

A · S · H · E · S

ERRATA, RULES CLARIFICATIONS AND FREQUENTLY ASKED QUESTIONS

Version 3.0

This document contains card clarification and errata, rule clarifications, timing structures, and frequently asked questions for *Ashes: Rise of the Phoenixborn*. All official play and tournaments will use the most recent version of this document to supplement the most recent *Ashes: Rise of the Phoenixborn* rulebook.



Card Errata

Base Game

Enchanted Violinist

- ◇ Cost changed to and .
- ◇ Ability changed to, "Song of Sorrow: After an opponent discards 1 or more cards from their draw pile, you may spend to place 1 wound token on a target unit."

Redirect

- ◇ Redirect now reads, "You may play this spell when your Phoenixborn would be dealt damage and you have at least one unit in play. Do not deal that damage to your Phoenixborn. Instead deal that damage to a target unit you control."

Spiked Armor

- ◇ Spiked Skin 2 now reads, "When this unit is dealt damage by one or more attacking or countering units, deal 2 damage to each unit that is attacking or countering this unit."

Sympathy Pain

- ◇ Sympathy Pain now reads, "You may play this spell after your Phoenixborn has received damage. Deal 3 damage to a target unit or Phoenixborn."

The Children of Blackcloud

Blood Chains

- ◇ Blood Chains now reads "Choose a unit you control and destroy it. If you do, place X exhaustion tokens on a target unit. X= the chosen unit's life value minus the number of wound tokens on the chosen unit."

The Goddess of Ishra

Sun Sister

- ◇ Ability changed to, "When this unit would leave play, you may search your discard pile for an ally with a title other than this unit's title and place it into your hand."

The Roaring Rose

Nightshade Swallow

- ◇ Deathstrike now reads "When this unit deals 1 or more damage to a unit it is attacking or countering, destroy that unit."

Card Clarifications

Base Game

Anchornaut

- ◇ **Q:** What are the different steps of battle and how do they differ from the steps of damage resolution? And when can I use Anchornaut's Throw 1 ability during these steps?

A: On pages 6 and 9 of the Rulebook, the steps of the attack actions are written out. You may activate Anchornaut's Throw 1 ability before initiating the next step of the attack action. Once damage is being resolved, the Anchornaut may not use Throw 1 until all damage has fully resolved from step 4 of the attack action.

Blue Jaguar

- ◇ **Q:** Can I use Blue Jaguar's Gaze 1 ability more than once during a round?

A: Yes. As long as the Blue Jaguar is unexhausted you may use its Gaze 1 ability whenever a unit enters your opponent's battlefield (as long as you pay the basic symbol to activate Gaze 1). (The number listed after abilities' names in bold, such as "Gaze 1" or "Ambush 2" are used to identify similar abilities when other cards with similar abilities are published. The number does not limit how often or when the ability may be used.)

- ◇ **Q:** If I have two Blue Jaguar units in play, may I trigger the Gaze ability on both of them to place two exhaustion tokens on a unit that was just placed on an opponent's battlefield?

A: Yes. You may activate any number of abilities during a turn (as long as that ability has had its triggering text satisfied, if applicable, and you still have the necessary actions and/or dice available to pay the required costs).

- ◇ **Q:** If an opponent's Stormwind Sniper destroys my Blue Jaguar with the damage from Ambush 2, can I activate Gaze 1 to place an exhaustion token on the Stormwind Sniper?

A: No. Ambush 2 triggers when the Stormwind Sniper enters play. Gaze 1 triggers after a unit enters play. The Blue Jaguar would be damaged and destroyed before you have a chance to trigger Gaze 1.

- ◇ **Q:** Can I use the Anchornaut's Throw 1 ability before an opponent places an exhaustion token on the Anchornaut by using the Blue Jaguar's Gaze 1 Ability?

A: No. All effects that trigger as the result of an event (such as a unit entering play) must completely resolve before effects not triggered as the result of that event can resolve. In this case, the Gaze 1 ability triggered as the result of the Anchornaut entering play, and would resolve immediately after that unit entered play. You may not activate the Anchornaut's Throw 1 ability until after the Blue Jaguar's Gaze 1 ability has triggered and resolved (and only if the Gaze 1 ability did not place an exhaustion token on the Anchornaut).

- ◇ **Q:** If my opponent plays Strange Copy, can I trigger the Blue Jaguar's Gaze 1 ability to place an exhaustion token on the Strange Copy?

A: No. Strange Copy is an action spell when it comes into play on your battlefield. It only becomes a unit after it has already entered play, so you could not trigger Gaze 1.

Blood Puppet

- ◇ **Q:** Can I place a Blood Puppet on another player's battlefield?

A: Yes. You may place a Blood Puppet on any player's battlefield when you activate Summon Blood Puppet (as long as there is room to place it on that player's battlefield).

- ◇ **Q:** Can I activate the Blood Puppet's Self Inflict ability found on the Blood Puppet conjuration if the Blood Puppet was placed on my battlefield by an opponent?

A: Yes. You control any unit on your own battlefield, regardless of who placed it there. You can activate the ability of any unit you control.

Butterfly Monk

- ◇ **Q:** If I have a Butterfly Monk on my battlefield and have no ☯ dice in my active dice pool, can I use a meditate action to discard all of my Summon Butterfly Monk ready spells and use a ☯ that I just meditated for to activate Final Cry when a Butterfly Monk is destroyed as a result of having 0 life now?

A: No. When taking the meditate action, you must first discard one card at a time until you choose to stop from your draw pile, your hand or a ready spell from your spellboard, then effects that trigger or changes in game state as a result of discarding cards trigger now. Lastly, change the facing of an amount of dice in your active dice pool equal to the number of cards discarded to a side of your choice. In this case, your Butterfly Monk would be destroyed as a result of a change in game state before you have the opportunity to change the facing of your dice to a ☯ and pay for Final Cry.

Chant of Revenge

- ◇ **Q:** Can I activate Chant of Revenge when my unit with a Fade Away attached to it is destroyed at the end of the round?



A: Yes. You may activate Chant of Revenge at this time. It will have an exhaustion token on it for the upcoming round since you activated it after the recovery phase.

Final Cry

- ◇ **Q:** Can I activate Final Cry when my unit with a Fade Away attached to it is destroyed at the end of the round?

A: No. Reaction spells may only be played during the player turns phase

Golden Veil

- ◇ **Q:** Can I play Golden Veil on my opponent's Rin's Fury when they target a unit, even if they don't want to spend any  to deal damage to that unit?
A: Yes. When your opponent plays Rin's Fury, they must pay all costs, they **MUST** choose a target, and then resolve the effects of the card. Even if they do not intend to spend  to deal damage to the target unit, that unit is still considered to be targeted and thus, you may use Golden Veil to cancel all effects of Rin's Fury.
- ◇ **Q:** Can my opponent use Golden Veil to cancel my Regress that I am attaching to their Frostback Bear?
A: No. Alteration spells do not target when played. Alteration spells are considered to attach, which does affect a unit.
- ◇ **Q:** What effects can Golden Veil cancel?
A: Many spells, abilities, and dice powers affect a target unit. Golden Veil can cancel any spell, ability, or dice power that uses the word "target" in its effect text in reference to a unit, ally, or conjuration (when that spell, ability, or dice power is played by an opponent). Golden Veil cancels all of the effects of a card and not only the single effect that would target a unit.
- ◇ **Q:** When Golden Veil cancels the effects of a spell, ability, or dice power, do I still have to pay the cost that I would have had to pay to play that spell or activate that ability or dice power?
A: Yes. The cost to use a spell, ability, or dice power are not part of the effect. Golden Veil cancels the effects of a spell, ability, or dice power, and not the cost to play or activate it. You would still pay any costs that would ordinarily be required to play or activate the spell, ability, or dice power (including exhausting dice or placing tokens).
- ◇ **Q:** When I activate Summon Gilder and my opponent uses Golden Veil to cancel the effect of dealing 1 damage to a unit they control, do I still place a Gilder conjuration onto my battlefield?
A: No. Golden Veil cancels the effects of the Summon Gilder spell. Golden Veil uses the terminology "effects" referring to all of the individual effects printed on the card and not any single effect.
- ◇ **Q:** If I use Blood Chains and target an opponent's unit with the effect, but my opponent uses Golden Veil to cancel the effects of Blood Chains, is my unit still destroyed?
A: No. Destroying a unit you control is a part of the effect of Blood Chains, not a cost.

