



SUPREME RULE BOOK

“SUPREME SAGE” 3 PLAYER VARIANT

This 3-player game variant is compatible with the **Command of Nature Base Game**, allowing two brave “Resistance” Sages to face off against a single empowered “Supreme” Sage. A typical game takes 30-60 minutes to play.

WHAT DO YOU NEED?

- ▶ This ruleset
- ▶ The **Command of Nature Base Game**
- ▶ (Optional) The printable 8 Action Point Tokens in the “Supreme AP Tokens.pdf”. The Supreme Sage will be able to use this to keep track of their actions.

HOW TO START

Refer to your Base Game rule book to set up for 4 players, but keep in mind the following adjustments that differ slightly from the standard setup procedure:

- ▶ Seat the Resistance players on one side of the table, with the Supreme player seated across from them on the other side of the table.
- ▶ The Supreme player chooses their *main faction* first, taking the corresponding Sage board and Sage pack, followed by each Resistance player choosing their faction (in any order), after which the Supreme player will select their *secondary faction*.
- ▶ Once each formation is set up, perform these additional steps for the Supreme Sage:
 - Set up the *secondary faction* Sage board directly above the *main faction* Sage board. Remove the secondary faction Sage card from the formation, placing it in the game box instead. Fill the empty space in the formation with the third Elemental Warrior from the *secondary faction* Sage pack.
 - Shuffle together the starting decks of the *main faction* and the *secondary faction*, creating a Supreme starting deck of 13 cards.
 - Before starting the game, the Supreme player draws a hand of 6 cards instead of 5.
- ▶ Once everyone has had a chance to look at their cards, the Supreme player may choose to go first or second.

Once you have completed setup, the play area should look something like this:



HOW TO PLAY (THE RESISTANCE SAGES)

As a Resistance player, your gameplay largely functions no differently in the Supreme Sage variant than it does in a standard 4-player Command of Nature match, with one vital exception; if either of the Resistance Sages are defeated, your team loses. Defeat the Supreme Sage to win!

HOW TO PLAY (THE SUPREME SAGE)

As the Supreme Sage player, your gameplay is adjusted accordingly:

- ▶ Your Sage's daybreak effect collects you twice as much gold as it does in other Command of Nature variants.
- ▶ You cannot have more than 20 gold at any time.
- ▶ During Phase II of your turn, you can spend up to 8 Action Points.
- ▶ During Phase IV of your turn:
 - If you have more than 6 cards in your hand, discard until you have no more than 6.
 - After discarding any number of cards from your hand, draw from your deck until you have 6 cards in your hand.
- ▶ Once your *main faction's* Sage board is fully leveled up, defeating Elementals will increase the level tracker of your *secondary faction's* Sage board, allowing you access to your *secondary faction's* Elemental Champions and faction actions. You may still only perform 1 faction action per turn.

Defeat either Resistance Sage to win!