

ARGENT

THE CONSORTIUM

Official FAQ & Errata

March 13, 2015



Errata

- Two problems with the “Memoirs of the Future-Past” Planar spell card in regards to exhaust (the rest of the card is correct). “Past Power” casts one of your already exhausted spells. “Eternal Power” DOES NOT exhaust the spell you cast with it. Neither of these can be used to cast a Fast or Reaction spell.

- The wrong graphic is used on the 3rd slot of Astronomy Tower Side A. It should cost 4 gold to move the marker, not 3. The text is correct, but the graphic is wrong.

- The “Inversion” spell should say you can Shadow opponent’s AND empty slots. You still cannot Shadow your own mages however.

Typos

- On the Room Clarifications Page, the explanation for Adventuring Side A belongs with Adventuring Side B and vice-versa.

- On the Gray Mage Side A card it says you may only play a Gray mage the first time you cast a spell on your turn. This is incorrect. As per the rulebook, any time you cast an Action spell (never a Fast Action or Reaction Spell), you may place a Gray mage (side A).

- On Page 8 of the rulebook, it should say stack the markers in reverse clockwise player order.

- Page 9 of the rulebook references a “3+” Bell Tower card, but no such card exists. It should also clarify that 3 Bell Tower cards are used in a two player game despite the normal convention of the number of Bell Tower cards equaling the number of players.

- Page 12 of the rulebook says to put the badge into the stand when placing a mage, but really this should only be done when the mage is drafted or if the badge falls out.

- Page 14 of the rulebook’s room resolution should read “resolve rooms left to right and top to bottom, but resolve the slots within the rooms from top to bottom”.

- Page 15 of the rulebook says “Mages will remain in the Infirmary unless healed or banished by a Spell or special effect.” It should say “Mages will remain in the Infirmary for the rest of the round unless healed or banished by a Spell or special effect.” The way it is currently written some players interpret it to mean mages stay in the Infirmary even during the Resolution phase, but this is incorrect. All mages return to the Office during Resolution.

- Page 16 of the rulebook Shadowing should be reworded slightly. The shadowing mage does not need to copy the action of the mage they are shadowing, but may take any action the slot allows.

Frequently Asked Questions

Q: The setup says you cannot mark a voter that another player marks. Can you mark a voter other players have marked during the game?

A: Certainly! Just not during the setup.

Q: Do mages in the Infirmary return to you during the Resolution?

A: Yes, all mages return to your office during the Resolution phase. They receive their Sympathy Bonus when sent to the Infirmary, so these mages are already “resolved” and all mages return to you in Resolution once resolved.

Q: If a Consortium Voter is looking for the most of X, but no player has any X, who wins that Voter?

A: No one, that Voter abstains.

Q: Do WIS/INT on your Spells still count as yours for purposes of Voters and other effects?

A: Yes. Things that key off of INT/WIS also count the ones you’ve placed on your Spells via Research.

Q: Can players draft neutral mages during the draft?

A: Technically yes, but there is no reason to unless an expert player wants to handicap themselves on purpose.

Q: Can players draft the Archmage’s Apprentice during the draft at the beginning of the game? Or obtain him by some other means other than the Archmage’s Study?

A: Definitely not. Nice try, though!

Q: Can you Banish and Wound your own mages?

A: Yes, unless the card says to do it to “an opponent’s mage”.

Q: Can you Heal an opponent’s mage?

A: If you want to, for some nefarious reason.

Q: In the Astronomy Tower do you HAVE to pay to move the marker?

A: Yes. You cannot take the action the marker is on for free.

Q: Can you have more than 2 neutral mages?

A: Yes, since they have no power associated with them you may have more than two (usually this would only happen if a player playing a neutral character buys a neutral mage).

Q: If I use a Supporter that gives me a colored mage, but I already have two of that color or there are no more mages of that color, what happens?

A: You would receive a neutral mage instead. If there are no more neutral mages, you cannot receive a mage from this Supporter.

Q: Can I banish/wound/move my own Shadowing mage?

A: Not unless the thing you are using specifically lets you target a Shadowing mage. They are off limits except for things which directly target Shadowing mages.

Q: Can things that refresh a thing ever refresh themselves?

A: No, this could lead to an infinite loop in some cases.

Q: If determining the Most Influence or Supporter voter was determined by a tie, how would you evaluate the “Second-most” Influence or Supporter voter?

A: Remove the player who won the “Most” voter from consideration, then evaluate as normal.

Q: Does “adjacent” include diagonal rooms?

A: No, orthogonal only.

Q: When should the face-up Spell/Vault cards be refreshed?

A: As soon as one is drafted/bought, thus the new card is available for any additional research/purchases/drafts that is part of the same action.

Q: When taking a Bell Tower card, can you take any available?

A: Yes, the Bell Tower cards should always be face-up, and you can take any that haven’t yet been selected that round. The rules do not mention this, but it is implied by the setup picture showing the Bell Tower cards face-up next to the rooms.

Q: If I react to being Wounded in a way that saves me from going to the Infirmary, do I still get the Infirmary bonus too?

A: No. Your benefit is not having to go to the Infirmary.

Q: If using the B Side Mystic (Gray) Mage power to reduce mana cost for a spell, it says it is reduced to a minimum of one. Can I use other things (i.e. Inner Fire) to reduce the spell cost to zero mana?

A: Yes. As long as Mysticism mages aren’t the only thing providing the discount.

Q: Can temporary mages ever become permanent or vice-versa? (Examples: Possession, Archmage’s Study)

A: No, temporary mages must remain temporary, permanent must remain permanent. If you swap their colors, that is fine, but their permanent/temporary nature cannot change.

Q: Will moving within a room, moving in from outside of the room, or sliding into the Shadow slot of an Instant room re-trigger its reward?

A: No, but placing directly into the Shadow slot from outside of the room will. Movement effects of any kind never trigger instant rewards.

Q: If I take a Bell Tower card but I don’t want to or cannot make use of it, what happens?

A: Nothing, but it still counts towards ending the round. Using the card is not mandatory, it is meant to be a benefit to you.

Q: Could you explain the timings of Spells and Reactions such as Ancient Armor? And how do Gray Side A mages factor in?

A: Spell is cast (resolve all effects including any mages placed by the spell) → Reactions are allowed to be played (in turn order, if multiple Reactions are taken) → A Gray mage (side A) may be placed by the caster.