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MAGE WARS®

OFFICIAL RULES & CODEX SUPPLEMENT

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This supplement covers the Mage Wars® universe through the Lost Grimoire Set printing. We tried to be as thorough as possible. Many items are repeated in two places to be sure you can find them under a variety of topic headings.

New information added or modified since the publication of the last FAQ/supplement is presented in **purple**.

All card errata will appear in yellow highlight.

This document is divided into 4 sections, each of which is alphabetized by subject or name, to make finding relevant information easier:

RULES – Page 3: These are notes and clarifications on rules and general game concepts.

CODEX – Page 17: These are notes, errata and clarifications on traits, keywords, and conditions found in the Codex.

ABILITIES – Page 26: This new section covers clarifications to the various Mage abilities.

SPELLS – Page 28: These are notes, errata and clarifications for individual **spell** cards.

GAME RULES: Notes & Clarifications

ALL ABOUT ATTACKS

Attack Actions

An **attack action** is a creature action (quick or full) used to make an attack. Sometimes the attack action will be an individual attack, or it might comprise multiple separate attacks. For example, Doublestrike, Triplestrike, and Sweeping are one **attack action**, but consist of multiple individual attacks. A zone attack is a single attack action with a separate individual attacks made against each object inside that zone.

There are some attacks which are not caused by a creature spending an action to make an attack, such as Counterstrikes, Wall, and Bash attacks, or attacks from conjurations like *Temple of Light*. In such a case each of those attacks is considered its own “attack action”, so things that reference an “attack action” are still applicable.

Attack Procedure

Below is a chart which shows all of the different types of attacks in Mage Wars, and the steps you take to resolve those attacks.

- = This step is part of the procedure for that attack type.
- = This step is irrelevant or skipped for that type of attack.

Step #	Step or Event	MELEE Single Target Attack	MELEE Multiple Strike Attack	MELEE Multiple Target Attack	MELEE Counterstrike	RANGED Single Target Attack	RANGED Multiple Strike Attack	RANGED Zone Attack	DAMAGE BARRIER	Other Attacks [Wall Bash, Explode, etc.]
1	Declare Attack							Declare Zone as target	Damage Barrier attacks are always unavoidable.	
2	Pay Costs									
3	Roll to Miss							If this roll fails, the entire attack for the Zone misses.		
4	Avoid Attack							Zone attacks are always Unavoidable		
5	Roll Dice							Choose first object in zone and conduct attack.		
6	Damage and Effects									
7	Additional Strikes		For each additional attack against the same defender go back to step 3.				For each additional attack against the same defender go back to step 3.			
8	Damage Barrier	Skip this step if attack misses or is avoided.	Skip this step if attack misses or is avoided.	Skip this step if attack misses or is avoided.	Skip this step if attack misses or is avoided.					
9	Counterstrike	Remove Guard marker	Remove Guard marker	Remove Guard marker						
10	Attack Ends			Repeat above for each attack against a different target.				Repeat Step 5 & 6 for each attack against a different object in the zone.		

Note on the above chart that if the melee attack is a **Counterstrike**, the defender does not get to **Counterstrike** back (it skips the Counterstrike Step). A Counterstrike **never** triggers another Counterstrike. Also, an attack that makes it to the Damage & Effects Step has "**hit**" its target. If that step is skipped for any reason then the attack has not "**hit**" its target.

When a creature makes an attack, it normally ends its Action Phase after that attack. Conditions that are normally processed or removed at the end of an Action Phase, such as **Stun** and **Daze**, are **not** processed or removed if they were just received from a **Damage Barrier** or **Counterstrike** attack. In this manner they have an opportunity to affect the creature for an entire Action Phase (the next time it acts again).

Ranged Attacks

Ranged attacks can always target a Flying object in the same zone, even if the minimum range for that attack is greater than 0. Likewise, a Flying object can ignore the minimum range requirements when attacking a non-Flying object in its zone with a ranged attack.

Avoiding, Canceling, or Missing Attacks

If all of the attacks of a **melee** attack action fail to "**hit**", the defender will still remove a guard marker from itself, and the defender may still conduct a Counterstrike (if it has one). However, a Damage Barrier is not triggered.

When an attack is canceled it ends immediately and no further steps for that attack are processed. If all attacks in an attack action are **canceled**, the defender will not be able to make a Counterstrike attack or a Damage Barrier attack.

Note: If a melee attack is canceled after the Declare Attack Step, the defending creature still loses its Guard marker, if any. Once the Declare Attack Step is completed, the melee attack is in progress, and the mere attempt to make the attack (approaching and engaging the enemy) will distract the defender sufficiently to remove the guard marker. If the attack is canceled **before** the completion of the Declare Attack Step, then no "commitment" was made, and no guard marker is removed.

Destroying a creature with an attack

If an attack destroys a creature, the destroyed creature cannot make a counterstrike (if it has one). Its Damage Barrier will still be able to make its attack. See "Damage Barriers" below.

Other Attacks

Attacks without a melee or ranged icon (e.g. Damage Barriers, wall attacks, the attack made by the spell *Explode*) are neither melee nor ranged. Thus, they are not affected by Melee +X or Ranged +X traits, or any effects that work on melee or ranged attacks.

Attack Source

The **source** of an attack is normally the attacker, unless a rule or effect specifically says otherwise. At present, the only spells that say otherwise are *Chain Lightning* and *Reverse Attack*. See these spells under the spell section of this FAQ.

Modifying Attack Dice

There are many traits which modify dice, including Melee + X, Ranged +X, Charge +X, Aegis X, etc.

Melee +X and Ranged +X make attacks of the given type made **by** the creature that has them more powerful.

In contrast, Damage Type +X (e.g. Flame +X and Lightning +X) make attacks made **against** the creature with the trait more powerful.

In most cases, these traits **ONLY** modify the number of attack dice rolled, and do not affect or modify the Effect die roll, unless they specifically say they modify the Effect die roll.

In most cases traits only affect the **first** attack of an attack action. For example, a *Darkfenne Hydra*, enchanted with *Bear Strength*, uses a full action to make a **Triplestrike** melee attack action. It will make 3 separate individual attacks against the same target, but only the **first** attack will gain the extra 2 attack dice granted by *Bear Strength*.

The chart below shows all of these traits, and which affect the Effect Die Roll. It also shows who has the trait (the attacker or the defender), and whether or not the trait affects multiple attacks of an attack action.

Trait or Dice Modifier	Example	Does this modify the # of Attack dice?	Does this modify the roll of the Effect die?	Who has this trait?	Does this affect ALL of the attacks of an attack action?
Aegis X	Aegis 1	YES	NO	Defender	YES
Bloodthirsty +X	Bloodthirsty +1	YES	NO	Attacker	Only the first attack
Charge +X	Charge +2	YES	NO	Attacker	Only the first attack
Melee +X	Melee +2	YES	NO	Attacker	Only the first attack
Rage +X	Rage +2	YES	NO	Attacker	Only the first attack
Ranged +X	Ranged +2	YES	NO	Attacker	Only the first attack
+X vs. Creature Type or Trait	+2 vs. Flying	YES	YES	Attacker	YES
Damage Type +X	Lightning +2, Flame -2	YES	YES	Defender	YES
Tough -X	Tough -2	NO	YES	Defender	YES

The **+X vs. Creature Type/Trait** is a special attack trait that appears on a few creatures. It is treated similar to a Damage Type +X trait, in that it also affects the effect die roll.

For example; *Samandriel, Angel of Light* has **+1 vs. Nonliving or Dark Creatures** on her attack. She gains + 1 attack dice, **and +1 on effect die rolls**, whenever she uses this attack against a Nonliving or Dark creature.

Increasing the Attack Dice DURING an Attack Action

Some traits (such as Melee +X) state that “if the attack makes multiple attacks against the same or different creature, it gains the bonus only for the first attack it makes.” This wording is clarified to say; “if the creature makes multiple attacks during the same attack action, it gains this bonus only for the first attack it can make with this bonus.”

If a creature gains a bonus on one attack but then the bonus increases for a subsequent attack, on the next attack he may receive the additional bonus gained.

Example: A creature has a Sweeping attack and Rage +3, and has 2 Rage tokens on him, so he gains Melee +2. On his first attack, he gets +2 attack dice. If the target Counterstrikes and damages the attacker, the attacker will get another Rage token, so he will now be at Melee +3. On the second attack, the creature will get +1 attack die.

Friendly Attacks

Creatures may attack friendly creatures. This is most frequently done to remove Sleep condition markers.

A creature may even attack itself, if it is a legal target for its own attack. It may also attack an object attached to itself, for example a Tanglevine conjuration. When a creature attacks itself, or an object attached to itself, it may ignore guards.

If a creature attacks itself, or an object attached to itself, it does not trigger its own damage barrier (if it has one) or a counterstrike from itself.

Damage Barriers

A damage barrier is automatically triggered during **Step 8** of any melee attack. It is a mandatory, automatic attack that must occur, **if the triggering attack "hit"**.

A damage barrier only attacks other creatures which make a melee attack against the defender they are attached to. If a creature attacks itself, it does **not** trigger its own damage barrier. If a creature is Pushed through a wall with the Passage Attacks trait, its damage barrier will **not** attack the wall.

The damage barrier itself makes the attack, not the creature. (Thus, abilities that only affect attacks made by creatures do not apply to Damage Barrier attacks.) For example, it does **not** gain +1 attack dice if the defender has a *Marked for Death* on it.

Since Damage Barrier attacks skip the Avoid Attack Step, they will not force cards such as *Block* and *Reverse Attack* to be revealed. (This only applies to Damage Barrier attacks; other Unavoidable attacks generally do force *Block* and *Reverse Attack* to be revealed and discarded.)

Each object can have only one Damage Barrier. If a creature has a Damage Barrier it cannot gain a new one. If an object acquires an additional Damage Barrier, the additional barriers do not function. For example, a Warlock with a *Circle of Fire* enchantment on himself decides to cast a *Demonhide Armor* on himself. The *Demonhide Armor*'s damage barrier does not function, but the Warlock will still gain the +2 armor from the equipment.

You can make a Damage Barrier attack even if your creature was destroyed by the attacker's original attack. However, if that attack **does not "hit"**, you do not get to make the Damage Barrier attack.

Designer note: The Damage Barrier is considered to be encountered **simultaneously** with the attack being made, and thus it cannot be avoided if the attack has "hit" the defender, even if the defender is destroyed. Essentially, the attacker has to "pass through" the barrier in order to strike the target. If the attack **does not "hit"**, then the attacker has not "passed through" the barrier, and there is no Damage Barrier attack. For game play purposes the Damage Barrier Step was moved sequentially to **Step 8** of the Attack Sequence.

"OR" Attacks

Some attacks have an "OR" in their attack bar, which gives you a choice of traits or abilities to use with that attack. When the attack is declared, the controller decides which of these alternatives will apply for the attack.

In every case, the **single** trait or ability **immediately preceding** the word "OR" is the **first** alternative, and the **second** alternative is **everything after** the word "OR" (which may be more than one trait).

