

# Ascension at Firepeak

The Archmage is dead. The most powerful Wizards of the Guild have gathered at Firepeak to determine her successor. The new Archmage will rule not just the Guild, but all of the Kingdom.

The first Wizard to complete the Mighty Rite of Authority will ascend to the Archmage's seat and rule the land! The Rite is a complex one, requiring a careful balance of many life forces to cast properly. Beware! Your rivals will stop at nothing to prevent you from completing the Rite. The fate of the kingdom lies in the balance...

Ascension at Firepeak is a game for 2-5 players, and usually takes about 30 minutes to play. A full set of Ascension at Firepeak contains these rules, 6 Wizard cards, 60 Creature cards, 36 Spell cards and one die.

## How to Win

The first player to complete their **Pattern**, enabling them to cast the Mighty Ritual of Authority, wins the game. If the last Creature card is drawn from the **Recruitment** deck, the game is over at the end of that turn, with the winner being the player with the most total **Power** of Creatures in their Pattern. If there is a tie, the player with the most Creatures in their Pattern wins. If that is a tie, the game is a draw. For players desiring a longer game, you may reshuffle the Recruitment deck once before ending the game.

## Game Concepts

To make the rules easier to understand, defined game terms used throughout these rules are highlighted the first time they appear in each paragraph.



## Cards

There are 3 types of cards: Creatures, Wizards and Spells.

Creatures have a **Clan** symbol and a **Power** number. There are 6 Clans, with 10 Creatures in each Clan: two with Power 4 and 1, and three with Power 3 and 2. Each Clan has an opposing Clan (see diagram).

Wizards represent the player. They are not Creatures and are always in play. A Wizard may

only **Recruit** and may never perform any other **Actions**. A Wizard's **Minions** may have any **Power** (see The Pattern below). Each Wizard has an associated **Clan**, and all Creatures of that Clan the Wizard **Controls** have +1 Power. Note that the Wizard is not a member of this Clan.

Spells allow a player to perform special **Actions**. Each Spell requires certain **Components** to cast.

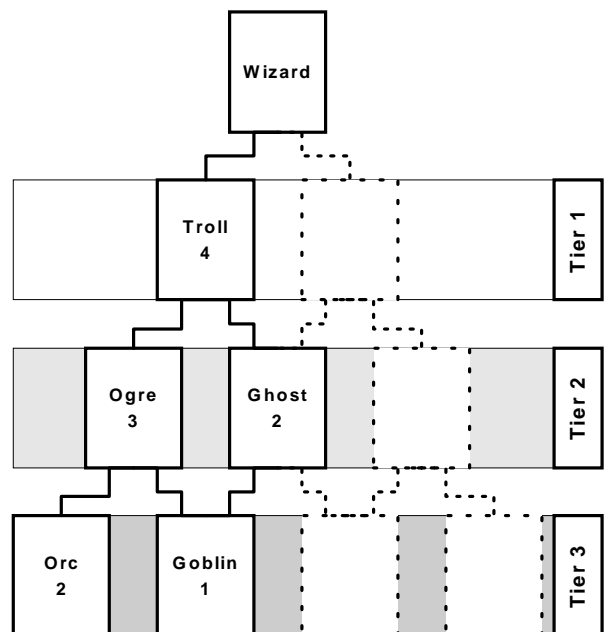
## The Pattern

Each player is trying to build a complete **Pattern** to win the game (see Pattern Diagram). A Pattern is composed of face up Creatures and one Wizard at the head. Within the Pattern, every Creature has at least one **Leader**, which is the card above it in the structure. The Wizard has no Leader. A card may also have up to two **Minions**, which are the cards directly below it. During normal play, players will add and remove Creatures from their Pattern. Creatures can only be added to empty **Positions**. There are three rules that a legally placed Creature must follow:

- The **Clan** Rule: A Creature may never be located adjacent to a Creature from an opposing Clan. A Creature is considered adjacent to its Leaders, its Minions and Creatures next to it on the same tier.
- The **Leader** Rule: A Creature must always have at least one Leader.
- The **Power** Rule: A Creature must have less Power than its **Leader**. If a Creature has two Leaders, a legally placed Creature must have less Power than their sum.