Hidden Power

- ◇ **Q:** If I have only one die in my exhausted pool, can I play Hidden Power, exhaust a die to play the card, and then take back both dice from my exhausted dice pool?
A: Yes. You pay the cost to play a spell before you resolve the effects of that spell.

Living Doll

- ◇ **Q:** Can I activate Pain Link when a wound token is placed on my Living Doll?
A: No. Pain Link triggers when damage is dealt. If an effect places wound tokens on the Living Doll, the "receive damage" step has been skipped in the damage and destruction resolution process, so you cannot activate the Living Doll's Pain Link ability.
- ◇ **Q:** When I attack a Living Doll with my Hammer Knight and I choose to place a wound token on that Living Doll with the Hammer Knight's Aftershock 1 ability, and that wound token would destroy it, can my opponent trigger the Living Doll's Pain Link ability to deal damage from the damage it was dealt by the Hammer Knight's attack?
A: No. Aftershock triggers on damage dealt, whereas Pain Link triggers on damage received. Aftershock 1 will trigger and resolve before Pain Link has a chance to trigger. The Living Doll would follow the damage and destruction resolution process all the way through until it is discarded, and since it is no longer in play, your opponent can no longer trigger and resolve the Living Doll's Pain Link ability.

Maeoni Viper

- ◇ **Q:** Can I use Maeoni's Strike ability or the Empower spell after blockers are declared?
A: No. Effects whose trigger text reads "after a player has declared attackers" must be used before blockers or guards are declared.
- ◇ **Q:** Can I use Strike and Empower during the same attack?
A: Yes. You may use multiple effects whose trigger text reads "after a player has declared attackers" during a single attack.

Open Memories

- ◇ **Q:** When I play Open Memories, am I required to show my opponent the card I placed in my hand?
A: No. You need not reveal the card you placed in your hand when playing Open Memories.

Redirect

- ◇ **Q:** I am attacking my opponent's Phoenixborn with an Iron Worker and a Mist Spirit. My Iron Worker is blocked by an opponent's Shadow Spirit with Spiked Armor attached to it. I resolve my Mist Spirit's attack on their Phoenixborn, but they play Redirect and target their Shadow Spirit. Does that Shadow Spirit activate Spiked Skin 2, thus defeating my Iron Worker it is blocking before that battle resolves?
A: Yes. Since Redirect is dealing attack damage to a unit that is in battle, Spiked Skin 2 deals 2 damage to the unit that is attacking it, which would be the Iron Worker in this case.
- ◇ **Q:** What is the source of damage that is Redirected? Can I Redirect damage from Sympathy Pain onto my Seaside Raven to ignore all damage?
A: When you Redirect damage, the source of the damage remains the same. In this case, you can Redirect damage from a spell onto a Seaside Raven to ignore the damage.

Reflections in the Water

- ◇ **Q:** Can I play Reflections in the Water on an opponent's unit?
A: Yes. Unless an alteration spell restricts what it can be attached to in its card text, you may attach an alteration spell you play to any card that is in play of the type listed in the placement section of the spell, even if that card is controlled by an opponent.

Seaside Raven

- ◇ **Q:** Can I play alteration spells on my opponent's Seaside Raven?
A: You cannot. Magic Guard prevents opposing alteration spells from being attached to them since attaching an alteration spell affects the unit.

Silver Snake

- ◇ **Q:** If I have a Silver Snake and another unit on my battlefield and destroy the other unit, does my Silver Snake gain a status token?
A: No, you control any unit on your own battlefield. The Silver Snake's Consume ability only triggers when a unit your opponent controls is destroyed as a result of a spell, attack, counter, ability, or dice power you control.
- ◇ **Q:** If an opponent's False Demon receives damage during an attack and is destroyed due to the Illusion ability, does my Silver Snake gain a status token?
A: No. A Silver Snake's ability is triggered only if an opponent's unit is destroyed due to an effect you control. When the False Demon was destroyed, it was destroyed due to an ability printed on the False Demon's card, so you cannot trigger the Silver Snake's Consume ability.
- ◇ **Q:** Would my Silver Snake gain a status token if the damage dealt to the False Demon would have been enough to destroy if not for the False Demon's Illusion ability?
A: You also do not gain a status token even if the damage would have been sufficient to destroy the False Demon. When damage is dealt to a unit with the Illusion ability, Illusion resolves and destroys the unit before the damage can resolve into wounds and destroy the unit.
- ◇ **Q:** If an opponent's unit is destroyed at the end of the round because its life value is reduced as the result of the charm dice power ability expiring or because Massive Growth is discarded due to the Fleeting ability, does my Silver Snake gain a status token?
A: No. The unit was destroyed as a result of its life value being reduced by the expiration of an effect, not a spell, attack, counter, ability, or dice power you control.
- ◇ **Q:** Does my Silver Snake gain a status token when my opponent's unit is destroyed by Fade Away at the end of the round?
A: No. A player controls any alteration spell attached to a unit on their battlefield, so you do not control the alteration that caused the destruction of the unit.

Stormwind Sniper

- ◇ **Q:** If I play my Stormwind Sniper and my opponent plays Ice Trap, will I still be able to trigger Ambush 2?
A: Yes. Ambush 2 activates when Stormwind Sniper enters the battlefield, while Ice Trap is played after Stormwind Sniper has entered the battlefield. You may activate and resolve Ambush 2 before your opponent may declare their intent to use Ice Trap.

Summon Gilder

- ◇ **Q:** Can a player with a full battlefield still use the Summon Gilder ready spell to deal one damage? If I have no Gilders remaining in my conjuration pile, can I activate Summon Gilder?
A: Yes to both. When you activate an ability or play a card you resolve as much of the effect as possible, then ignore the rest.

Summon Sleeping Widows

- ◇ **Q:** When a unit on my battlefield is destroyed and my battlefield is full, can I play Summon Sleeping Widows to place a Sleeping Widow on my battlefield?
A: No. The Summon Sleeping Widows reaction spell's triggering text is "You may play this spell when a unit you control is destroyed." When a unit is destroyed, it has not yet been discarded. So, while you may play the Summon Sleeping Widows card, you would not place any Sleeping Widows onto your battlefield, because when it resolves there are no open slots on your battlefield to place a Sleeping Widow. Similarly, if you had one slot available on your battlefield when a unit you control is destroyed, you could play Summon Sleeping Widows to place one Sleeping Widow onto your battlefield, but not two.

Sympathy Pain

- ◇ **Q:** My opponent and I both have 3 life remaining on our Phoenixborn. My opponent deals 3 damage to my Phoenixborn by attacking, but I play Sympathy Pain on my opponent's Phoenixborn. Who wins?
A: When damage is dealt, the damage and destruction resolution process begins. If another amount of damage is dealt in the process, an additional damage and destruction resolution process must begin and fully resolve before finishing the initial process. In this case, damage from the attack is dealt, which triggers your Sympathy Pain. The damage and destruction resolution process for your Sympathy Pain fully resolves into wounds onto your opponent's Phoenixborn and destroys it before the damage from your opponent's attack resolves into wounds and destruction on your Phoenixborn. You win!
- ◇ **Q:** When I return a Living Doll to my hand from my discard pile with the ceremonial dice power, I deal 0 damage to my Phoenixborn. Does this count as having received damage for the purposes of playing Sympathy Pain?
A: No. If the amount of damage being dealt is 0, then your Phoenixborn has received no damage.

The Boy Among Wolves

Hunt Master

- ◇ Q: Can a Panther Spirit summoned by the Call the Hunt ability on Hunt Master still attack if my opponent's Blue Jaguar uses Gaze I to exhaust the Panther Spirit?
A: No. Declaring the Panther Spirit as an attacker must still follow all normal rules for declaring attackers.

