card. You may banish a card in your hand to gain 2.

Acquiring Cards from the Center Row

You may acquire a Hero or Construct from the Center Row by spending Runes (▲) equal to the cost listed in the upper-right corner of the card, within the ▲ icon.

You may acquire any number of Heroes or Constructs on your turn, including the ‘always available’ **Mystic** and **Heavy Infantry**, as long as you pay the Rune cost for each card you acquire. When you acquire a card, place it in your discard pile. If it was gained from the Center Row, replace it with the top card of the Center Deck so that the Center Row always has 6 cards available.



Ironheart Engine costs ▲6 to acquire and moves you up the Mechana Legendary Track by 1 space.

Each time you acquire a card from the Center Row, you gain Renown (●) with that card's faction(s). Each card provides 1 Renown unless otherwise specified, moving you up that faction's Legendary Track by 1 space. Some cards may provide added Renown, allowing you to move additional spaces along the Legendary Track, while multi-faction cards allow you to gain Renown in both factions represented by the card.



Defeating Monsters

You may defeat a Monster in the Center Row by spending Power (●) equal to the cost listed in the upper-right corner of the card, within the ● icon.



You may defeat any number of Monsters on your turn, including the ‘always available’ **Cultist**, as long as you pay the Power cost for each card you defeat. When you defeat a Monster, banish it to the Void and gain its listed reward. Immediately replace any openings in the Center Row with the top card of the Center Deck. 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 a turn.

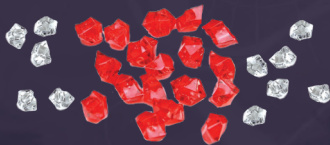
Each time you defeat a Monster card from the Center Row, you gain Renown (👑) with that card’s faction. Each card provides 1 Renown unless otherwise specified, moving you up that faction’s Legendary Track by 1 space. Some cards may provide added Renown, allowing you to move additional spaces along the Legendary Track.



Hurricane Warlock costs 3 to defeat and moves you up the Enlightened Legendary Track by 1 space.

Gaining Honor

When you earn Honor (★) for defeating a Monster, collect the appropriate number of Honor tokens from the Honor Pool and place them in front of you. Large red tokens are worth 5 Honor, small clear tokens are worth 1 Honor.



Monster rewards are not the only ways to gain Honor. Some Hero or Construct cards may grant you Honor when you play them, or when you fulfill certain conditions. Look for the number inside the Honor (★) symbol in the card text to determine how much Honor they provide. (The number in the bottom-left corner of the card is how much Honor the card is worth at the end of the game and does not deplete the Honor Pool.) Cards that grant Honor will say so in the card’s text. For more information about scoring, see page 17.

Banishing Cards

When a card tells you to banish a card in your hand and/or your discard pile, choose a card from that zone to put into the Void. If the chosen card is an **Apprentice** or **Militia**, return it to the game box instead of putting it into the Void. If the chosen card is a **Heavy Infantry** or **Mystic**, return it to the appropriate 'always available' pile instead of putting it into the Void.

Note: If a card allows you to banish a card in your hand, you cannot banish a card that you've already played during your turn, as that card is no longer in your hand. Some effects will expressly allow you to banish a card you've played that turn, rather than a card from your hand or discard pile.

Banishing your weaker cards allows you to draw your powerful cards more frequently over the course of the game. Make sure to banish your **Apprentice** and **Militia** cards whenever you get the opportunity!

When a card tells you to banish a card from the Center Row, choose a card from the Center Row and put it into the Void. Immediately replace that card with the top card of the Center Deck.

Gain .

You may banish a card in your hand. If you do, gain an additional .

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 unspent  and  at the end of your turn.

Draw 5 cards to replenish your hand. If you run out of cards in your deck and need to draw more, simply reshuffle your discard pile into your deck. When you end your turn, play passes clockwise around the table.



New in *Ascension Legends*™

The Legendary Track

At the heart of *Ascension Legends*™ is the Legendary Track, where players compete to gain Renown with some of the most iconic characters in *Ascension*™. Players will advance on this track over the course of the game, triggering powerful abilities (called Boons) offered by the Legends presiding over the events of the game. Reaching the end of the track cements your place as a legend with one of the four factions and allows you to acquire or defeat a card of that faction for free each turn.



Gaining Renown

In *Ascension Legends*™, acquiring or defeating cards in the Center Row earns you Renown (👑) with each faction on that card. Renown is the measure of your growing status as a legend, and each point of Renown earned will move you 1 space up the Legendary Track for the corresponding faction(s).

Some Boons and card effects will also allow you to gain Renown. When an effect instructs you to gain Renown, gain 🏆 with a single faction of your choice.