For example, *Ludwig Boltstorm*'s attack bar presents 2 alternatives; the attack can either have the Sweeping trait **or** it can be a Zone attack with the Unavoidable trait.

Zone Attacks

When a Zone attack is resolved, the attacker chooses the order of objects to be attacked in that zone. If the source of the Zone attack is in that zone, and is attacked and destroyed by its own Zone attack, the Zone attack will still attack the other remaining objects in the zone.

Conjuration Attack Actions

If a conjuration has an attack bar, it is able to make that attack once per round before or after any friendly creature's action phase unless the spell text specifies another time at which it may make that attack. Any text describing when you may attack with the conjuration is to be used instead of the general conjuration attack rules.

For example, *Pillar of Righteous Flame* will attack an enemy creature in its zone whenever it is cast or a Dissipate token is removed. It also attacks each enemy creature that moves into its zone. It does not, however, get to attack before or after a friendly creature activation because the card text specifying when it can attack overrides those general rules.

OTHER RULES NOTES

Actions

Under normal circumstances, the **action marker** can be used to either (a) stay still (not take a move action) and then perform a **full** action or a **quick** action, or (b) move up to one zone and then perform a **quick** action. As your quick action, you can choose to move again a second zone. You may **not** use the action marker to perform two quick actions.

The quickcast action is in **addition** to the Mage's normal action. It can only be used to cast a **quick spell**, not any **other** quick action. Quick spells include quick action attack spells and abilities which state they count as a quick spell. It does not include normal melee or weapon attacks.

For example, by using both the normal and quickcast actions, the Mage could do one of the following:

- Move two spaces, then use the quickcast action marker to cast a quick spell.
- Move one space, then cast a quick spell or make a quick action melee attack, then use the quickcast action marker to cast another quick spell.
- Cast a teleport spell using the **quickcast** action to teleport to a different zone, then use his full action to cast a creature spell in his new zone.
- Use his normal action to move and then take a quick action, then later in the same round, use his quickcast action to cast a quick spell.

Changing the Range or Target of a Spell or Attack

A spell fails and is canceled, if either of the following occur before the Resolve Spell Step:

1. The target of the spell is no longer a legal target, or
2. The caster or target of the spell moves (e.g. by being Pushed or Teleported away), even if the move was to a location where the spell was still in range. (In the case of a Teleport, this applies even if the teleport was into the same zone).

Similarly, an attack fails and is canceled, if either of the following occur before the Apply Damage and Effects step of an attack :

1. The target of the attack is no longer a legal target, or
2. The source or target of the attack moves (e.g. by being Pushed or Teleported away), even if the move was to a location where the spell was still in range. (In the case of a Teleport, this applies even if the teleport was into the same zone).

The most common way these can happen is through the spell *Divine Intervention*.

A canceled spell or attack ends immediately. All costs that have already been paid, remain paid, and are not refunded. If a spell was being cast, the spell card is discarded (exception: see Spellbind).

The target of that spell or attack is now an illegal target for the rest of that action.

Note: If a melee attack fails or is canceled, the defending creature still loses its Guard marker, if any. Once the Declare Attack Step is completed, the melee attack is in progress, and the mere attempt to make the attack (approaching and engaging the enemy) will distract the defender sufficiently to remove the guard marker.

Example: A *Darkfenne Hydra* attacks a *Steelclaw Grizzly* with a Triplestrike attack, and the Grizzly reveals a *Divine Intervention* during the Avoid Attack Step of the first attack and teleports into the same zone. The first attack fails. Because the target has moved, the second and third strikes are canceled too because the target is no longer legal.

Example: A *Dwarf Kriegsbiel* attacks a *Mountain Gorilla* in his zone as the first attack of his **Sweeping** attack. The Mountain Gorilla reveals a *Divine Intervention* on itself, and teleports away (to the same or different zone). That attack is canceled, and the *Dwarf Kriegsbiel* may then proceed to his second attack and choose a different target in the same zone, if any are available. He may not choose the *Mountain Gorilla* again, even if it teleported into the same zone, since Sweeping requires the second attack to target a **different** creature.

If the *Divine Intervention* were revealed on the *Dwarf Kriegsbiel* instead, teleporting him into the same or different zone, the same effect occurs: The attack against the *Mountain Gorilla* is avoided and canceled, and the *Dwarf Kriegsbiel* can choose and attack a **different** target for his second attack.

Example: A Wizard attempts to cast a creature spell, and targets the zone he is in. **Directly before** the Counter Spell Step, the enemy reveals a *Divine Intervention* on the Wizard, teleporting him to a **different** zone. The zone he was targeting has changed, so the spell fails and is canceled. The Wizard will have spent (and lost!) the mana and creature card for that spell.

Deployment

Starting with the player who has initiative, each player has one opportunity to cast as many spells assigned to their spawnpoints as they wish. Once all players have had a single turn to deploy their spells, the Deployment Phase ends. Any spell that isn't cast will be returned to its owner's spellbook at the beginning of the next Planning Phase.

Destroyed

An object can only be destroyed **from play**. It has to have entered play, and then is usually destroyed by a spell or ability which specifically destroys it (such as *Dissolve* or *Dispel*), or if it has Life it can be destroyed when it receives enough damage to equal or exceed its Life.

Cards can also be **discarded without being destroyed**, such as when you must discard a duplicate enchantment when it is revealed, or when you discard an Incantation after casting it, or if you plan a spell to be cast by an object and then that object gets destroyed. Discarded cards are **not** considered destroyed.

When an object is destroyed, everything attached to it is destroyed and discarded. This includes damage, condition markers, tokens, enchantments, and conjurations. Ability markers are returned to the owner's Mage. Then, the object is placed in its owner's discard pile.

The object may then resolve a "destroyed" effect. For example, a *Plague Zombie* will explode. Some effects replace being discarded such as **Cantrip** or **Obliterate**.

Duplicate Enchantments

When an enchantment is revealed, if it is attached to an object or zone which already has a revealed enchantment with the **same name** attached to that same object or zone, the newly revealed enchantment is immediately discarded without effect.

Players cannot cast an enchantment which targets a zone or object if there is either (a) a friendly **hidden** enchantment with the **same name** attached to that zone or object, or (b) a **revealed** enchantment with the **same name** (friendly or enemy) attached to that zone or object.

Note that it is possible to attach a duplicate enchantment to the same zone or object as an opponent's **hidden** enchantment. This would be unintentional or accidental, because you will not know that the duplication exists. Later, if the enemy hidden enchantment is revealed, you will realize that you have attached a duplicate enchantment to the same object. When this occurs, you may leave the duplicate enchantment in play as a hidden enchantment. If you later reveal that enchantment while the duplicate is still attached, you will have to destroy and discard the newer copy which you just revealed without it having any effect.

When you reveal an enchantment, you only discard it without effect if there is another **revealed** enchantment of the same name attached to that zone or object. A **hidden** enchantment of the same name does not cause you to discard the newly revealed enchantment.

Effects

If an object is affected by multiple effects, they are applied in order from **earliest to latest** effects. When an enchantment is moved to a new target, it changes its order it has amongst effects in play, and acquires a new later "timestamp".

Example: If the Beastmaster had summoned an animal and made it his Pet, **before** *Deathlock* came into play, the animal would be able to keep the 3 Life it had gained from being a Pet. However, once *Deathlock* is in play, if the Beastmaster attempts to make a **new** Pet, the new Pet cannot gain 3 Life if *Deathlock* is in play.

Some rules and effects apply modifications to objects that apply "continuously" as long as the effect is active. For example, *Eagle Wings* gives a creature Flying as long as it is attached to that creature. If *Eagle Wings* is removed from that creature, its effect immediately ceases to apply.

Example: A *Stonegaze Basilisk*, with a printed life of 10, is enchanted with Bull Endurance (giving him +4 life.) He now has 14 life. After the enchantment is put on the Basilisk, a *Deathlock* is cast (giving it Finite Life). The Basilisk will still have 14 life, because the *Bull Endurance* effect is applied **before** the *Deathlock* effect, and Finite Life only prevents further gain of life; it does not remove Life already gained.

If the *Bull Endurance* is then moved to a *Timber Wolf* (also with a printed life of 10), the Basilisk will go down to 10 life (because the *Bull Endurance* effect stops applying to the Basilisk) but the *Timber Wolf* will still be at 10 life (because the *Deathlock* effect was in play **earlier** than the *Bull Endurance*, so the *Deathlock* gives the *Timber Wolf* the Finite Life trait first, and the *Bull*

Endurance attempts to give the Timber Wolf +4 life but fails to do so due to the Finite Life). If the *Deathlock* is later destroyed, the Timber Wolf will go up to 14 life (because the *Deathlock* effect stops applying, allowing the *Bull Endurance* effect to work).

If an object has conflicting effects, one of which causes it to **gain** a trait or ability, and the other to **lose** that trait or ability, the **later** effect always takes precedence.

Example: A creature that is not naturally Flying is enchanted with *Eagle Wings* (enchanted creature **gains** Flying) and is later enchanted with *Maim Wings* (enchanted creature **loses** flying). Since the *Eagle Wings* came into play earlier, the *Eagle Wings* gives the creature flying and then the *Maim Wings* makes the creature lose flying, so the creature will not have flying.

If the *Eagle Wings* is moved to another creature and then back to the first creature, the *Eagle Wings* will then occur **later** in the order of effects. Thus the *Maim Wings* will be applied first (and have no effect, since the creature does not have Flying to start with) and the *Eagle Wings* would apply to give the creature Flying, so the creature would have Flying.

If an effect, spell, or condition says this creature loses **and cannot gain** “X”, then that creature cannot have “X”, regardless of what other effects were put on it, and in what order.

Example: The traits Rooted, Restrained, and Incapacitated say a creature “loses and **cannot gain Flying**”. A creature with one or more of these traits loses and **cannot** have or gain Flying, **regardless** of what other effects were put on it, and in what order. If it gains an *Eagle Wings* enchantment later, it still will not have Flying.

If an effect grants an ability with a limited number of uses, then the source of that effect keeps track of the ability’s use.

Example: A *Bloodcrag Minotaur* is enchanted with *Akiro’s Favor* and uses the enchantment’s ability to reroll its attack dice. Its controller then casts *Shift Enchantment* to move *Akiro’s Favor* to a *Dwarf Kriegsbiel*. The *Dwarf Kriegsbiel* will not be able to make use of the ability on *Akiro’s Favor* this round because it has already been used by the *Bloodcrag Minotaur*.

Entering a Zone

A creature only “enters” a zone if it **moves** there using a move action, or is Pushed or Teleported. Being **Summoned** or otherwise put into play in that zone does not count as “entering” the zone. Thus, *traps* and spells like *Mangler Caltrops* are **not** triggered when a creature is Summoned.

Equipment

Equipment Control

The Mage to whom the equipment is **attached** controls that equipment. For example, if you cast *Sectarus* on a friendly Mage, he will be able to attack with *Sectarus*, and plan *curse* spells for it. This is different from other spells, such as enchantments and conjurations, in which case control is retained by the **caster** of the spell.