Mark of the Red Flower





- ◇ Q: When can I use Fire Mastery on Mark of the Red Flower?
A: You may only use an activated ability, such as Fire Mastery, at any time you may take an action, even if that cost does not require a main or side action. You may not activate this effect between steps of an action, including the steps of an attack action.
- ◇ Q: Which parts of Mark of the Red Flower cannot be used if Reflections in the Water is attached to the unit?
A: Because the unit gains the Fire Mastery ability, attaching Reflections in the Water would mean the unit is no longer considered to have that ability. However, Growing Flames is an ability of Mark of the Red Flower itself, which is not affected by Reflections in the Water.

Summon Indiglow Creeper

- ◇ Q: When I activate Summon Indiglow Creeper with Focus I and 2 active, can I place the status token on the newly summoned Luminous Seedling?
A: No. All targets for Summon Indiglow Creeper must be selected before resolving the spell. The newly summoned Luminous Seedling is not in play at the time of activation, therefore it is not an eligible target for receiving the status token.

The Children of Blackcloud

Brennen Blackcloud

- ◇ Q: What is the cost of Spirit Burn?
A: All costs must be one of the five costs listed in the rule book, namely, Exhaust, Main Action, Side Action, Discard, or Magic; or be accompanied by the phrase "As an additional cost". The cost of Spirit Burn is    .
- ◇ Q: So if I use Choke on Spirit Burn, does my opponent still destroy their unit?
A: No. Destroying a unit is a part of the effect of Spirit Burn, not the cost.

Chant of Protection

- ◇ Q: If I attack my opponent's Phoenixborn with a Frostback Bear, can they use 2 status tokens on their Chant of Protection to prevent me from triggering Spite I?
A: No. Spite I triggers when you deal damage, which occurs before your opponent's Phoenixborn receives damage. Chant of Protection may be used when their Phoenixborn receives damage. You may trigger Spite I before your opponent has the opportunity to use Chant of Protection.

Chant of the Dead

- ◇ Q: When am I allowed to activate Chant of the Dead?
A: You may discard a Chant of the Dead with 3 or more status tokens on it anytime during your turn that another ability is not currently being resolved or waiting to be resolved. This includes between the steps of battle.

Choke

- ◇ Q: What can I use Choke on?
A: Any unit or Phoenixborn ability that is not inexhaustible.
- ◇ Q: When can I use Choke on the Unit Guard ability?
A: When your opponent would declare a guard.
- ◇ Q: So does that mean my opponent loses their chance to guard?
A: No. Your opponent may still guard with another eligible unit or Phoenixborn. Choke is played when your opponent would declare a guard, which occurs before a guard is considered to have been declared.
- ◇ Q: How does Choke work when I play it on my opponent's Blood Archer with Battle Advantage that is in battle with my Hammer Knight?
A: You may play Choke when Battle Advantage would be activated. If you do play Choke, the Blood Archer is no longer considered to have Battle Advantage during the battle with your Hammer Knight and they would deal damage simultaneously to each other.
- ◇ Q: Can I use Choke to cancel the Bypass ability on a Silver Snake granted by Hypnotize?
A: Yes. You may play Choke when that Silver Snake would be declared as an attacker. The Silver Snake is no longer considered to have the Bypass ability and may be blocked or guarded against normally.
- ◇ Q: Can I play a single Choke to cancel two of my opponent's Diminish I abilities at the same time?
A: No. Choke does not remove all abilities of the same name when played. You may only choose one target.

Dread Wraith

- ◇ Q: My Dread Wraith with no wound tokens on it is in battle with my opponent's Three-eyed Owl with 2 life. Do I destroy my opponent's Three-eyed Owl?
A: No. Rage I does not grant an attack value boost until after the damage dealt in battle has converted into wounds. Thus, your Dread Wraith only has an attack value of 1 when dealing damage, so Rage I does not give you the attack value needed to destroy the Three-eyed Owl.

Poison

- ◇ Q: If I use my main action to play Poison on my Leech Warrior, does Poison deal 1 damage the turn I play it?
A: No. Since Poison was not in play when you initiated your main action, it does not resolve this turn.

Regress

- ◇ **Q:** What about if I am attacking a unit with a Frostback Bear and a Hammer Knight with a Regress attached to it. Does my Hammer Knight activate Aftershock I?

A: Yes. Even though the Hammer Knight has an attack value of 0, the summed attack value of your Frostback Bear and Hammer Knight is greater than -1, so damage is dealt by attacking and you may activate Aftershock I.

The Demons of Darmas

Harvest Soul

- ◇ **Q:** When I Redirect damage to a unit I control, can I play Harvest Soul on that unit?

A: While you can play Harvest Soul on a unit you control, when using Redirect, the damage is still controlled by your opponent, thus Harvest Soul does not trigger and cannot be played in this scenario.

- ◇ **Q:** If I play Harvest Soul on a Seaside Raven, is the Raven removed from the game?

A: No. The Raven is still in play when it is destroyed and therefore Magic Guard prevents Harvest Soul from removing it. However, Harvest Soul will still draw 1 card and attach a Dark Transformation to your Phoenixborn.

- ◇ **Q:** Which effect resolves first; Harvest Soul or Law of Banishment's 'remove from game' effect?

A: Harvest Soul triggers when a unit is destroyed, which occurs before a unit leaves play, thus Harvest Soul always triggers and resolves before Law of Banishment.

Dark Transformation

- ◇ **Q:** What is the "+1" in the circle in the bottom-middle of Dark Transformation?

A: This stat modifier adds 1 to the life value of the Phoenixborn it is attached to.

Hunter's Mark

- ◇ **Q:** Can my Phoenixborn step in front of an opponent's attacking unit to cover for my unit attached with Hunter's Mark?

A: No. This is considered to be guarding and is therefore prevented by Hunter's Mark.

- ◇ **Q:** When I attack a Vampire Bat Swarm that has a Hunter's Mark attached with my Hammer Knight, how many wounds are placed on the Vampire Bat Swarm?

A: Aftershock I could first place 1 wound on the Vampire Bat Swarm. Then, when the Bat Swarm receives 4 damage from the Hammer Knight's attack, it will reduce that damage to 1 with the Relentless ability. When that damage converts into wounds, Hunter's Mark will place twice the number of wounds, making the Bats take 2 wounds, for a total of 3 wounds, including Aftershock I.

Drain Vitality

- ◇ **Q:** Can I use both activated abilities for the same Drain Vitality ready spell on the same turn?

A: No. Using one ability will cause Drain Vitality to be exhausted.

Beast Mage

- ◇ **Q:** When I declare my Beast Mage as an attacker and my opponent uses Empower or Maeoni's Strike ability to increase the attack of their unit above 1, can that unit be declared as a blocker?

A: Yes. The unit does not have an attack value of 1 or less when blockers are declared.

- ◇ **Q:** What happens first; my Beast Mage recovering in the recovery phase or my Beast Mage gaining/losing the recover value from Transform 2?

A: The recovery step happens before passing the first player token. Passing the first player token is the last step of the recovery phase.

- ◇ **Q:** What happens first; my Beast Mage gaining/losing stats from Transform 2 or end of round triggers like Fade Away?

A: Transform 2 will activate or deactivate first. Passing the first player token is the last step of the recovery phase and will happen before any end of round triggers.

Master Vampire

- ◇ **Q:** Does Hunter's Mark change whether or not a unit is destroyed as the result of my Master Vampire's attack for the purposes of Blood Drain I?

A: No. Hunter's Mark only modifies the amount of wounds placed. The source of the damage is still the same.

Beast Warrior

- ◇ **Q:** Can I still use Anchornaut's Throw I ability on a turn I use my main and side action to play Beast Warrior or Shepherd of Lost Souls?

A: Yes. You still have an opportunity to use abilities and spells on your turn even after using your main and side action.

- ◇ **Q:** When declaring 3 attackers, I intend to use Group Tactics I and Crescendo. If I choose to use Crescendo and it destroys one of my attacking units, can I still trigger and resolve Group Tactics I with fewer than 3 attacking units?

A: Yes. The trigger condition for Group Tactics I was met regardless of the game state.

Psychic Vampire

- ◇ **Q:** If my opponent uses Fade Away on my Psychic Vampire, can I use Lobotomize I?