Note: You do not gain Renown when defeating Monsters that don't belong to a faction unless otherwise indicated on the card.



Example: When you acquire Arha Recruit you'll gain 🏆 with the Enlightened faction. When you play Arha Recruit from your hand, you'll draw 1 card and then may gain 🏆 with a faction of your choice before banishing the card.

Boons

Each of the Legendary Characters selected at the start of the game offers a powerful Boon for players that reach milestones (page 14) on the Legendary Track. When advancing on the track, each time one of your Renown Markers reaches a milestone, you'll trigger the Boon offered by the Legendary Character associated with that faction.

Each Boon effect is printed on the Legendary Character cards, and each is unique to that Legend.

When you earn a Boon from a Legendary Character, you can use that Boon at any point during your turn, before the turn ends. This means that you can continue to acquire Heroes and Constructs, ascend the Legendary Track, or defeat Monsters before activating your Boon to maximize its effect, but you must use the Boon during the turn it was earned or it is lost.

If you reach more than 1 milestone on the Legendary Track within a single turn, you can choose when to use each of the Boons you acquired individually.

Milestones are printed on the 3rd, 6th, and 9th spaces of each column on the Legendary Track.

Legendary Status

When you reach the 12th space along the path of any faction on the Legendary Track, you become a legend among that faction. On that turn and on each turn that follows, you may acquire or defeat 1 card from the Center Row belonging to that faction without paying its cost. As with Boons, you can choose to use this ability at any time during your turn.

Renown Threshold Effects

Many of the cards in *Ascension Legends™* have a Renown Threshold Effect—an additional effect that triggers when the card is played if you've advanced to the required space on the Legendary Track in the column of that faction. When you play a card with a Renown Threshold Effect, you gain the additional effect as long as you've advanced at least as far on the Legendary Track as indicated on the card.

Example: *Askara of Judgement* draws you one card when played. It has a Renown Threshold Effect – draw an additional card – with a required Renown of 6. When you play *Askara of Judgement*, you'll draw two cards if your Renown with the Enlightened faction is 6 or higher.



Additional Game Mechanics

Multi-Faction Cards

Multi-faction cards have returned to the world of *Ascension™*. As before, these cards represent Heroes and Constructs that belong to more than 1 faction. When playing or acquiring multi-faction cards, the card counts as all indicated factions for any abilities that reference a card's faction. When acquiring multi-faction cards, be sure to advance on the Legendary Track for each of the card's factions.

Unite

Unite is a keyword printed on some cards, representing the capability of some Heroes to combine with others to trigger powerful effects. When playing a card with a *Unite* effect, that effect triggers if you play or have played another Hero that shares at least one of the same factions during your turn.



Some Constructs also have *Unite*. When playing a Construct with *Unite*, you must still play a Hero that shares at least one of the same factions during your turn to trigger the *Unite* effect; playing additional Constructs will not trigger *Unite*. The *Unite* effect on Constructs may be triggered each turn while you control the Construct, provided you play a Hero of the matching faction during the turn.

Example: *Dark Monk* says “Gain 2. *Unite*: Draw a card.” When you play *Dark Monk*, you will draw a card if you play (or have played) another Enlightened or Void Hero this turn.

Unite-Emissary

Ascension Legends™ features several Emissary Heroes in each faction. Each Emissary has an *Unite-Emissary* effect representing a unique ability to unite with Heroes from other factions. Trigger this effect only if you play or have played another Emissary Hero during your turn.

Unite-Emissary triggers if you play two or more Emissary Heroes in a turn, regardless of the faction of those Heroes. Emissary Heroes can be identified by the text 'Hero-Emissary' in their card type, as well as by the colored bands in the corner of the card, representing each faction.

Example: *Mecha Emissary* says "Draw a card. **Unite-Emissary:** Gain Mecha Emissary, you will gain two Runes if you play (or have played) another Emissary Hero from any faction this turn.



Game End and Scoring

When the final Honor token is taken from the Honor Pool, the game ends at the end of the current round (after the last player to start the game takes a turn). This means that each player will take the same number of turns by the end of the game. Players can still gain Honor even when the set number of Honor tokens is gone. Use additional Honor tokens from the box to track this.



In addition to your Honor tokens, the cards you have acquired also have an Honor value. The Honor value of each card is indicated by the number in the Honor symbol () in the bottom-left corner of the card.

When the game ends, count the Honor from all of your acquired Heroes and Constructs (including your hand, deck, discard pile, and Constructs in play) and all of the Honor tokens you've gained during the game. The player with the most total Honor is the winner!

If 2 (or more) players have the same amount of Honor points, the player who went last wins.