Note that you cannot cast, control, or use equipment which you are **restricted** from. For example, A Priestess cannot cast, control, or use a *Staff of Beasts* which is Beastmaster Only. See “Spell Restrictions”.

Replacing Equipment

You cannot have 2 pieces of equipment attached which have the same **name** or the same **location**. For example, you cannot have 2 *Leather Gloves* attached (same name). You cannot have both or a *Bearskin* and a *Dragonscale Hauberk* attached (same location).

If an equipment object of the same name or location is cast upon a Mage, if the spell is **friendly** controlled, the new equipment object is placed on the Mage, and the duplicate item (the original one which has the same name or location) is removed and placed in its owner’s spellbook. In this manner, **friendly** Mages can replace equipment on each other with newer or better choices. This might be useful for removing equipment armor which is no longer useful because it is corroded (see “Corrode”).

Note that if an **enemy-controlled** equipment object of the **same** name or location is cast on a friendly Mage, the **new** equipment object is destroyed and placed in its owner’s discard pile. **Enemies cannot** replace equipment items on **friendly** Mages.

If an equipment item is being replaced, the Mage follows this procedure:

1. First, unattach and remove the **original** equipment object, with a duplicate name or location. This item is then placed back into its owner’s spellbook.
2. If this Mage has any Corrode markers on himself (see “Corrode”), remove any excess markers so that his armor value is not less than zero.
3. Next, attach the new equipment item onto the Mage.

Guarding

While a creature has a Guard marker, it loses, **and cannot gain**, the Flying trait.

A Guard cannot prevent a creature from attacking itself or an object attached to itself. Thus, a creature with a *Tanglevine* spell attached to it, may ignore enemy guards in its zone to attack the *Tanglevine*.

Under “Protect the Zone”, on page 33 of the original first edition rulebook, replace the current description with: “If there is an enemy Guard (a creature with a guard marker) in a zone, then you cannot melee attack any object in that zone other than enemy Guards. This condition is checked when the attack is declared.”

Whether or not you must attack a guard is only checked for **once** at the time you declare an attack. Once the attack is declared and legal, the presence of guards or ability to ignore them is no longer considered for that attack. For example, if you declare an attack on a creature, and then a guard is Pushed into the zone, your attack against the non-guard does not become “illegal”. As Walls occupy zone borders and not the zones themselves, they cannot be guarded.

Hindering

The official rule: If a creature moves **out** of a zone with enemy creatures in it, or if it moves **into** a zone with enemy creatures in it, it is **hindered**. A hindered creature **can only take one move action during its Action Phase (even if it has the Fast trait). After taking one move action a hindered creature must stop moving.** Normally this will limit the creature to moving just one zone that round.

A creature may be able to become unhindered **before** its first move action, by being able to ignore enemy creatures in its zone. For example, the *Necropian Vampire* could gain Flying before she moves. If there are no flyers in her zone before she moves, then she could exit the zone unhindered. If she is unhindered in the new zone, she can move again as a second move action. The same would apply with a creature revealing an *Eagle Wings* **before** it takes its first move action.

Movement by Teleporting ignores the hindering restriction. If a creature teleports before it takes any move actions, it can become unhindered if it Teleports into a zone without any enemy objects that can hinder it.

Note that if a creature has moved one zone while unhindered, and is unhindered in its new zone, it can move a second time **into** a zone with enemy creatures in it (where it will be hindered for its *next* action phase).

Initiative

If you win the initiative roll on the first round of the game, you may choose to allow the **other** player to have the initiative first.

Mage Death

Once a Mage dies, he cannot perform any further actions, pay mana costs, cast spells, make a counterstrike, etc. Any enchantments and equipment attached to himself are immediately destroyed. Other objects he controls in the game remain in play.

If a Mage dies, continue play until the end of that Phase (e.g. the Upkeep Phase, or the current creature's Action Phase.) If all remaining Mages die before the end of that Phase, the game is a draw.

Example: In a two-player game, a Wizard with 1 remaining health and enchanted with *Magebane* casts an attack spell on the enemy Warlock to kill him. The Warlock is killed and the Wizard will die from the *Magebane*, and the game will be a draw.

Mandatory Actions

Some effects will require a creature to perform a specific action, such as making a melee attack against a particular enemy creature in its zone. Currently, the only such effects are **Bloodthirsty** and **Taunt**. These effects are referred to as **mandatory actions**.

A creature must perform a mandatory action if it is possible to do so when it chooses what action to perform. If the creature is under multiple mandatory action requirements, the creature may choose which one of the requirements to obey. These effects do not allow a creature to perform an action that would be otherwise forbidden, such as attacking a creature that would otherwise be an illegal target (for example attacking a creature when a different one is guarding, or attacking a Flying creature if the attacker is not flying).

Note that declaring the action includes paying any costs, so one would be required to pay any costs required to perform the action. Determining whether or not the condition is possible is checked only at the moment that the creature would be choosing its action (or target); the controller of the creature is not required to do anything beforehand that would make the action possible. For example, the controller does not have to activate the ability of another card (like using *Archer's Watchtower* to give a ranged attack the **Indirect** trait) in order to make the action possible.

Example: A creature with Bloodthirsty is in a zone with two other enemy creatures, one of which is Guarding and undamaged, and the other one of which is damaged. Since the damaged creature is not a legal target for the attack, the creature is free of any obligation to attack, so it could either attack the Guard or take another action.

Example: A creature with Bloodthirsty is in a zone with three enemy creatures, two of which are damaged, and it uses a Sweeping attack action. The first attack must target one of the damaged creatures. For the second attack, it cannot target the creature it attacked in the first attack but it can still target the other damaged creature, so it must do so. If there were only one damaged creature and multiple undamaged creatures, then the first attack must target the damaged creature but the second attack could target any of the undamaged creatures.

Example: A creature is in the same zone as an enemy *Sosruko* which has Taunted him. When the creature activates, since it is possible to attack *Sosruko* he must do so; he may not move out of the zone to avoid the effect. Note that you could use your quickcast action to teleport the creature out of the zone before it activates, so it wouldn't be able to attack *Sosruko* and would not be bound by the Taunt effect.

Example: A Wizard is in the same zone as an enemy *Sosruko* which has Taunted him. When the Wizard activates, he chooses to use his Quickcast action immediately before his activation to cast a Teleport spell to teleport the Wizard out of *Sosruko's* zone. Then, when the Wizard is choosing his normal action, he is no longer in *Sosruko's* zone so he is not bound by the Taunt effect.

Example: A *Goran*, *Werewolf Pet* with Bloodthirsty is in the same zone as a damaged enemy Wizard equipped with Suppression Cloak, with no other enemy creatures. When *Goran* activates, if *Goran's* controller has 2 or more mana in his mana supply, then *Goran* must attack the enemy Wizard and the controller must pay the 2 mana. If *Goran's* controller does not have 2 or more mana in his mana supply, *Goran* is unable to attack, so he is not forced to attack and can take another action.

Example: *Thorg* taunts an enemy creature one zone away. When that creature is activated, its controller must determine if it can make a ranged attack against *Thorg*, or move into *Thorg's* zone. If it is able to do either of these, it must take one of those actions. If it is able to take both of these actions, it may choose which one it will perform.

Note that *Thorg's* taunt will not force the taunted creature to move through a wall with the Passage Attacks trait. If this is the case, then the creature must make a ranged attack if possible. If it cannot make a ranged attack, then it is free to choose other actions.

If the taunted creature finds itself in *Thorg's* zone at the beginning of its action phase, or if it moves into *Thorg's* zone, then it must attempt to make a melee attack against *Thorg*. If it has no actions left (for example a Slow creature), then it does not have to attack.

If it moved into *Thorg's* zone because it was taunted by *Thorg*, but then once in the zone it finds itself also under other mandatory action requirements (perhaps because it is Bloodthirsty and other damaged targets are in the zone), then it may choose which mandatory action to take.

Move Action

When a creature moves from one zone to another, there is a specific sequence of events which must be followed. A creature might move to a new zone by taking a **move action**, or it might be **Pushed** or **Teleported**. Regardless as to how it moves to the new zone, it follows the move sequence below, although some parts or steps might be irrelevant. For example, a Teleport bypasses Walls and ignores [Step 4](#) below.

1. Declare Move

Choose which zone the creature will move to. Check to see if the move is possible (for example, make sure no wall will block the move), and make sure the creature has an available action and is not Restrained, Rooted or Incapacitated. If you discover you made a mistake and the creature cannot be moved (for example, the wall is "Passage **Blocks**", **not** "Passage **Attacks**"), you can cancel the move action and choose a different action instead.

2. Pay Costs

You **must** pay any costs associated with the move. For example, a spell might require your creature to pay a mana cost in order to move. If you cannot pay all of the costs, the move is cancelled, and you have lost the action!

3. Leaving Zone Effects

Some spells or abilities might have an effect which triggers when a creature is **leaving** a zone. Note that there currently are no "Leaving Zone" effects in the game, but future ones will be added.

4. Walls

The creature encounters any intervening walls (unless it is Teleporting, in which case it ignores walls).

If a creature has been Pushed into a wall with the Passage Blocks trait, it becomes Bashed and receives a Bash Attack now.

If the creature is moving through a wall with the Passage Attacks trait, it conducts that attack at this time.

5. Move to New Zone

The creature **must** be moved into the new zone.

It is possible that a wall attack might Restrain or Incapacitate a creature, in which case it will not be able to complete its move action, and will not be able to move into the new zone. See “Walls” below.

6. Entering Zone Triggers

Any spells, abilities, or effects which trigger for a creature entering a zone occur at this time. Examples include a **trap** or *Mangler Caltrops* spell.

You **do** get a chance to reveal enchantments after each of the **6 steps** above, like you do with the attack and casting sequences.

If a creature becomes unable to move during the move action, it stops the move sequence at that point, and the rest of the move action is **canceled**. For example, a creature could become Restrained from a “Leaving Zone Effect”. If this happens, the rest of the move action is canceled, and it will not encounter any walls, nor actually be moved into the new zone.

Moving Conjurations

Conjurations are attached to the zone they occupy, but some Conjurations can move (such as Raincloud). A Conjunction can only move into a zone that it could legally be attached to. You cannot move a Conjunction into a zone that already has a Conjunction with the same name attached to it (each zone can only have one Conjunction of a given name attached to it at a time).

One-Time Use Enchantments

One-time use spells have an effect which occurs immediately after they are revealed, and then after the effect takes place they are destroyed. These spells are designed to be revealed at a specific time.

If a one-time use enchantment is revealed at an inappropriate time, where its effect would be irrelevant, it is destroyed and discarded without effect. You cannot hold the revealed enchantment, to use its effect at a later time.

For example: A creature has a hidden (face-down) *Block* enchantment on it. The player reveals the *Block*, and pays the reveal cost. However, the creature is not currently being attacked, and the ability of the *Block* is wasted. That player cannot keep the *Block* spell revealed and wait for an attack to occur later.

Designer Note: Future spells may enable players to forcefully reveal each other’s enchantments, and this will be a good way to destroy one-time use enchantments (by revealing them at a time which renders them useless).