A: No. When Fade Away triggers, you control Fade Away.

- ◇ **Q:** If I use Redirect onto my Psychic Vampire, can I use Lobotomize I?

A: Yes. The source of damage is still controlled by your opponent.

Transmute Magic

- ◇ **Q:** How do I pay X Basic for Transmute Magic?

A: When paying a cost with a value of X, you may spend any amount of symbols, and X is the number of symbols spent.

- ◇ **Q:** In the text, it says select X dice, but the text does not say what X is. How many dice do I place into my active pool?

A: This X value equals the total number of Basic symbols to play Transmute Magic.

Adrenaline Rush

- ◇ **Q:** Can I play Adrenaline Rush if all my units are exhausted?

A: No. You may not take an attack action without an eligible unit to declare as an attacker.

- ◇ **Q:** When I do play Adrenaline Rush, do I have to attack with a unit that was unexhausted before Adrenaline Rush was played?

A: No. You may declare any unexhausted units as attackers, but must declare at least 1 unexhausted unit as an attacker.

- ◇ **Q:** If Adrenaline Rush and Astrea's Beguile are used during the same attack action, what happens if the attacking player no longer has an unexhausted unit in play?

A: That attack action is concluded.

The Frostdale Giants

Frostback Bear

- ◇ **Q:** If my opponent's Frostback Bear deals damage to my Phoenixborn and I play Redirect and target my Hammer Knight, can my opponent's Frostback Bear activate Spite I? What about Freeze I on my Hammer Knight?

A: Redirect occurs when damage would be dealt, which is before damage is dealt, so Spite I does not have the opportunity to trigger. You may, however, trigger Freeze I onto the Hammer Knight since Redirect changes where that damage would be dealt.

The Goddess of Ishra

Astrea

- ◇ **Q:** How does Beguile work with Hunt Master's Call the Hunt?

A: Beguile triggers off of the beginning of the declare attackers step. Hunt Master triggers during the declare attackers step while attackers are being declared. If you use Beguile to exhaust you own Hunt Master, you cannot declare Hunt Master as an attacker, therefore you cannot summon a Panther Spirit.

Call to Action

- ◇ **Q:** If I use Call to Action to remove an exhaustion token from my unit, do I have to declare it as a blocker or guard?

A: No, but you may if it is now eligible to be a blocker or guard.

Devotion

- ◇ **Q:** Can I use Devotion to move an exhaustion token that was moved onto my unit with Devotion attached by Chaos Gravity or Transfer?

A: No. That token was moved, not placed.

- ◇ **Q:** If I place Mark of the Red Flower onto a unit with Devotion also attached and I activate Fire Mastery, can I move that exhaustion token onto Devotion?

A: No. The exhaustion token from activating Fire Mastery is a cost, not an effect.

- ◇ **Q:** If a spell would place an exhaustion token on my unit, can I activate Gravity Training and place an Enhanced Strength conjuration even if I move the exhaustion token onto a Devotion attached to that same unit?

A: Yes. The exhaustion token is still considered to be placed, even if it was then moved by Devotion.

- ◇ **Q:** If a spell, ability, or dice power places an exhaustion token on my unit with Devotion attached and I move that exhaustion token onto Devotion, can Echo still use Increase Gravity to place another exhaustion token on that unit?

A: Yes. The exhaustion token is still considered to be placed, even if it was then moved by Devotion.

Imperial Ninja

- ◇ **Q:** How exact does the name have to be for the card I name with Interrogate on Imperial Ninja?

A: So long as the description you give of the function of a card can describe no other card, that is considered to be sufficient for naming that card for the purposes of Interrogate.

Light Bringer

- ◇ **Q:** How exactly does Infatuated work?

A: When you take an Attack a Phoenixborn action and declare a unit with the Infatuate ability, if any of the opponent's units have the Infatuated conjuration, those units can only block a unit with the Infatuate ability if they choose to block.

Mark of the Goddess

- ◇ **Q:** If I use Mark of the Goddess to take my opponent's Fire Archer, do I get to activate Ambush I when it is placed on my battlefield?

A: No. The Fire Archer was already in play, so it did not come into play to trigger Ambush I.

- ◇ **Q:** I have a unit with Mark of the Goddess and Fade Away attached. What happens at the end of the round?

A: The first player token will pass, then the round ends, triggering Fade Away and Fleeting on Mark of the Goddess. Whoever has the first player token chooses the order in which these two spells resolve. This would allow the player with the first player token to decide what side of the battlefield the unit would be on when Fade Away destroys that unit. If there is no available battlefield slot on the unit's owner's battlefield when resolving Fleeting on Mark of the Goddess, then a player could choose to have Mark of the Goddess discard the unit before Fade Away destroys the unit.

- ◇ **Q:** If I control 2 Dread Wraiths, one of which I gained control of with Mark if the Goddess, can I summon a 3rd Dread Wraith with my ready spell?

A: Yes. A conjuration limit only affects how many you must include in your conjuration pile during deck construction, not how many you may have in play.

Summon Steadfast Guardian

- ◇ **Q:** Can I activate Summon Steadfast Guardian when a unit has an exhaustion token placed on it and I move it onto a copy of Devotion attached to that unit?

A: Yes. The exhaustion token was first placed, then moved onto Devotion, so this is still an eligible trigger for Summon Steadfast Guardian.

Royal Charm

- ◇ **Q:** How does Royal Charm work?

A: Royal Charm can be used to place dice onto target units after the costs of the card have been paid, but before resolving the card. You may place a divine or charm power die that was used to pay a class or basic die cost.

- ◇ **Q:** Does this mean I can place my divine dice when paying the cost of Meteor onto my units before resolving the effects of Meteor?

A: Yes.

- ◇ **Q:** Does this mean I can place a charm die onto my Imperial Ninja after paying the cost of that Imperial Ninja?

A: No. The Imperial Ninja is not yet in play when Royal Charm would trigger and resolve.

Sun Sister

- ◇ **Q:** Do I have to reveal the ally I add to my hand with Sun Sister's Resurrect ability?

A: Yes. The discard pile is open information for all players and any cards that leave a discard pile is known information.

- ◇ **Q:** Does Sun Sister's ability activate if she was exhausted when leaving play?

A: No. The Sun Sister's ability activates when she would leave play and does not have an exhaustion token on her at the time of activation. This includes when a Sun Sister is destroyed from receiving damage during a battle, since the destruction of the unit occurs before receiving an exhaustion token from battling.

The Duchess of Deception

Body Inversion

- ◇ **Q:** If I use Body Inversion on an Ice Golem, does Skin Morph 2 grant an attack value bonus now?

A: No. Body Inversion only swaps the printed values on the Ice Golem. Skin Morph 2 would still grant +2 life to the Ice Golem.

Particle Shield

- ◇ **Q:** When I play Particle Shield, can I discard Secret Door to add Particle Shield back to my hand from my discard pile?

A: No. Particle Shield is shuffled into the draw pile before Secret Door can trigger and place it back into your hand.

- ◇ **Q:** If I attack a unit with my Frostback Bear and they play enough Particle Shields to prevent all damage to their unit, can I still trigger Freeze I?

A: Yes. Freeze triggers when dealing damage, which occurs before Particle Shield may be played, which is when a unit would receive damage.

Vanish

- ◇ **Q:** What does 'you' reference in Vanish?

A: If the player chosen for an effect is you, then you can play Vanish to cancel the effects of that spell, ability, or dice power.

The Laws of Lions

Bound

- ◇ **Q:** If I select Law of Sight or Law of Assurance as a card to discard when meditating, do I still get to change the facing of one of my dice and keep the Law on my spellboard?

A: No. Law of Sight or Law of Assurance cannot be selected during a Meditate action.

Odette Diamondcrest

- ◇ **Q:** Must Odette use Retribution when she guards?

A: Yes.

Emperor Lion

- ◇ **Q:** If my Emperor Lion is destroyed in the Recovery phase when my Shield Mage unexhausts and Protective Aura is no longer active, will my other units still receive +1 to their recover value from Healing Aura I?

A: Recovering wound tokens happens before exhaustion tokens are removed in the recovery phase.