When removing Creatures, a Creature will often be left in an illegal position. In addition, player error can result in illegal placements. An **Action** is considered final when another Action is started. If a player mistake resulting in an illegal placement is caught during

the turn in which it occurred, take back the entire Action. However, the player does not get to perform an alternative Action – losing the Action is the penalty for the mistake. If the illegal placement is not caught during the turn it happens, resolve it like any other illegal placement using the procedure below. Remember, an Action is not final until the next Action begins. An illegally placed Creature must be dealt with prior to anything else happening in the game.



### Pattern Diagram

This diagram shows all the available **Positions** in a **Pattern**, with the empty positions shown by dotted lines. If every dotted position contained a Creature, this Pattern would be complete. In this incomplete Pattern, the Troll is the Ogre's **Leader**. The Troll has two **Minions**, the Ogre and the Ghost. The Goblin has two **Leaders**, also the Ogre and the Ghost, while the Orc has only one (the Ogre). The Ogre is adjacent to every card but the Wizard. The Goblin is adjacent to the Ogre, the Ghost and the Orc, but not to the Troll.

To resolve an illegal **Pattern**, first move **Leaderless** Creatures up to an adjacent location, one at a time in any order, until every Creature has a **Leader**. Then, if there are Creatures still in illegal positions (because of the **Clan** Rule or the **Leader** Rule), remove Creatures, one at a time in any order, until there are no more illegal placements. Removed Creatures are placed in the discard pile. If this creates a new **Leaderless** Creature, start over.

For example, if Atrophy is cast on the Troll in the Pattern Diagram, causing it to lose one **Power**, the Pattern would become illegal, since a **Minion** (the Ogre) would not have less Power than its **Leader** (the Troll). The player could remove either **Creature**. If the Troll were removed, it would create two **Leaderless** Creatures. The Ghost can be moved up to either Tier 1 spot, but it does not have enough Power to support the Ogre. Instead, the Ogre is moved up. This creates another **Leaderless** Creature, the Orc, which is also moved up, leaving the Pattern in a legal state.

## The Dungeon

Each player has a **Dungeon** of Creatures, placed face down in a stack next to your **Pattern**. It can be protected by a **Guard**, a Creature that is kept face up on the stack. You may only have one **Guard** at a time. Also, a new **Guard** can only be placed if the **Guard** location is empty. A player can always review the contents of his or her own **Dungeon**. Creatures in the **Dungeon** can be **Brainwashed**, **Rescued**, used as **Spell Components** and used for **Research**.

## Position

A **Position** is a space within a **Pattern**, and does not include the **Guard** location. A Position may or may not be occupied by a Creature. Remember, when adding Creatures to your Pattern, they may only be added to empty Positions.

## Control of Creatures

You **Control** a Creature if it is in your **Pattern** or it is your **Guard**.

This is important for the ability of Wizards and also for certain Spells.

## Setup

Each player is dealt a Wizard and places it face up in front of them. The extra Wizards are not used.

Shuffle the Spell cards together and deal each player 7 of them. Each player keeps 5 and discards the rest. The retained Spell cards form the player's hand of Spells, called their Spellbook.

Shuffle the discarded Spells together with the remaining Spells to form the **Research** deck.

Shuffle the Creature cards together to form the **Recruitment** deck. **Dungeons** start empty, with no **Guard**.

Each player rolls the die, with the highest roller starting play, and play proceeding clockwise.

## The Turn

During their turn, each player can perform up to two **Actions**. You may perform them in any order, can perform the same Action twice, and may take fewer than two Actions if desired. **Research** does not count as one of the player's two Actions and can be performed any number of times during a player's turn. Players keep taking turns in clockwise order until one player wins the game or the **Recruitment** deck runs out.

- **Recruit** a Creature from the Recruitment deck.
- **Capture** a Creature from an opponent's **Pattern**.
- **Brainwash** a Creature in your **Dungeon**.
- **Rescue** a Creature from an opponent's **Dungeon**.
- **Move** a Creature to another location.
- **Swap** two adjacent Creatures in your **Pattern**.
- **Imprison** a Creature you **Control**.
- **Cast** a Spell
- **Research** a new Spell

## Recruit

Select a **Creature** in your **Pattern** or your **Wizard** and draw the top card of the Recruitment deck. The drawn Creature can be placed as a legal **Minion** of the selected card if desired. Otherwise, it can be placed as your **Guard** or into your **Dungeon**. You do not have to reveal the Creature if placed into your Dungeon. Remember, Creatures may only be added to empty **Positions**.