If an enchantment destroys itself (for this or any other reason), that destruction cannot be prevented.

Owner

The owner of a card is the player who started with the card in his spellbook when the game begins.

When a card is moved to a discard pile, spellbook, or hand of a player, it moves to its **owner’s** discard pile, spellbook, or hand. However, some spells or effects may specifically move it to a different player’s location instead.

Of course, at the end of the game, all cards should be returned to their owners.

Revealing Enchantments

The process for revealing enchantments is as follows:

1. Flip over the hidden enchantment card showing it to all players.
2. Counter the Enchantment: A player may reveal an enchantment or use an ability which **specifically allows it be used during this step**. For example, a *Mind Shield* can be revealed to counter and cancel a *psychic* enchantment. **Other** enchantments **cannot** be revealed at this time. As of this printing, *Mind Shield* is the only enchantment with this ability.
3. Pay Reveal Costs
4. Resolve the Enchantment’s Effects

Removal Cost

The “removal cost” of a condition is only used if a card or ability specifically references it. You cannot just spend the removal cost to remove a condition unless an effect specifically allows you to do so.

You do not have to pay the removal cost if the condition is removed by another means (e.g. damaging a Sleeping creature).

If an “L” is listed in the removal cost on a condition, it refers to the creature’s **Level**. Example: The Sleep condition marker.

Returning Spells to Your Spellbook

Spells can be returned to your spellbook for various reasons:

After it is cast, a **Cantrip** spell returns to your spellbook instead of the discard pile.

When a spellbound spell is changed out, the original spell returns to your spellbook.

When a planned spell is not cast, it returns to your spellbook at the beginning of the next Planning Phase.

In all of these cases, the spells are always returned to the owner's spellbook, even if an opponent took control of that spell or the object it was bound to or planned for.

When an object in play returns to your spellbook, everything attached to it is destroyed and discarded. This includes damage, condition markers, tokens, enchantments, and conjurations. Ability markers are returned to the owner's Mage.

Rings

There are several "mana cost discount" rings available, including *Arcane Ring*, *Force Ring*, and *Druid's Leaf Ring*. Most of these rings can only use their ability once per round, and you can use a **ready marker** to help recall whether or not the ring's ability has been used.

These rings reduce the amount of mana the Mage has to pay, but doesn't reduce the spell's "cost" for the purpose of other effects (such as the cost to *Dissolve* the equipment).

Normally, these rings can only be used on spells cast by the Mage, not on spells cast by Familiars or Spawnpoints. An exception is the Necromancer's *Death Ring*, which reduces casting costs for spells cast by his Spawnpoints.

Special Tiles (Battlegrounds: Domination)

The Spiked Pit marker on the Spiked Pit special tile remains in play until it successfully rolls a 9+ to make its attack against a Non-Flying Corporeal creature.

Spell Range

The range indicated on the top of the card (e.g. 0-0 for creatures and 0-2 for equipment) applies when **casting** the spell.

In the case of Attack Spells, which make an attack, the range for the attack is the same as the spell casting range at the top of the spell.

If the card is an object which has an attack (such as a *Royal Archer* creature with a *Longbow* ranged attack) the range for that attack will be listed on its attack bar (the *Longbow* has a range of 1-2).

Spell Restrictions

Some spells are restricted to a particular Mage or school of training, For example "Beastmaster Only" or "Holy Mage Only". Unless the Mage is trained in that particular school or is that particular Mage class, then the restriction prevents 3 things:

- 1) A restricted Mage cannot place that spell in his spellbook when building his spellbook before the game begins.
- 2) A restricted Mage cannot cast that spell during the course of the game.
- 3) A restricted Mage cannot take control of that spell during the course of the game.

Examples:

- If the Forcemaster casts *Steal Equipment*, she can target a Warlock's *Lash of Hellfire*, which has the **Warlock Only** trait. However, since she cannot use this spell, it is destroyed instead.
- *Steal Enchantment* **cannot** be used to take control of an enchantment you might otherwise be restricted from. For example, the Wizard cannot take control of a Forcemaster's *Forcefield*.
- If the Priestess steals a *Mage Wand* with a *Drain Life* (Dark Mage Only) spell bound to it, she cannot cast that spell. She can steal the wand, but the wand would be of no use to her unless she chooses to bind a new spell to it. If she binds a new spell to the *Mage Wand*, the original bound spell is returned to its owner's spellbook (the player who owns the spell being returned).
- The Forcemaster cannot cast *Mind Control* on *Huginn, Raven Familiar* because it has the Arcane Mage Only trait.

Targeting

In order to successfully **target** an object, 3 conditions must be met.

- 1) You must be able to “see” the object – trace LoS (Line of Sight) to the object.
- 2) If the spell, effect, or ability you are targeting with specifies a range, then the target must be within the specified range. If a range is not specified, then ignore this requirement and assume any range is permissible.
- 3) The target must be a “legal” target and match whatever requirements are specified for that spell, effect, or ability. For example, a spell might say “Flying Creature” in the target line, and thus it cannot target a Nonflying creature.

Note that the first requirement (LoS) is mandatory for targeting, and the second 2 requirements may or may not be required by the particular spell, effect, or ability.

Teleporting

The Teleported creature is moved **directly** to the target zone. It does **not** enter or move through any zones in between its starting and ending zone, thus it bypasses walls and other objects along the way. For example, it will not trigger any traps in the zones in between.

Movement by Teleporting ignores the hindering restriction. If a creature teleports before it takes any move actions, it can become unhindered if it Teleports into a zone without any enemy objects that can hinder it.

A creature which can move by Teleporting (such as *Blue Gremlin* and *Grey Wraith*) does **not** require LoS to an adjacent zone in order to Teleport there.

When a creature Teleports, it removes and destroys any attached conjurations. This is a good way to destroy *Quicksand* and *Tanglevine*.

A creature may Teleport into the same zone it started in. If it does, it will still unattach and destroy any conjurations.

A creature may Teleport even if Unmovable or Restrained.

Terrain (Battlegrounds: Domination)

When you cast a terrain spell on a zone which already has terrain in it, the old terrain is destroyed. Exception: The special tiles of Battlegrounds cannot be destroyed or moved.

Traps

A creature only “enters” a zone if it moves there (either uses a move action or is Pushed or Teleported). Being Summoned or otherwise put into play in that zone does not count as “entering” the zone and will **not** trigger a trap.

Walls

The walls around the outside of the arena are “high walls” and thus will block the movement of Flying creatures. If a Flying creature is Pushed into an outside Wall it is **bashed**, just as if a non-Flying creature were pushed into the wall.

In order to be able to perform a ranged attack against a wall, **the attacker** must (1) have LoS to the wall (trace LoS to the center of the border where the wall resides), and (2) be in range of at least one of the zones the wall borders. Also see “Extendable” in the Codex section.

A Bash attack will trigger a *Block*, *Reverse Attack*, or similar enchantment. (Since the Bash attack is Unavoidable, the Block will be discarded without effect.)

Zone borders are not considered to be inside the zones they border, so a Zone attack will not affect walls.

If a creature is moving through a wall with the Passage Attacks trait, players may reveal enchantments as normal after each Step of the wall’s attack. An enchantment could be revealed which makes the creature unable to move (such as *Force Hold* granting the Unmovable trait). If this should occur, the wall attack is canceled immediately at the point in which the enchantment is revealed (which means it may not have yet received any damage or other effects), and the creature does not move into the new zone. Likewise, a wall attack could Stun or Restrain a creature during its attack, and the creature would be unable to move, and would not complete its move into the new zone.

What school does my creature or Mage belong to?

Non-mage creatures are considered to belong to whatever schools are listed on their spell cards in the top-right corner. For example, Adramelech is both a **Dark** and a **Fire** creature. This might be important for abilities such as Samandriel, who gains a +1 bonus vs. Dark creatures.

Mages are creatures, but they do not belong to any schools, regardless of their training. For instance, the Warlock is not considered a Dark creature, and the Wizard is not considered an Arcane creature.

Zombies (Druid vs. Necromancer)

Many *zombie* creatures have the **Bloodthirsty +0** trait. This means that the *zombie* is affected by the mandatory action effect of Bloodthirsty, even though it does not gain bonus attack dice against **damaged Living** targets. Note that the Bloodthirsty +X trait **stacks**, so the *zombie* could gain bonus attack dice if it were able to somehow acquire the Bloodthirsty trait with a positive value, such as the **Bloodthirsty +1** trait gained from *Zombie Frenzy*.

CODEX: Traits & Conditions – Notes & Clarifications

Armor

Some creatures have a “No Armor” symbol (the armor with a slash through it.) This means that the creature's armor value is always considered zero; it cannot have or gain armor by any means.

Bleed (Conquest of Kumanjaro)

If a creature has Finite Life, it cannot be healed, so the Bleed marker's ability to prevent 1 point of healing to remove it cannot be used. The Bleed marker could still be removed by effects that remove condition markers.

Burn

“Flame +X” and “Flame –X” effects do **not** affect the die roll made during the Upkeep Phase for the **Burn** condition. However, these traits **do** affect the Effect Die roll for *flame* attacks.

Cantrip (Forcemaster vs. Warlord)

If a spell with the Cantrip trait would be discarded or destroyed for any reason (including being countered), it is instead returned to its owners spellbook. **This still functions on hidden enchantments. If a hidden enchantment has Cantrip, and would be destroyed, it is returned as normal.** Exception: The **Obliterate** effect destroys an object and **removes it from the game**. Obliterate will remove a Cantrip spell from the game.

Designer Note: A Cantrip is considered a built-in spell or ability, very basic and inherent to the Mage, which cannot be lost or forgotten. For example, the Forcemaster's *Galvitar* is an inherent part of herself, a built-in ability acquired early in training.

Note: *Galvitar* can be stolen by another Forcemaster using *Steal Equipment*. But if it were to be destroyed, the original owner of the *Galvitar* would have it returned to their spellbook.

Corrode (Druid vs. Necromancer)

Corrode is an **acid condition** which gives an object Armor -1 for each Corrode marker on that object.

During the Apply Damage and Effects Step of an attack, Corrode markers are always placed **after** the amount of damage for that attack has been calculated (with armor considered). In other words, you cannot first Corrode the armor during that Step, the armor will always be allowed to reduce damage for the attack (if any) **before** it becomes Corroded.

Corrode markers cannot be placed on an object which would reduce its armor to less than zero. If placing a Corrode marker on an object would reduce its armor to less than zero, instead do **not** place that Corrode marker and instead give that creature one point of **direct acid** damage for each marker that would have been placed. This direct acid damage does **not** count as damage dealt by the attack.

Example: A *Devouring Jelly* attacks a *Zombie Minion*. The *Jelly* rolls no critical damage on its attack dice, but gets a 9 on its effect die. Two Corrode markers would be placed on the *Zombie Minion*, but since it has no armor the *Zombie Minion* is instead dealt 2 direct **acid** damage. Since this damage was from the Condition marker and **not** the attack, the *Devouring Jelly* will **not** reconstruct 2 damage.