Heal

- ◇ **Q:** What targets must I choose when using a card like Heal or Dispel that let me choose between options on how to resolve it?

A: If there are multiple modes of a card, you may choose to refrain from choosing the targets from any number of those modes so long as you have chosen enough targets to resolve at least one of the modes of that card. If you do, you may not resolve modes of the cards that have not had targets chosen for them.

Holy Knight

- ◇ **Q:** Can I use Choke on my opponent's Holy Knight to cancel the effect of Impenetrable?

A: No. When Holy Knight is exhausted, Impenetrable is not on the card. When it is unexhausted, Impenetrable prevents Choke from affecting it.

- ◇ **Q:** Can my opponent attach Fade Away to my exhausted Holy Knight?

A: Yes.

- ◇ **Q:** What happens to Holy Knight with Fade Away attached at the end of the round?
A: At the end of the round, you now control Fade Away, so your Holy Knight is removed from the game.
- ◇ **Q:** Can my opponent attach Regress to my exhausted Holy Knight?
A: Yes, and all other alterations attached to Holy Knight will be discarded from Regress.
- ◇ **Q:** What happens to that Holy Knight when it becomes unexhausted?
A: The Holy Knight still receives -5 to its attack value since you now control Regress.
- ◇ **Q:** Can I use Hypnotize on my Holy Knight?
A: Yes. Impenetrable only stops opponents' effects from affecting your Holy Knight.
- ◇ **Q:** Can my opponent's Frostback Bear use Freeze I when in battle with my Holy Knight?
A: No. The Holy Knight does not have an exhaustion token placed on it from attacking or countering until the end of combat resolution. The window that Freeze I can trigger in has passed by the time the exhaustion token would be placed onto the Holy Knight from attacking or countering.

Law of Assurance

- ◇ **Q:** Can I play Anguish if Law of Assurance is on my spellboard?
A: Yes, but your opponent cannot allow you to move 2 dice to their exhausted pool, and therefore, must place 2 wounds on their Phoenixborn.

Meteor

- ◇ **Q:** Can my opponent spend 1 ⚡ to prevent placing 1 exhaustion token on all of their units on the battlefield?
A: No. Your opponent must spend 1 ⚡ for each exhaustion token the wish to prevent.
- ◇ **Q:** In what order do I resolve the effects of Meteor?
A: Damage is assigned to all units in play. Then, in the order of the active player's choosing, an exhaustion is placed on each unit unless the unit's controller pays 1B. Then, damage is resolved on each unit that was assigned damage in the order of the active player's choosing.

Power Through

- ◇ **Q:** If a unit my opponent controls is destroyed as a result of Redirect dealing damage from an attack from my unit with Power Through attached, do I still deal 2 damage with Overkill?
A: Yes.
- ◇ **Q:** Can I discard a card from my spellboard to pay to Respark Power Through?
A: No. The symbol represents discarding a card from hand.

- ◇ **Q:** Does Overkill trigger when my unit with Overkill destroys a unit with the Illusion ability?
A: No. The Illusion ability is what destroys that unit, thus Overkill may not trigger since your unit did not destroy it by attacking.

Shield Mage

- ◇ **Q:** If Deep Freeze is on my Shield Mage, is Protective Aura I active?
A: No. Shield Mage is considered to be exhausted, but it does not have an exhaustion token on it.
- ◇ **Q:** If I use Choke on the Shield Mage's Exert ability, is an exhaustion token still placed?
A: No, the exhaustion token is part of the effect, not the cost.

Sword of Virtue

- ◇ **Q:** Do I know if my unit will be destroyed or healed by Sword of Virtue before I play Golden Veil?
A: No. You may play Golden Veil when a spell, ability, or dice power would target a unit you control. the target of a spell is chosen before the effects of that spell resolve. Your opponent does not choose which effect to resolve on Sword of Virtue until it is resolving. By the time the effect is chosen, the window to play Golden Veil has already passed.

Winged Lioness

- ◇ **Q:** Can my Phoenixborn step in to protect my unit that is being attacked by a Winged Lioness?
A: No. When a unit is taking an attack a unit action, that unit is the target of the attack unless a unit with Unit Guard or a Phoenixborn guards that unit. Stalk prevents a guard from being declared during that attack.
- ◇ **Q:** If my Winged Lioness and Emperor Lion declare an attack on my opponent's unit, can that attack be guarded against?
A: Yes. All units must have an ability that prevents their attack being guarded against for that attack to be immune from guard.

The Masters of Gravity

Changing Winds

- ◇ **Q:** When Changing Winds enters play, do I have to put the cards I just drew back on the top or bottom of my draw pile?
A: No, you may return any cards from your hand, not just the cards that were drawn.
- ◇ **Q:** Can one card go on top and one card on the bottom?
A: Yes, each of the two cards you choose to return may go on either the top or the bottom of your draw pile.

Echo Greystorm

- ◇ **Q:** How does Echo's Increase Gravity and Chaos Gravity work together?

A: When resolving Chaos Gravity, an exhaustion token is placed on a target unit. That same token is eligible to be moved to another unit with Chaos Gravity. After fully resolving Chaos Gravity, Echo may use Increase Gravity to place an exhaustion token on the unit that initially had an exhaustion token placed on it, but not the unit that had the exhaustion token moved on to it. This is because moving an exhaustion token does not count as placing an exhaustion token for the purposes of other effects.

Law of Fear

- ◇ **Q:** How do multiple copies of Law of Fear work?

A: Multiple copies of Law of Fear do not have stacking costs that must be paid to block or guard. Each copy of Law of Fear asks the players if IB has been spent or if 2 wounds have been placed on a Phoenixborn. If this condition has been met, blockers or guards may be declared by that player.

Polarity Mage

- ◇ **Q:** Can I use Dispel to remove a face-down alteration underneath a Polarity Mage?

A: No. Facedown cards are not in play and thus cannot be chosen as the target for this effect.

- ◇ **Q:** Can you Ice Trap an Ice Golem after it enters play and Polarity Mage uses Give to attach an alteration to the Ice Golem, making it have more than 2 life?

A: No. Ice Trap cannot trigger until after the unit comes into play. Polarity Mage triggers when a unit comes into play. Ice Trap does not check the life value of the Ice Golem until after Polarity Mage Gives an alteration spell to it, increasing its life above 2.

Sonic Swordsman

- ◇ **Q:** Does Sonic Swordsman's Rhythmic Healing I ability activate during the Draw Step?

A: Yes, as long as you do in fact draw 1 or more cards during the Draw Step.

Summon Mirror Spirit

- ◇ **Q:** When activating Summon Mirror Spirit and the Focus I ability, can I remove the status tokens from my newly summoned Mirror Spirit to place an exhaustion token onto a target unit?

A: No. When activating Summon Mirror Spirit, you fully resolve the spell before resolving the Reflect Sorrow ability on your Mirror Spirit. Thus, that Mirror Spirit would not have any status tokens on it at the time of resolving the Focus I ability.

The Path of Assassins

Double-Edge

- ◇ **Q:** How do I choose targets for Double-Edge?

A: When playing Double-Edge, you must choose 0, 1, or 2 target units and/or Phoenixborn. These targets are the only targets you may place wound tokens on with the effect of Double-Edge, but it is not required for you to discard cards to place wounds on any number of the selected targets. You choose which targets you want to place a wound on after drawing 2 cards and choosing what cards to discard if you choose to do so.

- ◇ **Q:** How do I know if I can play Golden Veil or Vanish when my opponent uses Double-Edge?

A: When Double-Edge is played, the player must choose 0, 1, or 2 target units and/or Phoenixborn. As long as one of these targets matches the conditions for your cancel spell, you may play that spell to cancel all the effects of Double-Edge, even if that player was not intending to discard cards to place wounds on the selected targets.

Elephant Rider

- ◇ **Q:** If I have an Elephant Rider with 2 or fewer wound tokens on it, can my opponent's Meteor affect it?

A: In this scenario, Unbreakable 2 prevents all effects of Meteor from affecting your Elephant Rider.

- ◇ **Q:** Does Unbreakable prevent the moving of exhaustion tokens onto it?

