

Ember: From the Ashes New Rules (unformatted)

There are several new card types in Ember:
From the Ashes: Tutors, Artifacts, and Elemental Gods.

Please note these rules are not yet final and we are still playtesting...

New Terms

Celerity means you get to act before another ability. So if you have an ability with Celerity, you can use it even after another player has announced they are using an ability.

It only works one creature ability back, though. So if you are trying to affect a chain of abilities, you better be quick!

Tutors

Tutors are cards that have a unique ability which can be used each turn (in your turn).

The Quest ability comes into effect at the end of the game (should be self-explanatory at this point). It's basically there to manipulate your final VP score.

Artifacts

Similar to Tutors, except you can use their basic abilities as stated on the card once for each of your turns.

Their Conjure powers come into effect whenever you Conjure a creature.

And their Drain powers can be used at ANY time, but they drain the card (thus depriving you of any other abilities the card has). Flip the Artifact.

A standard Archmage card cannot Revive an Artifact: only very powerful cards (like Tutor abilities) can Revive an Artifact.

Tutors and Artefacts

Tutors and Artefacts are played face down in their own respective piles. They will have separate coloured backs in the finished game.

The Cost to gain a Tutor is “3 Matching Wizards + an Archmage”.

The Cost to gain an Artifact is “Three card run of the same element + an Archmage”.

The Elemental Gods

The (currently) two Ancient Gods are Bahamut and Kraken. You may Conjure any one part as per normal.

If you have all three parts of one complete Elemental God on the table, you get to use the Epic power AS LONG as at least ONE part of the God is face up (if all three are face down - you lose access to it until at least one part is face up).

VARIANT: To make Conjuring the Elemental Gods a bit more tricky, put each God in a single pile of three, starting with the Tail. A player has to purchase the parts in order, tail first, then body, then the head...

Luck Limitation (optional – still testing whether this is agreeable to all players):

In the first 7 turns of the game:

If anyone Conjures a VP 9 to 11 Creature, ALL players draw 1 card.

If anyone Conjures a VP 12 or 13 Creature, ALL players draw 2 cards.