If at any time a creature would have less than zero armor (more Corrode markers on it than its current amount of armor) **immediately** remove the excess Corrode markers until it has zero armor. This can occur if the amount of armor it has changes (for example a *Rhino Hide* enchantment on a creature gets dispelled). Removing excess Corrode markers does **not** deal any extra damage to the creature (this is different from having received excess Corrode markers during an attack).

Example: *Bitterwood Fox* has 0 armor printed on his card, but it is gaining Armor +1 from a friendly *Redclaw, Alpha Male* in its zone. So its current armor value is “1”. An effect puts 1 Corrode marker on the *Bitterwood Fox*, lowering the creature back to “0” armor. If *Redclaw* moves out of the *Fox's* zone, the Corrode marker will be immediately removed, because it would give the *Bitterwood Fox* -1 armor. If *Redclaw* later moves back into the *Fox's* zone, then the *Fox* will have 1 armor again.

Removing excess Corrode markers can occur while changing equipment on a Mage. See “Equipment”. When a Mage replaces a piece of equipment in the same location (for example, casts a new Chestpiece to replace his original Chestpiece) that Mage will temporarily have less armor when the first piece is **removed**, and **before** the second piece is **attached**. At that moment while the Mage has neither Chestpiece attached, you will check his armor and remove any excess Corrode markers. This is an excellent way for Mages to replace Corroded equipment and regain armor.

Example: A Mage has 2 Corrode markers, a *Bearskin* (Armor +2), and a *Leather Gloves* (Armor +1). This gives him an armor value of 1. If the Mage casts a *Dragonscale Hauberk* on himself, it will replace the *Bearskin* (which has the same location; Chestpiece), he follows this procedure:

1. First, remove the original *Bearskin*, which is placed back into his spellbook.
2. Now his current armor value, without the *Bearskin*, is “-1”, so he immediately removes a Corrode marker to bring his armor to “0”.
3. Next, he attaches the *Dragonscale Hauberk* to himself, increasing his armor by 2. He now has an armor value of 2.

If the Mage later casts a second *Leather Gloves* to replace the first one, when the first *Leather Gloves* comes off, the Mage will still be at positive armor, so no Corrode markers will be removed, and the Mage will still have 1 Corrode marker at the end of the process.

Cripple

When a creature is affected by multiple Cripple conditions, it rolls to get out of each one individually. It may also attempt an escape roll even if Incapacitated.

Daze

The chance to miss from Daze is rolled for in the Roll to Miss Step.

The Roll to Miss Step occurs even on attacks which skip the Declare Attack Step. A Dazed creature must still roll for each attack it makes, including all 3 strikes of a Triplestrike attack, or both attacks of a Sweeping attack.

On a **Zone** attack, one roll is made for Daze, which applies to the entire attack action. If the attack “misses” then no targets are attacked in that zone.

If the attacker “misses” with a **melee** attack, treat this as if the attack had been avoided: The defender will still remove a guard marker from itself, and the defender may still conduct a counterstrike (if it has one). However, a Damage Barrier is not triggered.

Extendable

The correct wording is as follows:

When you cast this wall, you may pay an additional cost equal to the mana cost of the wall, plus the wall's Level, as part of the cost of casting the spell. If you do, when this spell resolves, you may take an additional wall of the same name out of your spellbook and place it on any zone border connected to the first wall. The second wall must be placed in LOS as normal.

The new wording clarifies that the second Wall is not an additional spell being cast, and thus does not trigger effects like Magebane or Gate to Voltari a second time. Since Extendable only triggers once per cast, each casting of an Extendable wall will place at most two walls.

Note that the second wall is **not** required to be placed within range; only within LoS. The first wall placed is not taken into account when determining LoS to the second wall. Thus the first wall cannot block LoS to, and prevent placing, a second wall.

Example: If you cast a Wall of Fire (a Level 2 spell with 7 mana cost) and used Extendable, you would pay 7 mana plus an additional cost of 9, for a total of 16 mana. If the spell was countered with Jinx, you would get all 16 mana back, but would place no walls.

Extinguish (Conquest of Kumanjaro)

Example of how Extinguish works: If you use an Extinguish attack with 3 attack dice against a creature with 4 Burn conditions, the Extinguish attack will roll 1 die (the minimum) and subtract 4 from the effect die roll. All 4 Burn conditions will be removed.

A **hydro** attack (or attack spell) which has the **Extinguish** trait, may target an object with the **Hydro Immunity** trait. If it does, the attack deals no damage or effects to the object, other than to remove **all** Burn conditions. This is an exception to the normal immunity rules. In this manner, a Hydro attack can be used to extinguish the fires of a burning **plant** object, even though the attack cannot actually damage or harm that **plant**.

Flying

A creature can ignore minimum range when making a ranged attack against another object in its zone if **either** the attacking creature or the defending creature (or both) have the Flying trait.

A creature **loses, and cannot gain**, the Flying trait if it is Restrained, Rooted, or Incapacitated.

Ichthellid Larva (Druid vs. Necromancer)

The Ichthellid Larva represents an Ichthellid creature growing inside the body of a Living creature, and waiting for its death, after which it will “hatch” – bursting out of the creature’s corpse.

The Ichthellid Larva is a **poison** condition, and cannot be placed on creatures with Poison Immunity, such as Nonliving creatures. Thus, an *Ichthellid* cannot place an Ichthellid Larva marker on itself or another *Ichthellid*.

Each *Ichthellid* has only **one** Egg token, and thus can only place **one** Ichthellid Larva marker. Each creature can only have **one** Ichthellid Larva marker on it, and additional ones placed are destroyed instead.

If the *Ichthellid* attaches an Ichthellid Larva marker to another creature, the controller of that *Ichthellid* controls the Larva marker. If a creature with an Ichthellid Larva marker on it is destroyed (but **not** Obliterated or removed from the game) an *Ichthellid* will “hatch” from it (come into play). The *Ichthellid* which hatches comes from the Larva controller’s spellbook or discard pile (the controller chooses). If the controller does not have an *Ichthellid* spell then he does not get to hatch an *Ichthellid*. If he does have an *Ichthellid* spell, he places the spell face down in the zone where the creature was destroyed (the creature which had the Larva marker on it, out of whom the *Ichthellid* is “hatching”). He places a face down action marker on his new *Ichthellid*.

While the *Ichthellid* card is face down it is considered temporarily “out of play”. While it is “out of play” it cannot be attacked, damaged, targeted, or affected by anything in the game, just as if it had been removed from the game. Its purpose for being placed on the board face down is just for the convenience of marking where it will come into play later that round, and to remove the card from the spellbook or discard pile, reserving it for its Summoning and preventing other spells and effects from affecting it.

At the end of the current game round, the *Ichthellid* card is turned face up, at which time it is Summoned and comes into play. Normally, during the next game round’s Reset Phase, the creature’s action marker will flip face up and the creature will be able to take its first Action Phase. This is exactly how the **Reanimate** effect works.

Note that the Ichthellid Larva marker is the object Summoning the creature into play.

Incapacitated

While a creature is Incapacitated, it loses **and cannot gain** the Flying trait.

Intercept (Conquest of Kumanjaro)

Restrained and **Incapacitated** creatures can’t use Intercept.

The creature can’t use Intercept if it cannot become a legal target for that ranged attack.

Intercept cannot be used on Zone attacks, since Zone attacks don’t target objects.

Intercept occurs after the Roll to Miss step (before the Avoid Attack step).

Invisible (Forcemaster vs. Warlord)

Enchantments and equipment attached to an **Invisible** object also gain the Invisible trait, but attached conjurations do not.

Life +X/-X

If a creature has a **Life –X** effect applied to it (or loses a Life +X effect) such that the damage on it is now greater than its Life, the creature is destroyed. This does not count as being “destroyed by damage” for effects that trigger off of that.

Lumbering (Druid vs. Necromancer)

A Lumbering creature is considered always hindered, and thus can only take **one** move action each round. If as a move action it can Teleport, it can take an additional move action (if Teleporting). It can also be Pushed or Teleported by outside effects, since this has nothing to do with taking move actions itself.

The creature’s “hindrance” is caused by the creature being clumsy or hobbled, and has nothing to do with the presence of enemy creatures. Thus, if it is able to ignore enemy creatures, which would normally cause it to not be hindered by them, this has no effect on the creature’s movement restriction, and it can still only take one move action per round.

If a Lumbering creature gains the Fast trait, it does not change or remove its Lumbering trait. It can still only take one move action per round. Essentially, the Fast trait provides no benefit for it.

If a Lumbering creature gains Slow, it has both traits and is restricted by both traits. The Slow trait is a more restrictive condition, and will prevent it from taking a quick action after it moves. If later the same creature gains the Fast trait, which cancels out the Slow trait, it will still retain its Lumbering trait, and can still only move one zone per round (after which it may take a quick action).

Novice

Novice spells always cost just 1 spellpoint to include in your spellbook, regardless as to what they would normally cost the Mage. For example, if a Warlock buys a Level 1 Holy Novice spell, it still costs him just 1 point, even though normally he'd pay 3 for the spell.

Poison

We added a new damage type “*poison*” (skull and crossbones symbol). *Poison* attacks have no effect on creatures with the Poison Immunity trait.

Push

A push effect always pushes the target one zone in the same direction as the line from the source to the target. (Note that some push effects will specifically override this: e.g. “*push in a direction of your choice*” or “*push in a random direction*”.) If this line is diagonal, the controller of the push effect can choose either of the two closest cardinal directions. If the target is in the same zone as the source then the controller can choose any of the four directions.

Example: The target is one zone east of the source. The push must be in the east direction.

Example: The target is one zone east and one zone north of the source (diagonal to the source). The Push can be in either the east or north directions (the source chooses).

Rage +X

You only gain Rage tokens from attacks made by enemy creatures. Damage from things other than attacks, or attacks made by things other than **enemy creatures**, do not count. For example, attacks from **conjurations** or **friendly** creatures do not count.

Ranged +X

Updated wording:

This creature gains +X attack dice when it makes a ranged attack. Has no effect on zone attacks. Does not grant a ranged attack if this creature does not have one. If the creature makes multiple attacks during the same attack action, it gains this bonus only for the first attack it can make with this bonus.

Ranged +X only increases the amount of dice the creature rolls when making ranged attacks. It does not increase the range of the attack, and it does not give the creature the ability to make ranged attacks if the creature does not already have that ability.

Reanimate (Druid vs. Necromancer)

Some effects can reanimate a creature after it is destroyed (they can Summon the creature immediately after it is destroyed). When a creature is Reanimated, it is removed from the discard pile and is placed face down in the same zone where the creature was just destroyed. It then has a face down action marker placed on it.

While the Reanimated creature card is face down it is considered temporarily “out of play”. While it is “out of play” it cannot be attacked, damaged, targeted, or affected by anything in the game, just as if it had been removed from the game. Its purpose for being placed on the board face down is just for the convenience of marking where it will come into play later that round, and to remove the card from the discard pile, reserving it for its Summoning and preventing other spells and effects from affecting it.

At the end of the current game round, the creature card is turned face up, at which time it is Summoned and comes into play. Normally, during the next game round’s Reset Phase, the creature’s action marker will flip face up and the creature will be able to take its first Action Phase.