A: No, moving a token is different from placing a token.

Hand Tricks

- ◇ **Q:** What is the cost of Hand Tricks' Between Realms effect? Must I be able to discard a card off of my deck to return it to my hand?

A: The cost of Hand Tricks' Between Realms effect is IB. Discarding the top card of your draw pile is not a cost of Hand Tricks, but it must be fulfilled in order to return Hand Tricks to your hand.

Lucky Rabbit

- ◇ **Q:** When rolling a power symbol for Lucky Rabbit's Luck Stream ability, can I return any of the dice I rolled or must it be a die that was rolled to a power symbol?

A: You may return any one of the dice used when resolving Luck Stream, not just a die with a power symbol.

- ◇ **Q:** How do I resolve Luck Stream if I have more than one Lucky Rabbit in play?

A: After you roll 1 or more power symbols when resolving Luck Stream, you may return one of those dice to your active pool. All other unresolved triggers of Luck Stream continue to resolve with you re-rolling the die that was placed into your active pool and, separately, the dice that were not returned to your active pool. The die that was placed into your active pool will remain in your active pool and will be on whatever side it is rolled to after resolving all Luck Stream abilities.

- ◇ **Q:** What happens when I pay the cost of a card that triggers both Magic Purity and Lucky Rabbit's Luck Stream ability?

A: The player whose turn it is decides the order in which these effects resolve. When resolving a Magic Purity, return any die that is currently in your exhausted pool on its basic side. When resolving a Luck Stream, you must re-roll the exact dice that were spent to trigger Luck Stream, even if they are in your active pool now. If you roll a power symbol on any of those dice, you may return any of those rolled dice that are still in your exhausted pool to your active pool on its basic side, so long as you have not already done so with a Luck Stream ability this turn. Note: any dice that are not rolled but not returned to your active pool with the Luck Stream ability remain on the side on which they were rolled, including dice that were included in your active pool.

- ◇ **Q:** Can Luck Stream activate off of spending 3 or more ⚡ with the effect of Rin's Fury?

A: Yes.

Magic Purity

- ◇ **Q:** When do I resolve the effects of Magic Purity?

A: Magic Purity triggers and resolves when costs are paid for a card with a cost that includes 3 or more basic symbols, but before those card's effects are resolved.

Turtle Guard

- ◇ **Q:** Does Turtle Guard receive an exhaustion token from Cumbersome I if it does not counter when being attacked?

A: No. A unit is only considered to be in battle when it is attacking or countering.

The Roaring Rose

Amplify

- ◇ **Q:** What charm dice are Amplify referring to? Can I place charm dice onto a unit when I attach Amplify?

A: Amplify is referring to charm dice that are placed on a unit from using the ⚡ dice power, as well as any future effects that may place charm dice onto a unit. You may not simply place charm dice onto a unit when you play Amplify and must use an effect that allows charm dice to be placed onto a unit.

Anguish

- ◇ **Q:** In what order do I resolve Anguish?

A: After you pay the cost Anguish, first your opponent chooses if they will allow a random card to be discarded. The random card is not selected until after this decision is made. If they do not wish to discard a random card, or they do not have any cards in their hand, place two wounds on their Phoenixborn. Then, you choose two dice in your opponent's active dice pool. Your opponent then chooses if they wish to allow those dice to be exhausted or not. If they do not wish to let you exhaust those dice, or they do not have at least 2 dice in their active dice pool, place two wounds on their Phoenixborn.

Glowfinch

- ◇ **Q:** I activate my Crimson Bomber's Detonate 3 ability and target my opponent's Glow Finch, Three-eyed Owl, and Orchid Dove. If my opponent uses the Glow Finch's Decoy ability to change a target from their Three-eyed Owl to the Glow Finch, does the Glow Finch receive 2 wounds since it was already targeted?

A: No. Each targeted unit receives 1 wound, regardless of how many times it was targeted.

- ◇ **Q:** Can I target my opponent's Three-eyed Owl 2 times to ensure the Glow Finch can't use Decoy both wounds?

A: No. You may only target a unit one time with Detonate 3.

- ◇ **Q:** If I play Ice Trap when my opponent summons a Three-eyed Owl, can they use the Decoy ability on Glow Finch to make Ice Trap target the Glow Finch?

A: No. The Glow Finch is not a valid target of Ice Trap since it is not the target unit that just entered play.

Memory Theft

- ◇ **Q:** If I activate Memory Theft, and my opponent has no cards in their hand, what happens?

A: You would place 1 wound token on their Phoenixborn.

Mind Probe

- ◇ **Q:** When I play Mind Probe, does my opponent get to see the order in which I return cards to their draw pile?

A: No. your opponent does get to see the revealed cards, but the order in which you return the cards to the draw pile are not shown to them.

Nightshade Swallow

- ◇ **Q:** If I have a Nightshade Swallow with Spiked Armor attached to it, will the Spiked Skin 2 ability also activate Deathstrike?

A: Yes.

- ◇ **Q:** If I play a Particle Shield to prevent all damage from a Nightshade Swallow attacking, does Deathstrike trigger?

A: Yes, Deathstrike triggers when damage is dealt, which is before receiving damage. Also, Particle Shield does not have an opportunity to trigger before Deathstrike triggers and resolves.

- ◇ **Q:** If I Redirect damage from a Nightshade Swallow from my Phoenixborn to a unit, does Deathstrike trigger on that unit?

A: Yes.

Remorse

- ◇ **Q:** If I attack my opponent's Phoenixborn and deal enough damage to destroy their Phoenixborn, can they play Remorse to destroy my Phoenixborn before my attack damage destroys theirs?

A: No. Remorse is played after fully resolving an attack a unit or attack a phoenixborn main action. Your damage would fully resolve and destroy their Phoenixborn before they have the opportunity to play Remorse.

- ◇ **Q:** If there is only one card left in my draw pile, must I discard it from Remorse played by my opponent? If so, do I take the 1 additional damage?

A: Yes, you resolve as much as you can. Yes, because you did not fully meet the conditions of Remorse.

The Song of Soaksend

Namine Hymntide

- ◇ **Q:** How many exhaustion tokens are placed on Namine when activating Calming Melody?
A: If Calming Melody is used to place an exhaustion token on an opponent's Phoenixborn, Namine will receive two exhaustion tokens from that activation.
- ◇ **Q:** How many exhaustion tokens will Namine have on her if Choke is used on Calming Melody?
A: One. The second one is part of an effect.
- ◇ **Q:** Do I get to know if my opponent is going to exhaust my Phoenixborn with Calming Melody before I play Choke to cancel the effect?
A: No. Choke is played before the effect resolves and your opponent chooses whether or not to place an exhaustion token on your Phoenixborn when the effect is resolving.

Crescendo

- ◇ **Q:** If I use Crescendo to destroy my Salamander Monk, can I declare the Salamander Monk Spirit I just summoned as an attacker?
A: No, the window for declaring attackers has already passed.

Guilt Link

- ◇ **Q:** When I activate Guilt Link, may I target my Phoenixborn with Guilt Link and discard a ready spell or unit I control to prevent that wound from being placed?
A: Yes.

River Skald

- ◇ **Q:** If I declare my River Skald as an attacker and use Empower to draw 1 card and add 1 to the attack value of that River Skald, can I activate Harsh Melody?
A: Yes. Your River Skald has not become exhausted as a result of the attack. After the River Skald's attack has resolved, you will place a second exhaustion token on the River Skald as a result of the attack.
- ◇ **Q:** How many wounds will Harsh Melody place in the example above?
A: 4 wounds, due to the added attack value from Empower.
- ◇ **Q:** If I attack with my River Skald and activate Empower to draw a card, and activate River Skald's Harsh Melody, can I place wounds onto a target unit before my opponent declares blockers?
A: Yes. Additionally, you would be placing wound tokens equal to the River Skald's new attack value as boosted by Empower if it was the unit chosen for Empower.