Solitaire Gameplay Variant

Follow the rules outlined below if you're interested in a single-player game of *Ascension Legends™*!

- Set up the game as you would for a normal 2-player game, with 60 Honor available in the Honor Pool, but you'll need only 1 starting deck.
- Place a set of Renown Markers on the Legendary Track for yourself, and a second set for the Cult.
- You will take the first turn of the game.

While playing this variant, whenever a card leaves the Center Row, any cards to the left of that card will slide to the right, closing any empty spaces in the Center Row and leaving an empty space on the far-left. After sliding cards as necessary, reveal the top card of the Center Deck and place it in the empty space at the left-hand side of the Center Row.

After each of your turns, the Cult will take a turn. The Cult automatically acquires or defeats the two cards furthest to the right in the Center Row.



Take the following actions when acquiring or defeating cards on the Cult's behalf:

- All Heroes and Constructs the Cult acquires are set aside and will be used to determine the Cult's Honor total at the end of the game.
- All Monsters defeated by the Cult are sent to the Void as usual, and the Cult receives any Honor in their reward. All other rewards from Monsters the Cult defeats are ignored.
- Advance The Cult's Renown Markers on the Legendary Track when they acquire or defeat cards as normal. Whenever the Cult reaches a Renown milestone on the Legendary Track, they receive an amount of Honor from the Honor Pool equal to that milestone. For example: when reaching the milestone on the 3rd space of the Legendary Track with any given faction, the Cult receives 3 Honor. When reaching the milestone on the 6th space, the Cult receives 6 Honor, and so on.

Continue alternating turns in this way until the last Honor token is removed from the pool. At the end of that turn, compare your Honor total to the Honor earned by the Cult. If you have more Honor, you win!

Glossary

Banish: When a card is banished, it is placed into the Void. **Apprentice** and **Militia** cards are returned to the game box, instead of going to the Void. **Mystic** and **Heavy Infantry** cards are returned to their respective piles.

Boons: A Boon is a powerful ability granted at milestones along the Legendary Track. When you earn a Boon, you may use it at any time during your turn, but must use it before the turn ends.

Constructs: When you play a Construct from your hand, it remains in play instead of going to your discard pile. You can gain an effect from it every turn while it is in play.

Control: You control a Construct while it is in play in front of you, regardless of which turn you played it. You do not control a Construct while it is in your hand, deck, or discard pile.

Destroy: When a card is destroyed, it is placed into your discard pile from play. This effect usually refers to destroying Constructs that are in play.

Enlightened: One of the four main factions. Enlightened cards are blue.

Hero: When you play a Hero from your hand, you immediately gain the effect listed on the card.

Honor (★): Honor is used to determine victory in *Ascension*[™]. When the game ends, count up the value of your Honor tokens and add the Honor values of all your acquired cards. The player with the most total Honor is the winner.

Lifebound: One of the four main factions. Lifebound cards are green.

Mechana: One of the four main factions. Mechana cards are brown.

Monsters: Monsters in the Center Row can be defeated using Power (⚔️). When you defeat a Monster, gain its listed rewards and place it into the Void.

Power (⚔️): Power is a resource that can be spent to defeat Monsters for their rewards.

Renown (👑): Renown represents your growing status as a legend. When a card gains you 👑, move 1 space up the Legendary Track in the faction indicated on the card.

Reward: When you defeat a Monster you gain its rewards, which typically include Honor (★).

Runes (🔮): Runes are a resource that can be spent to acquire Heroes and Constructs.

Unite: Cards with *Unite* have additional effects that occur if you play them in the same turn as other Heroes of the same faction.

Unite-Emissary: Cards with *Unite-Emissary* have additional effects that occur if you play them in the same turn as other Emissary Heroes.

The Void: The zone where banished cards are placed. Monsters defeated from the Center Row are banished to the Void.

Void: One of the four main factions. Void cards are purple.

F.A.Q.

Q: What is the order of events after defeating a Monster in the Center Row?

A: When you defeat a Monster in the Center Row, you must first banish it to the Void. You then replace the empty spot in the Center Row with the top card of the Center Deck. Finally, you earn the rewards listed on the defeated Monster card.

Q: What happens when I defeat the Cultist? How many times can I defeat them?

A: The **Cultist** remains in the 'always available' area for the entire game. It is never banished to the Void. You may defeat the **Cultist** any number of times on your turn so long as you can afford to pay the Power cost. For example, if you have generated , you may defeat the **Cultist** up to 4 times, gaining  each time you choose to do so.

Q: Do I have to spend all of my resources when acquiring a card or can I save the extra resources for later?