Note that, unless it says otherwise, normally the Mage who controls the effect which grants Reanimation is the object summoning the creature into play. For example, the controller of the *Ziggurat of Undeath* is the Summoner of creatures it Reanimates. Likewise, the controlling Mage of the *Rise Again* enchantment, or the Eternal Servant marker, is the Summoner of the creature they Reanimate.

Restrained

While a creature is Restrained, it loses **and cannot gain** the Flying trait.

Slam (Forcemaster vs. Warlord)

Slam is a temporary Incapacitation, designed to represent a creature being knocked down to the ground, and then quickly getting up again as soon as it acts again. It is removed as soon as that creature is activated (and replaced with the **Daze** condition), and this represents that creature “standing back up”.

Thus, a Slam will not prevent a creature from taking their Action Phase. The Daze will then go away at the end of that Action Phase as normal.

Slam is useful for removing a Guard marker, or temporarily taking away Defenses, or the Flying trait (which all occur because of Incapacitation).

Sleep

The “L” for the removal cost on the Sleep condition marker is equal to the creature’s **Level**.

Slow

A creature checks whether or not it can take an additional action at the moment it would declare the action. If it acquires the Slow trait **before** it takes the action, it may not be able to take the action. If it acquires the Slow trait **after** it is already in the process of taking an action, the Slow trait will not prevent or restrict it from taking that action.

Likewise, if it loses the Slow trait just **before** it would take an action, it might be able to take an action.

Example: A creature begins its Action Phase by taking a move action to move into another zone. After it moves into the new zone, the opponent reveals an *Enfeeble* enchantment on the creature, which gives it the **Slow** trait. The creature was planning to make a quick melee attack on an enemy creature in the zone it just entered. However, because it acquired the Slow trait **before** it makes the quick action melee attack, it can no longer take that action and must end its Action Phase instead.

Example: The same creature above enters the new zone and the opponent does not reveal *Enfeeble* on it, **yet**. It then declares a quick action melee attack against an enemy creature in that zone. **During** that melee attack, the opponent reveals the *Enfeeble* enchantment on the creature, giving it the **Slow** trait. Since it acquired the Slow trait **after** it has already started its attack action, the Slow trait does not affect or prevent that attack from continuing.

Example: A zone enchantment gives all creatures in that zone the Slow trait. A creature begins its Action Phase in that zone by taking a move action to move out of the zone. It has the Slow trait as it moves out of the zone, but as soon as it completes its move action it no longer is Slow. After moving out of the zone it may now take a quick action.

Spellbind

When a card with Spellbind is cast, or when the bound spell is replaced, the bound spell is taken from the Mage's **spellbook**, **not** from his **prepared** spells.

If a Mage casts an equipment with Spellbind on another Mage, then the recipient of the equipment chooses a bound spell from the recipient's own spellbook.

If a bound spell is countered, the spell effect is canceled, but the bound spell still remains bound (it is not destroyed or discarded). This includes if the spell is canceled or fails, such as with a *Jinx* spell, or if the target changes or is moved.

If an item with a bound spell is stolen (such as with the *Steal Equipment* spell) the bound spell is stolen along with the item. If it was a face down spell (not revealed yet because it had just been bound) the new controller may look at the spell. The new controller may cast that bound spell, as long as it is not restricted for their Mage school or class (for example, the Priestess cannot cast a *Drain Life* spell (Dark Mage Only) bound to a Mage Wand).

When a bound spell is changed, the original spell is returns to its owner’s spellbook. In the example above, if the Priestess has stolen a Warlock’s *Mage Wand*, and then changes the *Drain Life* spell bound to it, the *Drain Life* spell is returned to the **Warlock’s**spellbook.

Stuck

The Stuck condition cannot be placed on, nor has any effect on, a creature with the **Uncontainable** trait. Note that all Incorporeal objects have the Uncontainable trait.

Summon

Summoning is the act of bringing a creature into play and placing it in the arena. Usually this occurs when a creature spell has been cast and successfully resolves. Some spells or abilities, such as *Reanimate*, *Ziggurat of Undeath*, or *Eternal Servant*, enable a Mage to Summon a creature in a different manner other than casting the spell.

Sweeping

A creature must be legally able to attack both targets with its Sweeping attack. *Sweeping is always an optional ability.*

A creature cannot gain or lose the Flying trait in the middle of an attack action. When a Flying creature uses a Sweeping Melee attack, if the first target has Flying, the second target must also have Flying. If the first target does not have Flying, then the Flying creature will have to lose the flying trait to attack them, thus their second target must also be non-Flying.

For example, if a Flying creature with a Sweeping Melee attack makes its first attack against a Flying creature, it will not be able to make its second attack against a non-Flying creature (since it is in the middle of the attack action, so it can't lose Flying), or vice versa.

If a non-flying creature uses a Sweeping Melee attack that also has **Reach** it is legally able to attack Flying and non-Flying, and so it may target both Flying and non-Flying targets. Similarly, a Sweeping Ranged attack may target both Flying and non-Flying targets.

Tainted (Conquest of Kumanjaro)

Damage from a Tainted marker placed by an attack does **not** count as damage **dealt by the attack**. It still counts as damage, and can still destroy a creature. However, the **source** of the damage is **not** the attack itself, it is the *poison condition* which is causing the damage, similar to how damage from a Burn marker or Rot condition is provided by the marker and **not** considered **dealt by the attack** which places the marker.

For example, a *Giant Wolf Spider's* Poison Fangs attack rolls only 2 attack dice, and deals little physical damage itself. However, if it is able to inject its "venom" into the creature (roll a 9+ on the effect die, or 5+ if the target is Restrained), the venom can provide some serious damage and even destroy the creature if that damage is enough. The "venom" (Tainted marker) is providing the damage, **not** the actual bite **attack**.

This is important for effects which trigger off of dealing damage by an attack. See also "Vampiric" below.

Taunt

See **Mandatory Actions** under Rules above.

A creature cannot Taunt itself. If such a situation should occur, the Taunt is canceled.

Upkeep +X

If an enchantment has the **Upkeep +X** trait, the upkeep must be paid by the controller of the enchantment, not the controller of the creature to which the enchantment is attached. (*Essence Drain* is unusual in this regard: it has no Upkeep cost itself but gives the creature it is attached to Upkeep +2; the controller of the enchanted creature must pay the upkeep cost as normal.)

Vampiric

Damage dealt to the creature in excess of its **remaining health** does not count toward healing.

A creature's **remaining health** is its life total minus the amount of damage currently marked on it (i.e., the amount of damage needed to kill it.)

Note that if an attack places a condition on a creature which counts as damage (such as the **Tainted** condition), the condition does **not** count as damage dealt by the attack. Therefore, it will not count as damage dealt for the Vampiric trait.

Example: A creature with a Vampiric attack makes a melee attack on a Living creature, dealing 4 damage and causing the **Tainted** condition. The attack has dealt 4 damage (not 7), and thus can heal a maximum of 2 damage from the attacker.

Vine Markers (Druid vs. Necromancer)

Placing Vine markers

During the Deployment Phase the Druid may place a new Vine marker. The vines are effectively growing and spreading on their own, so the Druid ignores range and LoS during their placement. The Vine marker can be placed in any of these zones:

- In the Druid's zone.
- In a zone containing another friendly Vine marker.
- In a zone which is adjacent to a zone which contains a friendly Vine marker

Any number of Vine markers (friendly or enemy) can be in the same zone.

Vine markers are "fragile". Even if a Vine marker gains life from another effect, one point of damage will still destroy it.

Vine markers have "No Armor" which prevents them from ever gaining Armor.

If both players have Vine markers, use different sides of the Vine markers for each player to distinguish control.

Using Vine Markers to Cast Spells

The Druid, and her **familiars** and **tree spawnpoints**, can use her Vine markers to extend the range of **vine** spells they cast. As the Druid, or a **familiar** or **tree spawnpoint** she controls, casts a **vine** spell (a spell with the **vine** subtype), you can destroy a target Vine marker she controls as an additional cost to cast that spell. If you do, you may ignore the range of that spell to target that Vine marker's zone, an object in that Vine marker's zone, or a border of that Vine marker's zone. As the Druid's Vine markers spread out across the arena, she will be able to cast vine spells farther away, beyond their normal range. That vine spell must have a legal target.

Example: The Druid is going to cast a *Vine Snapper* creature spell. It has a range of "0-0", which means that normally she can only cast it in her zone. Because the *Vine Snapper* has the **vine** subtype, she is able to cast it much farther away, and chooses a zone which is 3 zones away, where she has a friendly Vine marker placed. She pays the mana for the *Vine Snapper* spell, and destroys the Vine marker as a cost to cast the spell.

Note that she still needs to target (and have LoS to) the Vine marker. If there was a wall which blocks LoS, she may not be able to see the Vine marker (trace LoS to it), and thus could not use that marker to extend the range of her *Vine Snapper* spell.

Example: In the same example above, there is an enemy creature in the zone she was planning to cast the *Vine Snapper* spell. Instead of casting the *Vine Snapper*, she chooses to cast a *Tanglevine* spell (which now has the **vine** subtype) and target the enemy creature in that zone. This extends the normal range of her *Tanglevine* (which is "0-2") by an extra zone. She destroys the Vine marker as part of the cost of casting the *Tanglevine* spell.

Note that instead of casting one of the spells above, she could instead choose to cast a *Bloodspine Wall* (which has the **vine** subtype) on a border of that same zone which has a friendly Vine marker in it. Not only does this extend the range of that wall spell (which is normally range "0-1"), but she can use the wall's **Extendable** trait to extend the wall even farther (assuming she has the extra wall spell and the mana to do so).

Zombie Marker (Druid vs. Necromancer)

The **Bloodthirsty +0** trait means that the Zombie is affected by the mandatory action effect of Bloodthirsty, even though it does not gain bonus attack dice against **damaged Living** targets. Note that the Bloodthirsty +X trait **stacks**, so the **zombie** could gain bonus attack dice if it were able to somehow acquire the Bloodthirsty trait with a positive value, such as the **Bloodthirsty +1** trait gained from *Zombie Frenzy*.

ABILITIES: *Clarifications*

Beastmaster (Straywood)

If an opponent gains control of the Beastmaster's Pet, the additional Melee +1 still applies if the Pet is in the same zone as the Beastmaster.

Druid (Wychwood – Druid vs. Necromancer)

The Druid may bond herself to a friendly *tree* conjuration. If this tree is later destroyed, her Treebond marker is **permanently** destroyed and she may not bond with another tree later in the game. This works differently from other Mage ability markers which are normally returned to the owning Mage when the object they are attached to is destroyed.

Forcemaster (Pellian – Forcemaster vs. Warlord)

Like other defenses, use of her Deflect ability is optional.

Her Force Pull ability is an untyped spell. This means it will not trigger anything that looks for specific spell types, like Nullify. Its subtype is Force, and that will trigger any applicable cards, like Force Ring.