Salamander Monk

- ◇ **Q:** If my battlefield is full when my Salamander Monk is destroyed, do I place a Salamander Monk onto my battlefield?
A: No. Salamander Monk has not been discarded yet when Spirit Form resolves.
- ◇ **Q:** When declaring an attack a unit action, if I destroy my opponent's Salamander Monk with Crescendo after declaring attackers, and the only units they now control are units with the Transparent ability, what happens?
A: You no longer have a legal target, but have declared the attack a unit action. No attack may be resolved. Place 1 exhaustion token on each unit declared as an attacker. Your attack a unit main action has resolved.
- ◇ **Q:** Can I declare an attack a unit action while there are only units with the Transparent ability on my opponent's battlefield?
A: No. there must be a legal target of the attack to declare the attack a unit action.
- ◇ **Q:** How do I include a Salamander Monk Spirit in my deck?
A: Salamander Monk Spirits are included in any deck that has Salamander Monks in the conjuration pile.

String Mage

- ◇ **Q:** Can I remove a status token from my String Mage to place a wound token onto a target unit?
A: No. Exchange Link 1 moves a single token from one unit to another, it does not remove one token and place a token.

Squall Stallion

- ◇ **Q:** Does my Squall Stallion's attack increase when I draw at the beginning of a round?
A: No, Opportunist only triggers during a player's turn.
- ◇ **Q:** If I use 2 copies of Empower, does Opportunist 2 trigger twice?
A: Yes. Opportunist triggers for each time you draw 1 or more cards as a result of an effect during a player's turn.

The Spirits of Memoria

Sembali Grimtongue

- ◇ **Q:** When using Ban Manifestation and an opponent has no copies of the selected conjuration in their conjuration pile, can they choose to remove no conjurations?
A: Yes.

Veil of Reversal

- ◇ **Q:** If I return an ally to my hand, can I remove a conjuration from a conjuration pile?
A: No. The conjuration must be in play to be targeted.

- ◇ **Q:** What happens if Veil of Reversal is cancelled by Vanish or Golden Veil?
A: All of the effects of Veil of Reversal are cancelled. This means that the original effect that was cancelled by Veil of Reversal is no longer cancelled.

Summon Admonisher

- ◇ **Q:** In what ways can I not place an Admonisher?
A: Having a full battlefield or having no Admonishers in your conjuration pile when activating this spell count as not being able to place an Admonisher.

Law of Banishment

- ◇ **Q:** If my opponent has no unexhausted spells, do I have to choose my own spell?
A: No. The chosen player resolves as much of the effect as they can.

Gates Thrown Open

- ◇ **Q:** What happens to dice on Gates Thrown Open if Gates Thrown Open leaves play?
A: Place those dice into your exhausted pool.
- ◇ **Q:** What happens to my dice on Gates Thrown Open if it becomes exhausted (e.g. by Law of Banishment or Seal)?
A: Since Gates Thrown Open will lose all ability text other than the inexhaustible abilities, the dice on Gates Thrown Open cannot be used to pay costs of cards from your hand. These dice will still remain on Gates Thrown Open and can once again be used to pay costs of cards from your hand when Gates Thrown Open becomes unexhausted.
- ◇ **Q:** What happens to dice on Gates Thrown Open at the beginning of the round when I roll my dice or at the end of the round when I may choose to exhaust my dice?
A: These dice are not in your active or exhausted pool, thus they may not be rerolled at the start of the round or exhausted at the end of the round.
- ◇ **Q:** Can dice of Gates Thrown Open be affected by the Illusion dice power or other effects that affect dice in my active or exhausted pool?
A: No. These dice are not considered to be in your active or exhausted pool for the purposes of these effects.
- ◇ **Q:** Can I use dice on Gates Thrown Open for their dice powers?
A: No. You may only spend dice on Gates Thrown Open for paying the costs of cards in your hand.

Angel's Embrace

- ◇ **Q:** Can I activate Word of Recall even if the unit it is attached to is not an ally?
A: Yes, but the unit is not placed into your hand.
- ◇ **Q:** Does the unit that Angel's Embrace is attached to gain the Fleeting ability?
A: No. Fleeting is on Angel's Embrace and Angel's Embrace is discarded at the end of the round, not the unit it is attached to.

Chained Creations

- ◇ **Q:** Can I still use Chained Creations' effect if I choose to Respark it?
A: Yes.

Shepherd of Lost Souls

- ◇ **Q:** What allies cannot be returned with the Spirit Guide ability?
A: You may not use this ability to return a Shepherd of Lost Souls to your hand.

Shadow Guard

- ◇ **Q:** After my opponent declares attackers, may I play Shadow Guard from my discard pile since Between Realms abilities are active in both your discard pile and your hand?
A: No. The Hidden ability states it may only be played from your hand in this way. When playing the Shadow Guard with the Hidden ability, you must still spend 2IC.

Celestial Knight

- ◇ **Q:** When my Celestial Knight is dealt 1 damage in battle, will Spiked Skin 2 trigger even if Armored 1 will prevent all damage received?
A: Yes. Spiked Skin triggers and resolves on dealing damage, which occurs before Armored 1 triggers when the Celestial Knight would receive damage.

Spectral Assassin

- ◇ **Q:** Does Spy 1 trigger if my opponent intends to prevent all damage dealt by my Spectral Assassin with Chant of Protection?
A: Yes. Chant of Protection triggers when a Phoenixborn would receive damage. Spy 1 triggers after a unit deals damage, so Spy 1 will trigger and resolve before the damage is prevented.

Rules Clarification

Battle Advantage, Stalk and Bypass

When declaring an attack a unit main action, all units declared as attackers must have the Battle Advantage ability in order for Battle Advantage to trigger during that battle. The same is true for the Bypass and Stalk abilities. For example, if all units have the Bypass ability, then the summed attack value cannot be guarded against. In another example, if two attacking units have the Battle Advantage ability but one attacking unit does not, the summed attack value does not have Battle Advantage.

Meditation

The steps for the Meditate side action are as follows:

- ◇ **Step 1:** Discard one card at a time until you choose to stop from your draw pile, your hand or a ready spell from your spellboard.
- ◇ **Step 1b:** Effects that trigger or changes in game state as a result of discarding cards trigger now.
- ◇ **Step 2:** Change the facing of an amount of dice in your active dice pool up to to the number of cards discarded in step 1 to a side of your choice.

Blocking

When a unit is declared as a blocker of an attacking unit, the blocking unit becomes the target of the attack.

An attacking unit can only deal damage to the target of the attack. If a blocking unit is destroyed before the attack is resolved, the attacking unit does not deal damage in battle. Effects that trigger on dealing damage are not resolved.

Recovery and Prepare Phases

Players take each step of the Recovery and Prepare phases simultaneously. If the order would ever become important, the player with the first player token chooses in which order players resolves the current step of that phase.

Recovery Phase

The Recovery Phase is broken into four steps that occur before the end of the round and any end of round effects triggering. The four steps are Recover, Remove Exhaustion, Exhaust Dice, and Pass the First Player Token.

Conjuration Piles

The conjuration pile is considered part of your deck, so you must check your conjuration pile for card names to be included in your conjuration pile.

Costs and Targeting

Whenever a player uses a spell, ability, or dice power, she pays the cost of that effect, chooses all targets of that effect, and then resolves the effect.

- ◇ Any terminology referring to a card, spell, ability, or dice power “effect” refers to all of the individual effects printed on the card and not any single effect.
- ◇ When multiple effects are printed on a card, those effects are resolved in order, from top to bottom, before other effects that would trigger as a result of those effects’ resolution can trigger and resolve. If the effect deals damage, the damage resolution process does not resolve until first resolving all immediate effects on the card. (If a card were to deal damage and then another effect, you would first deal the damage, resolve the other effect and then, as part of the damage resolution process, allow for effects triggering on receiving damage and place wound tokens.)
- ◇ If a card has left play before that card’s effect would resolve, even if the card’s effect has already been triggered, the effect does not resolve.
- ◇ When multiple units would seem to come into play at the same time, the player whose turn it is chooses which of those units comes into to play first, and then continues to choose units to come into play until all units that would come into play have done so, or until no more units can come into play on the battlefield where they are being placed. Whenever a player uses a spell, ability, or dice power, that player performs as much of the effect as she can, ignoring any effects that cannot be used.
- ◇ All costs must be one of the costs listed in the Rulebook, or be proceeding “as an additional cost” in the body of the text.
- ◇ Some cards will have an alternative cost or modified cost described in the body of the text.