## Capture

Select one Creature under your **Control** to attack and a Creature **Controlled** by an opponent to defend. Note that **Guards** can attack and be attacked. Each player rolls one die and adds the **Power** of their Creature. Defending Creatures in the first tier (they have the Wizard as their **Leader**) add 1 to their total. Highest total wins, with the losing Creature being placed into the winner's **Dungeon**. If there is a tie, nothing happens.

## Brainwash

Select a Creature in your **Dungeon** and announce its **Power**. You do not have to reveal the exact type of the Creature. Roll the die. If the roll is greater than the Creature's Power, place the selected Creature into any empty legal **Position** in your **Pattern** or as your **Guard** (if open); otherwise nothing happens. You do not need to select the destination Position for the selected Creature before rolling the die.

## Rescue

Choose an opponent's **Dungeon** and a Creature under your **Control** that will attempt the **Rescue**. Roll the die and add your Creature's **Power**. Your opponent rolls the die and adds their **Guard's** Power (+0 if they have no Guard). Highest total wins. If you win, you may look through your opponent's Dungeon and choose a Creature. Place the chosen Creature in any legal empty **Position** in your **Pattern**, as your Guard (if open) or into your Dungeon. If you lose, the Rescuing Creature is placed in your opponent's Dungeon. If there is a tie, nothing happens.

## Move

Move a Creature in your **Pattern** to any other empty, legal **Position** in your Pattern. This cannot result in an illegal placement. In addition, you may Move a Creature from your Pattern to be your **Guard**. You cannot move your Guard into your Pattern.

## Swap

Exchange two adjacent Creatures in your **Pattern**, as long as both

new placements are legal.

## Imprison

Put a Creature under your **Control** into your **Dungeon**. This cannot leave a Creature **Leaderless**. This is the only way to voluntarily dispose of a **Guard**.

## Cast

To Cast a Spell, the player must discard the Spell **Component** listed on the Spell from their **Dungeon** and follow the directions on the card. If a card does not direct you to retain it, it is discarded after playing. Any extra **Actions** a Spell directs you to perform do not count against the limit of two Actions per turn (although Casting the Spell does count as an Action). Several types of spells remain in play. An **Aura** is placed onto any **Position** in a player's **Pattern**. Any Creature in that Position and its **Minions** are affected by the Aura. Only one Aura can be cast on each Position in a Pattern (although a Position can be affected by more than one Aura), and the Aura remains even if the Position is vacated. If a second Aura is cast on a Position, discard the previous Aura. An **Enchantment** is placed directly on a Creature in play (in a Pattern or a **Guard**), and is discarded if the Creature is discarded or placed in a Dungeon. A **Circle** is placed next to your Pattern, and each player can only have one Circle in effect at a time. If a second Circle is cast by a player, discard their previous Circle.

## Research

To Research a new Spell, discard 2 Creatures from the same **Clan** from your **Dungeon**. Then draw a new Spell card from the Research deck. If the Research deck is ever exhausted, shuffle the discards to form a new Research deck.

## Optional Rules

### Clan Powers

When using this optional rule, all Creatures have a special ability. Each **Clan** has a different ability associated with it. Note that these are separate from your Wizard's ability. All Creatures use their special ability for all players.

Doombringers

Once per turn, if you successfully **Brainwash** a Doombringer, you may take another **Action**.



Holy Order

Holy Order Creatures are +1 when performing a Rescue.



Twilight Spawn

When you perform a successful **Capture** with a Twilight Spawn, roll the die. If it is greater than the Captured Creature's Power, you may place the Captured Creature as a **Minion** of the Twilight Spawn.



Dawn Keepers

When you **Research** using Dawn Keepers, you may draw an additional Spell.



Night Wing

Once during your turn, you may perform an extra **Swap** or **Move** if it involves a Night Wing Creature.



Gaia's Children

Gaia's Children are +1 Power when defending against a **Capture**.



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## Credits

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