Necromancer (Darkfenne – Druid vs. Necromancer)

The Necromancer is the source Summoning the creature that the Eternal Servant ability allows you to **Reanimate**.

The Reanimate effect has the creature Summoned in the zone where it was **destroyed**, instead of Summoning the creature in the Necromancer's zone.

The Necromancer may choose to **not** Reanimate the Eternal Servant when it is destroyed. Whatever he decides, the marker is returned to him as soon as the creature is destroyed (and **before** it would Reanimate). Then, the Necromancer may place the Eternal Servant marker back onto the same creature **if** it comes into play at the end of the round, or save it to place on another friendly *undead* creature which comes into play later in the game.

Paladin (Paladin vs Siren)

Objects may only spend the Valor on them. You cannot spend Valor from another object to pay for the Paladin's abilities, nor can you spend Valor on the Paladin to activate the effects of other objects.

Priest (Malakai – Conquest of Kumanjaro)

The Holy Avenger gains its bonus when attacking an enemy that damaged any friendly creature other than the Holy Avenger (regardless of school). It also gains this bonus when attacking an enemy that damaged any friendly **Holy conjuration**.

The Priest does not have a 3-dice Basic Melee Attack like other Mages. The Hand of Purification replaces the Basic Melee Attack.

Priestess (Westlock)

Her Restore ability is not limited to once per round. For example, if she uses Restore's **quick spell** ability to remove a single condition marker, she could cast it twice per round using both her normal action and quickcast action.

Her Restore ability is an untyped spell. This means it will not trigger anything that looks for specific spell types, like Nullify.

Warlock (Arraxian Crown)

If an opponent gains control of the Warlock's Blood Reaper, its ability will still heal the Warlock.

Warlord (Blood Wave – Forcemaster vs. Warlord)

The set of creatures that Battle Orders affects is determined when the spell resolves. It does not change if creatures are summoned or moved later in the round.

His Battle Orders ability is an untyped spell. This means it will not trigger anything that looks for specific spell types, like Nullify. Its subtype is Command, and that will trigger any applicable cards, like Ring of Command.

Wizard (Sortilege)

Current Training Text: Trained in the *Arcane* and *Air* schools.

The Voltaric Shield must be used if the attack would damage the Wizard. You cannot save it for another attack later in the round. Receiving a **Tainted** condition marker does not count as being dealt damage from an attack, and will **not** trigger the Voltaric Shield.

Prevention effects are applied in the order of your choice. Thus if you have another effect that would prevent all the damage from the attack, you may apply that first, and there would not be any damage to trigger the Voltaric Shield.

SPELLS: Clarifications and Errata

Agony

If the creature makes multiple attacks in one attack action, each of the attacks will get the penalty.

Akiro's Favor (Forged in Fire)

The target line has been updated to now read: "**Friendly** Living creature".

Akiro's Favor must be revealed before the Damage and Effects step in order to use its ability to reroll.

Akiro's Game (Academy Core Set)

When there is a tie, the highest roll on the effect die gets to determine which creature is Staggered, but it must be one that was tied initially.

Akiro's Hammer (Forcemaster vs Warlord)

Current Text: "Akiro's Hammer starts with 1 Load token on it. Each Upkeep Phase, place 1 Load token on it, to a maximum of 2. You must remove 2 Load tokens as a cost to make 1 of its 2 attacks listed above."

Altar of Skulls (Druid vs. Necromancer)

Altar of Skulls only limits the Skull tokens placed by friendly *clerics*. It will still gain a skull token for every enemy creature that is destroyed.

Altar of Peace (Promo Card)

Each time a creature **makes** a melee or ranged attack, it must pay 1 mana as an additional cost **in the Pay Costs step of that attack**.

The cost is paid once for each attack **action** taken. If there is no **Pay Costs Step**, you do not have to pay the mana cost. So, doublestrike or triplestrike attack action only has to pay this cost **once**, and the additional attacks against the same target will not have an additional cost. A Zone attack will require only a payment of 1 mana.

This will force mana payments for spell attacks. The mana payment is made in the **Pay Costs step of the attack**, which is at the time the attack spell resolves. (If the caster can't pay the 1 mana, the attack **is canceled**, so the spell will have been wasted.)

Armor Ward (Conquest of Kumanjaro)

For example, if the opponent casts a *Dissolve* spell to attempt to destroy your Hunting Bow, he will pay the normal 11 mana to cast the *Dissolve*. Then, when the *Dissolve* spell resolves, he will have to pay an additional 4 mana to destroy the Hunting Bow.

If you reveal Armor Ward at the end of the Counter Spell Step of a *Dissolve*, then the opponent will have to pay the extra 4 mana to destroy it. (Thus, the spell will be wasted if the opponent does not have the 4 mana to pay.)

Astral Anchor (Battlegrounds: Domination)

Astral Anchor prevents objects from teleporting into or out of the zone that it enchants. So, a revealed Astral Anchor will stop a creature from being teleported away from the zone it is in by Banish. However it cannot prevent a banished creature from returning to the arena. Once all of the Banish tokens are removed, the creature returns to the last zone it occupied, even if there is a revealed Astral Anchor there.

Azurean Genie (Academy Core Set)

Azurean Genie's wish ability is a Quick Action.

Barkskin (Druid vs. Necromancer)

Players are allowed to choose the order of Upkeep Effects which affect their own objects. Thus, you are allowed to resolve the regeneration ability first to remove 2 damage, **then** in the same Upkeep Phase choose **not** to pay the upkeep cost so the *Barkskin* is destroyed (and as a Cantrip it returns to your Spellbook).

Ballista (Lost Grimore)

This spell now has the Unique trait. This spell now has the War Mage Only trait.

Current Text: "Ballista starts with 1 Load token on it. Each Upkeep Phase place 1 Load token on it, to a maximum of 2. You must remove 2 Load tokens as a cost to make its attack."

Banish

While the creature is outside of the Arena, it is still considered "in play".

It is out of range and LoS of all other objects, even other objects that are outside of the Arena.

It can still be affected by its own traits and abilities, and by cards attached to it.

Abilities which look for things happening in play, but don't have a specific range or require LoS, still work. (For instance, a banished *Valshalla*, *Lightning Angel* can still gain Wrath tokens.)

Since its action marker's status can't change, it won't reset its action marker during the Reset Phase. Thus, it will return to the Arena with its action marker in the same state that it was in when Banish first resolved.

Astral Anchor cannot stop a banished creature from returning to the Arena. See Astral Anchor above.

Battle Fury

Current Text: "The next time this round that target creature makes a **melee** attack, if that attack is **not** a Counterstrike, at the end of that attack action it may immediately make another quick action melee attack. This extra attack counts a part of the same attack action. Only one *Battle Fury* spell may be cast per round on the same creature."

The extra attack can be made against the **same** or a **different** legal target.

- If the extra attack is made against a **different** Defender it is treated like a Sweeping Attack, and starts a new attack sequence (with all of the normal steps, including a damage barrier and counterstrike).
- If the extra is made against the **same** defender, it will **not** trigger an additional Counterstrike or Damage Barrier. If the attacking creature becomes affected by a condition acquired from the counterstrike or damage barrier (such as being stunned or dazed), its extra attack will be affected, and the condition marker will remain on the creature until end of the next round (if it has an "end of action phase" effect, as per rules for conditions acquired from a damage barrier or counterstrike).

Since the extra attack is still part of the same attack action (it occurs during the Attack Ends Step of the original attack action), attack bonuses such as Melee +X do **not** apply to the extra attack.

If you cast *Battle Fury* on a creature, and the next melee attack that creature makes is a **counterstrike** attack, *Battle Fury* will be wasted. (It will not have its effect on a later melee attack that round.)

The effect "Only one *Battle Fury* spell may be cast per round on the same creature." is part of the spell's effect. Thus, if *Battle Fury* is countered, this effect will not occur, and you would be able to cast a second *Battle Fury* on this creature this round.

Block

This still works even if the creature is **Incapacitated**.

Blue Gremlin

When this creature is activated, you may pay 1 mana. If you do, *Gremlin* gains the Fast trait until end of round, and until end of round he can't take normal move actions but can Teleport to an adjacent zone instead of a move action.

He does not need to have LoS to the zones he Teleports to.

Teleporting to a zone counts the same as a move action for the purpose of the number of actions you can perform in a round, but are not "move actions" for any other purpose. Thus, by paying the 1 mana, *Blue Gremlin* could teleport twice, and then take a quick action. He can do this even if **hindered** (hindering has no effect on Teleporting).

Blue Gremlin can Teleport even if **Unmovable** or **Restrained**.

If a mandatory action effect would force *Blue Gremlin* to move, and this move could only be performed by using the Teleport ability, *Blue Gremlin* would not be forced to use that ability. (This is because the mandatory action effect only applies at the moment *Blue*

Gremlin would be choosing an action, which is after the time that the *Blue Gremlin's* ability is used. If *Blue Gremlin* did choose to use the Teleport ability, it would then be bound by the effect.)

Bull Endurance

If an enemy is attacking this creature and rolled enough damage to destroy your creature, you can reveal *Bull Endurance* at the end of the Roll Dice Step before the damage is applied, which may be enough to save your creature.

If *Bull Endurance* is destroyed, its life bonus will stop applying. If this causes the creature's damage to be equal to or greater than its Life, the creature will immediately be destroyed. (This doesn't count as being destroyed by damage or being destroyed by a particular attack.)

Burning Cuirass (Warlock Academy)

The direct *flame* damage is an effect that occurs during the Counterstrike step, but is not itself a counterstrike attack, so the Mage may still make a counterstrike attack if they have an attack with the Counterstrike trait. It is also not a Damage Barrier.

The direct *flame* damage is dealt as long as the attack reaches the Counterstrike step, even if the attack failed to hit (see Avoiding, Canceling, or Missing Attacks above). If the Counterstrike step is skipped or the defending Warlock dies before the Counterstrike step, then the direct *flame* damage is not dealt.

Burst of Thorns (Druid vs. Necromancer)

Burst of Thorns causes a Vine marker to explode in shower of sharp thorns. The Vine marker is the source of the attack, not your Mage. Thus, *Burst of Thorns* is not affected by any traits or conditions on your Mage. For example, if your Mage has the **Ranged +2** trait, it does not affect or increase the dice of his *Burst of Thorns* attack.

If *Reverse Attack* is revealed against an attack from *Burst of Thorns*, the *Reverse Attack* acts to avoid the attack, but has no other effect. Since the Vine marker is the source of the attack (not the Mage), the Vine marker would "attack itself" which renders no effect.

Cascading Force Push (Battlegrounds: Domination)

When you cast Cascading Force Push, you must choose a target creature, like normal. That creature gets **Pushed** one zone in the direction of your choice. After that creature has been **Pushed**, you may pay three additional Mana to choose (not target) a different creature **in the Pushed creature's new zone** and **Push** that creature one zone in the direction of your choice. You may continue to pay three Mana to **Push** a creature as long as there are different creatures you can **Push**.

You can **Push** multiple creatures back and forth between the same two zones, paying the required Mana each time.

Important: You cannot **Push** the same creature twice with the same Cascading Force Push.