Examples of Costs

- ◇ Cost to play from hand:



- ◇ For ready spell activation costs, preceding the colon:



- ◇ Activated abilities (see expanded glossary for definition of activated abilities) between the colons of an ability name and the effect:



Brennan's Spirit Burn: The cost is between the colons because this is an activated ability (dice and exhaustion). The text in Spirit Burn is not a cost, it is an effect.



Blood Transfer: The cost is between the colons because this is an activated ability (dice and exhaustion). The text in Spirit Burn is not a cost, it is an effect.

- ◇ Triggered abilities (see expanded glossary for definition of triggered abilities):

One of the following costs (magic, discard, main, side, exhaust) are written out or symbols used preceding "to".



- **Blue Jaguar Gaze I:** spend 1 ⚔ is a cost, placing 1 exhaustion token is an effect.



- **Echo:** Spending 1 ⚔ and placing an exhaustion token on Echo is the cost, placing 1 exhaustion token on a target unit is an effect.



- **Crescendo:** Dealing 1 damage to your own unit is not a cost, but it must be resolved in order to deal 3 damage to a target unit. The cost of Crescendo is 1 ♪ and 1 ♠.

For each ___ spent:



- **Frost Fang's Rapid Healing:** Spending ♠ is a cost.

A cost preceding, "If you do":



- **Peaceful Melody on Orchid Dove**



- **Beguile:** The text preceding "If you do" is not a cost because placing an exhaustion token on a card other than the card being activated is not a cost. For Beguile, the cost lies in the text preceding "to", which is placing an exhaustion token on Astrea.



- **Hand Tricks:** Discarding a card off the top of your deck is not a cost, but it must be resolved in order to return Hand Tricks to your hand.

Triggered ability that has no cost, but the game event must occur:



- **Squire Assist I:** The game event of changing 1 die in your active pool to its basic side is not a cost, but it must be resolved in order to draw 1 card.

Tokens

- ◇ The difference between moving and placing a token is that these two definitions are mutually exclusive and they differentiate what types of effects can affect other cards through interactions.
- ◇ Moving a token is not itself removing, but you must remove a token to move it. Note that when a token is moved, it is not considered to be placed onto the receiving card.

Damage, Wound Tokens and Destruction

- ◇ Whenever an effect deals damage, places wound tokens, or destroys one or more units and/or Phoenixborn, those units and/or Phoenixborn must follow the damage and destruction resolution process. This process is followed immediately after that effect has been completely resolved (and before any other effect that could trigger from the resolution of that effect).
- ◇ If multiple units and/or Phoenixborn must follow the damage and destruction resolution process as the result of an effect, the player whose turn it is (or the player that has the first player token if it's no player's turn) decides the order that those units and/or Phoenixborn follow the damage and destruction resolution process.
- ◇ Units and/or Phoenixborn that have been dealt damage as the result of an attack or counter must also follow the damage and destruction resolution process.
- ◇ There are three steps to the damage and destruction resolution process. If an effect places wound tokens, the steps are resolved in order starting at step 2. If an effect destroys a unit or Phoenixborn, the steps are resolved in order starting at step 2b.
 - **Step 0:** A unit or Phoenixborn is dealt damage. This will start the damage and destruction resolution process after all effects of a card or ability have resolved.
 - **Step 1:** A unit or Phoenixborn receives damage
 - **Step 1b:** Effects that trigger on receiving damage happen now.
 - **Step 2:** Place wound tokens on the unit or Phoenixborn equal to the damage that they have received, and, if there are now a number of wound tokens on that unit or Phoenixborn equal to or greater than that unit or Phoenixborn's life value, it is immediately destroyed.
 - **Step 2b:** Effects that trigger on a unit's destruction or a Phoenixborn's destruction happen now.
 - **Step 3:** A destroyed Phoenixborn's controller loses the game. A destroyed unit is discarded.
 - **Step 3b:** Effects that trigger on a unit leaving play happen now. Effects that trigger during one of these steps are completely resolved before moving on to the next step.
 - If a triggered effect deals damage, the damage from that effect is completely resolved, using the damage and destruction resolution process, before moving on to the next step.
- ◇ Once a unit has been destroyed, it can no longer be the target of spells or abilities.

Destroyed Phoenixborn

When a player's Phoenixborn is destroyed, immediately remove from the game all cards in that player's draw pile, discard pile, conjuration pile, and hand. Also remove all dice in that player's exhausted and active dice pools. Any cards or dice that player owns but is not in control of remain in the game. These cards are removed from the game when they would be returned to the control of their owner or when they would leave play. These dice are removed from the game when they would be placed in their owner's active or exhausted dice pool.

Declaring an Attack Action

A player must have at least 1 unexhausted unit that is able to make an attack in order to declare an attack action. After an attack action has been declared, at least 1 unit must be declared as an attacker if the player that declared the attack action has 1 or more unexhausted units that are able to attack.

General Questions

- ◇ **Q:** What happens if a unit gains two or more abilities of the same name with numerical values?
A: Abilities of the same name with numerical values stack when appearing on or granted to a single card.
- ◇ **Q:** What happens to dice that have been placed on a card when that card leaves play?
A: Dice placed on a card return to their owner's exhausted pool when the card they were placed on leaves play.
- ◇ **Q:** What happens to a divine power die that is placed on a unit during that player's last turn of the round?
A: If the damage prevention effect is not used, that die will remain on that unit until the beginning of that player's next turn of the next round.
- ◇ **Q:** What happens to facedown cards when the card they are under leaves play?
A: They are discarded.


Expanded Glossary

Activated Ability: An effect preceded by a cost and colon. An activated ability can only be used whenever you could take a main or side action.

Activated Spell: A spell that you may activate whenever you could take a main or side action.

Affect: A card affects another card or player if it attaches, destroys, removes from the game, targets with an effect, deals damage from an effect, places tokens, removes tokens, moves tokens onto or from another card, cancels it, modifies an ability, or modifies base stats of a unit. A card does not affect another card if an effect chooses it, or if it targets another card with an attack.

Cancel: An effect that prevents another spell, ability, or dice power from resolving. When a spell, ability, or dice power is canceled, the costs are still paid by the player that used it, but the canceled effects are not resolved. At the beginning of the recovery phase, if a card's effects are still cancelled, those effects are no longer canceled. When a ready spell has its effects canceled, that ready spell will stay in play, but have their effects cancelled until the beginning of the recovery phase.

Cost: All costs must be one of the five costs listed in the rule book, namely, Exhaust, Main Action, Side Action, Discard, or Magic; or be accompanied by the phrase "As an additional cost." A cost may include any or all of these costs, and nothing else is considered to be a cost. The cost to play a card from your hand is found on the top right of the card underneath the name of the card. The cost to activate an ability is found between colons after the name of the ability in the card's text box. The cost of activating a spell is found before the colon in the card's text box. The cost for triggered abilities or spells is found in the body of the text preceding the word "to" or preceding a sentence that begins with "If you do..." or "For each__ spent...". For costs found in the body of the text the cost may appear as an icon or may be written out (e.g. 1 , or "place 1 exhaustion token").

Control: A card is controlled by a player if it is on a player's battlefield or spellboard or is that player's Phoenixborn. A player also controls any card that is attached to a card she controls.

Inflict: if a card says it inflicts damage, it is considered to deal damage instead.

In Play: A card is in play if it is controlled by any player, (i.e. on a player's battlefield or spellboard, is a player's Phoenixborn, or is attached to a card that is in play). Unless explicitly stated on the card or explicitly allowed by the game rules, a card must be in play for that card's text to be used.

Owner: A card's owner is the player whose deck or conjuration pile that card started the game in.

Target: A term that is used to identify that the effect of a spell, ability or dice power is directly affecting something (including, but not limited to, an alteration spell, a unit, a player, or a Phoenixborn).

Triggered Ability: An ability that may be used when a game event happens that is indicated in the body of the text of card.

Triggered Spell: A spell that may be used when a game event happens that is indicated in the body of the text of card.



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