A: Runes () and Power () that you generate can be spent until the end of your turn. You can spend a portion of your resources to acquire or defeat a card and use the remaining resources later in the turn. You will only lose all excess resources at the end of your turn. For example, if you play 2 **Mystics** from your hand to generate 4 Runes, you could acquire a Hero with a  cost now and then later acquire another Hero with a  cost.

Q: When all of the Honor tokens are gone from the pool, can I still earn more Honor?

A: Yes. When the Honor Pool runs out of tokens, it signals that the game is going to end, but you can continue to earn more Honor! When the last Honor token is taken, continue playing until the end of the current round - when the player who started last ends their turn. You can still gain Honor even when there are no tokens left in the pool. We suggest using leftover cards (such as unowned **Mystics** and **Heavy Infantry**) or a pen and paper to track the extra Honor.

Q: What happens if all of the Mystic or Heavy Infantry cards have been acquired? Can I still acquire them some other way?

A: No. There are a limited number of **Mystic** and **Heavy Infantry** cards available, and if they run out, you cannot acquire more of them. However, if a **Mystic** or **Heavy Infantry** is ever banished, it is placed back into its pile for purchase instead of being put into the Void.

Q: What happens if a card leaves the Center Row at the same time another effect would occur?

A: Whenever a card leaves the Center Row, it must be immediately replaced with the top card of the Center Deck. Any time a player is making a decision, or an effect is taking place, the Center Row should be full.



F.A.Q.

Q: Can I use 'once per turn' effects on other players' turns?

A: No. You may only use the effects of **Constructs** you control on your turn.

Q: Do I have to use 'once per turn' effects on my Constructs as soon as I meet their conditions?

A: No. As long as you meet the conditions listed on the Construct, you may wait to gain the effect later in your turn. For example, if you control a **Temple of Arha**, you do not need to draw a card as soon as you play a **Mystic** or **Heavy Infantry**, you may wait to draw the card later in your turn.

Q: Can I play an Apprentice to gain a Rune and then banish it with a Shadow Arbiter?

A: No. Heroes you play during your turn are no longer in your hand. They will remain face up in front of you until the end of your turn and then go to your discard pile. If you want to banish a card from your hand, you won't be able to play it and gain its effect.

Q: Can multiple players occupy the same space on the Legendary Track?

A: Yes. There is no limit to the number of players who can occupy a space on the Legendary Track at one time. This includes the final space on the track.

Q: If I play a card with a Renown Threshold Effect that I don't meet the requirements for, can I gain that effect if I gain additional Renown at a later point in my turn?

A: No. To gain a Renown Threshold Effect, you must have the necessary Renown at the time you play the card.

Q: Do I have to use a Boon effect from a Legendary Character as soon as it's earned?

A: No. You may wait and use the effect of the Boon at any point during your turn, but you must use it during the turn it was earned, or it will be lost.

Q: Can I use a Boon effect from a Legendary Character once I've reached the end of the Legendary Track?

A: No. Each Legendary Character offers a Boon effect that can be used when you reach the 3rd, 6th, and 9th spaces on the Legendary Track. When you reach the 12th space on the Legendary Track you receive a different reward: the ability to acquire or defeat a card belonging to that faction for free each turn.



F.A.Q.

Q: What happens when I gain Renown with a faction and I've already reached the end of the Legendary Track with that faction?

A: Nothing. Once you've reached the 12th space on the Legendary Track for a given faction, additional Renown you gain with that faction has no effect.

Q: If I've played Shadow Mender and I've reached the 12th space on the Legendary Track with one or more factions, can I defeat a Monster in the Void without paying its cost?

A: Yes. **Shadow Mender** allows a player to defeat a Monster in the Void. Reaching the 12th space of the Legendary Track allows a player to acquire or defeat a card of the corresponding faction for free each turn. Combined, these effects allow a player to defeat a Monster of the corresponding faction in the Void without paying its cost.

Have questions about Ascension™ strategies and gameplay? Wondering what happens when you combine this set with other cards and expansions? Visit the official Ascension™ F.A.Q. web page for more info: www.stoneblade.com/faq

Credits

Ascension™ Creator

Justin Gary

Lead Designer

Justin Gary

Lead Developer

Jason Zila

Game Design and Development

Nick Fletcher
Andrew Millsap
Lucas LeWinter
Sam Travis

Project Management

Chris Schroeck

Creative Direction

George Rockwell III

Creative Development

George Rockwell III
Justin Gary

Art, Illustration, and Graphic Design

Jakub Rebelka
Rod Mendez
Kristen Maslanka
Sean Fitzpatrick
Hayden Lapiska
Jessica Eyler

Rulebook Design and Development

Sam Travis
Jessica Eyler

