

Ascension: Chronicle of the Godslayer FAQ

Q: When does a card in the center row get replaced? If I defeat Mephit, do I banish a card in the center row before or after a new card replaces the Mephit?

A: Whenever a card leaves the center row, the first thing that happens is that it is replaced from the center deck. There should be six cards in the center row at all times. In this instance, if you defeat Mephit, you replace the Mephit from the center deck and then make your decision about what card to banish.

Q: What happens when I defeat the Cultist? Does he go to the Void? If not, can I defeat the Cultist more than once in a turn?

A: The Cultist remains in the always available area for the entire game – he is never banished to the Void. You may defeat the Cultist as many times as you can afford. For example, if you have eight Power, you may defeat the Cultist four times. There are a whole lot of Cultists in the world!

Q: What happens when all of the Honor tokens are gone? Can I earn more Honor?

A: The Honor tokens running out signals that the game is going to end, but you can still earn more Honor from the reserve. The game ends at the end of the series of turns when the final Honor token is taken from the pool. That means that the player who took the last turn in the first series of turns always gets the last turn of the game. For example, if Player 1 went first, Player 2 went second, and Player 3 went third, and Player 2 takes the last honor token from the pool on his turn, Player 3 will get another turn, but Player 1 will not.

Q: Runic Lycanthrope says “If you played a Lifebound Hero this turn, +2 Power.” Does he count himself?

A: No, Runic Lycanthrope does not count himself. He should say “If you played *another* Lifebound Hero this turn”. Our bad!

Q: How does Tablet of Time’s Dawn work? Do I get another turn if I banish it from the center row? What happens if I use it on the last turn of the game?

A: Tablet of Time’s Dawn gives a player another turn if they banish it while they have it in play. You don’t have to banish it the turn you play it – you can keep it in play until you decide to use it, but you can only use it during your own turn. If you have the final turn of the game and you banish the Tablet, you still get an additional turn. Any time a card’s effect seems to contradict the rules of the game, follow the instructions on the card instead.

Q: Can I use a Mystic with Druids of the Stone Circle to acquire a Hero that costs five runes? What about Arha Templar and power?

A: Cards like Druids of the Stone Circle and Arha Templar can only be used to acquire or defeat Heroes or Monsters with the listed costs. They cannot be used together with other cards for additional effect.

Q: What happens if I run out of Heavy Infantry or Mystic cards? Can we buy more somehow?

A: There is a limited supply of Heavy Infantry and Mystics. Once they run out, no player can acquire more of them.

Q: Can I use an Apprentice to gain a Rune and then banish it with a Void Initiate?

A: No, cards you play remain face up in front of you until the end of your turn and only then go to your discard pile. If you want to banish a card from your hand, you won't be able to get the effect from it first.

Q: Do Constructs I have in play count toward my Honor total at the end of the game?

A: All cards you have acquired over the course of a game, except those that have been banished or otherwise left your deck, count toward your honor total. This includes cards in your hand and deck and Constructs in play.

Q: What happens to the cards a player takes with Xeron, Duke of Lies? Does that player keep them permanently? Do the other players get to draw a new card to replace the card that got taken?

A: When a player defeated Xeron, he takes a card at random from each opponent's hand and adds it to his own hand. The player can use those cards that turn, and they remain in his deck for the rest of the game. The other players do not get to replace their lost card.