Chains of Agony

The damage is taken immediately when the move is declared, and **before** it actually takes its move.

After the creature declares a move action, there is no opportunity to reveal Chains of Agony and have it trigger on that move action. The latest you could reveal it and still have it take effect is at the beginning of the creature's activation, or immediately after the previous action.

Charm (Forcemaster vs. Warlord)

The charmed creature **cannot** target a zone with a **zone attack** where the Mage who controls *Charm* is. However, if the charmed creature targets a zone, which the Mage is **not** in, and then **after** the target is declared the Mage moves into that zone (such as with *Divine Intervention*), the zone attack continues unaffected.

The controlling Mage **can** make a zone attack which targets the zone where the charmed creature is, but if that attack damages the creature, this will destroy *Charm*.

Charm is only destroyed if the controlling Mage damages the creature with an attack. Attacks from damage barriers, autonomous equipment, etc. do **not** count as the Mage making the attack.

Chain Lightning

Updated wording:

Each time Chain Lightning damages a target, the attacker may immediately make another Chain Lightning attack against another target as part of the same attack action. The source of this attack is the just-damaged target, and the new target must be within range 0-1 and LoS of the source, and not already have been damaged by Chain Lightning during this attack action. The new attack rolls 1 fewer attack dice and subtracts 1 more from the effect die roll (cumulative for each subsequent attack).

Any modifiers that apply to one attack do not affect the number of dice rolled during subsequent attacks. **Example:** The first target of a Chain Lightning has Lightning +2, the second has no traits, and the third has Lightning +1. The first target would be hit for $5+2=7$ dice, the second would be hit for $(5-1)=4$ dice, and the third would be hit for $(5-2)+1 = 4$ dice.

Since range is always counted from the source, the subsequent targets must be within range 0-1 and LoS of the previous target, not within range and LoS of the caster.

Since an attack cannot be reduced below 1 die, Chain Lightning can keep going as long as it deals damage and has available legal targets.

If *Chain Lightning* destroys a target, it can still continue with the next target.

If *Chain Lightning* is reversed by a *Reverse Attack* enchantment, the attack is redirected to the last target of Chain Lightning, not to the caster. Even though the source of the attack (for purposes of *Reverse Attack*) is the last target damaged by *Chain Lightning*, the attacker is still the original attacker.

Chant of Rage (Paladin vs Siren)

If there is more than one creature with a Hate token on it that the affected creature can melee attack, then it may choose which one to attack. If it is able to melee attack a creature with a Hate token, then it cannot choose to move towards a different creature with a Hate token.

If the creature is under the effect of another mandatory action, such as the Bloodthirsty +X trait, then it may choose which action to perform (see Mandatory Actions above).

Cloak of Fire (Warlock Academy)

This is an effect that occurs during the Counterstrike step, but is not itself a counterstrike attack, so the Mage may still make a counterstrike attack if they have an attack with the Counterstrike trait. It is also not a Damage Barrier.

The effect occurs as long as the attack reaches the Counterstrike step, even if the attack failed to hit (see Avoiding, Canceling, or Missing Attacks above). If the Counterstrike step is skipped or the defending Warlock dies before the Counterstrike step, then the effect does not occur.

Corrosive Orchid (Druid vs. Necromancer)

If the *Corrosive Orchid's* ranged attack is redirected, then the final target can be subjected to its Mist token ability, but the original target cannot. Example: *Corrosive Orchid* attacks an opposing Wizard, but there is a guarding *Gargoyle Sentry*. The *Gargoyle Sentry* uses its Intercept trait to redirect the *Corrosive Orchid's* attack to itself. When the attack gets to the Damage & Effects Step, the *Corrosive Orchid* does not use its Mist counter, because the *Gargoyle Sentry* has no equipment which can be destroyed.

Likewise, if the attack targets a non-Mage object, but is then redirected to a Mage, you will be able to use the Mist token ability to destroy an equipment on that Mage.

Crusade Banner (Paladin vs Siren)

Crusade Banner cannot be used to summon fewer than 2 creatures, and if it summons creatures it is destroyed.

Dancing Scimitar (Forcemaster vs. Warlord)

Dancing Scimitar can make its attack **or** use its Defense in one round, not both.

Since the *Dancing Scimitar* is **Autonomous**, the attack is made by the Scimitar, not by the Mage.

If you equip (attach) the *Dancing Scimitar* to another player's Mage, that player will be able to control how it attacks and uses its Defense.

If Reverse Attack is revealed against an attack from *Dancing Scimitar*, the *Reverse Attack* acts to avoid the attack, but has no other effect. Since the *Dancing Scimitar* is autonomous, it is the source of the attack (not the Mage). The Sword would “attack itself” which renders no effect.

Dawnbreaker's Initiate (Paladin vs Siren)

Note that conditions are not controlled by your opponent, and thus will not trigger this ability.

Deathshroud Staff (Druid vs. Necromancer)

Creatures affected by *Deathshroud Staff's* quick *necro* spell keep the Melee +1 even if they leave the zone it was cast into. The set of creatures that it affects is determined when the spell resolves. It does not change if creatures are Summoned or moved later in the round. Example: The Necromancer uses *Deathshroud Staff's* quick necro spell to give a *Zombie Minion* and *Zombie Crawler* in his zone **Melee +1**. Later that round the *Zombie Minion* moves to an adjacent zone and attacks. It is still under the effects of the *Deathshroud Staff* and will get **Melee +1** on its first attack this round. Any new zombies Summoned into the Necromancer's zone later this round do **not** receive the Melee +1 effect of the *Staff*. For example, later this round, the Necromancer moves a *Zombie Brute* into his zone and it does **not** receive the Melee +1 effect of the *Staff*.

Death Link

The amount of damage dealt is equal to the amount actually healed from *Death Link's* ability. If *Death Link's* controlling Mage didn't heal (such as because it had Finite Life), no damage is dealt. If the healing effect from *Death Link* was increased somehow, then the amount of damage dealt would also increase.

Death Link's controlling Mage can heal more damage than the enchanted creature's remaining health.

Preventing direct damage from being placed on the enchanted creature will not prevent *Death Link's* controlling Mage from healing.

Death Ring (Druid vs. Necromancer)

Death Ring can only reduce a spell's mana cost by 1 mana. It can be used on two **separate** spells, but not twice on the **same** spell. Example: *Graveyard* casts a *Zombie Minion* during the Deployment Phase. *Death Ring* decreases the *Minion's* mana cost by 1, to just 6 mana. Then, the Necromancer casts a *Zombie Crawler*. He uses *Death Ring*, a second time, to decrease the *Crawler's* cost by 1, to just 3 mana.

Decoy

Current Text: "When Decoy is revealed, destroy it. If this spell is destroyed, even if it has not been revealed, its controller gains 2 mana."

If *Decoy* is destroyed while still unrevealed (e.g. by a *Seeking Dispel*), its controller still gains the 2 mana.

If *Decoy* is countered (e.g. by *Nullify*), its controller does not gain the 2 mana, because the enchantment never resolved to have its effect.

If *Decoy* is **discarded** from somewhere other than play, such as if it had been planned to be cast with a familiar which then is destroyed, it does not gain its owner 2 mana.

Defense Ring (Forcemaster vs. Warlord)

Defense Ring does not, by itself, give your Mage a Defense. It only improves Defenses that your Mage already has.

Defense Ring's ability can be used any number of times per round (but only once on each roll).

Defense Ring does not affect *Dancing Scimitar*, or other Autonomous Equipment which provides a Defense.

Deptonne Bloodshaman (Paladin vs Siren)

Effects are applied after damage, so a Deptonne attacking an object without any Bleed conditions cannot benefit from the Vampiric trait even if they apply a Bleed condition with their attack.

Devouring Jelly (Druid vs. Necromancer)

Damage caused by Corrode markers does not count as damage dealt by an attack, and will **not** cause the *Devouring Jelly* to Reconstruct damage.

Example: A *Devouring Jelly* attacks a *Zombie Minion*. The *Jelly* rolls no critical damage on its attack dice, but gets a 9 on its effect die. Two Corrode markers would be placed on the *Zombie Minion*, but since it has no armor the *Zombie Minion* is instead dealt 2 direct *acid* damage. Since this damage was from the Condition marker and **not** the attack, the *Devouring Jelly* will **not** reconstruct 2 damage.

Disciple of Radiance (Priestess Academy)

The direct *light* damage is dealt to a target creature in the same zone as the Disciple of Radiance. Your Mage does not have to be in the same zone.

Dispel

This targets an enchantment, **not** the object to which it is attached. Thus, a *Nullify* enchantment on that object cannot counter *Dispel*.

Divine Intervention

See “Changing the Range or Target of a Spell or Attack” under Rules above.

Dragon's Breath (Battlegrounds: Domination)

When you cast *Dragon's Breath*, you make the attack shown on the target creature as normal. Then, as part of the same action, you may also attack another creature exactly one zone further away, but still in range of the spell.

Drain Life

This is **not** an attack.

You can only heal up to as much damage as the amount you deal to the target. *Drain Life* can't deal more damage to the target than what it takes to destroy that target. For example, if the target has 12 Life and 9 damage on it, *Drain Life* can only deal a maximum of 3 damage (and then it would destroy the target). In this case, you could heal up to 3 damage.

The roll is made as part of the resolution of the spell. There is no opportunity to reveal enchantments between when the roll is made and when the damage is dealt.

Drain Power

The target can't lose more mana than he has in his mana supply, and the caster cannot gain more mana than the target loses.

The roll is made as part of the resolution of the spell. There is no opportunity to reveal enchantments between when the roll is made and when the mana is transferred.

Drain Soul (Conquest of Kumanjaro)

Current Text: “Place 2 **Tainted** condition markers on target creature. If you do, then caster gains **Life +6.**”

Note that the Life gain **is** conditional on placing the **Tainted** markers on the enemy. If the Tainted markers are unable to be placed somehow, such as if the creature has Poison Immunity, the Life is **not** gained. If placing the markers destroys the creature the caster will still gain the 6 Life.

This spell is **not** an attack. Placing the Tainted markers is **not** considered an attack, and is **not** considered dealing damage to the creature.

Earth Elemental (Forcemaster vs. Warlord)

Earth Elemental is only immune to its own *Quake Stomp* attack, not to the *Quake Stomp* attack of another *Earth Elemental*.

Earthquake (Forcemaster vs. Warlord)

Earthquake itself is making the attacks against the Conjurations, not the Mage casting it.

The ability to roll the effect die and give creatures the Slam condition is not an attack.

Resolve all of the attacks against conjurations first, then all the effect die rolls against creatures. *Earthquake*'s controller decides in what order to resolve the attacks, and in what order to resolve the effect die rolls.

Enchanter's Wardstone (Conquest of Kumanjaro)

If the opponent casts a *Dispel* to attempt to destroy your *Bear Strength*, he will pay the normal 5 mana to cast the *Dispel*. Then, when the *Dispel* resolves, he will have to pay an additional 2 mana to destroy the *Bear Strength*.

If the opponent casts a spell that would destroy multiple enchantments, like a *Destroy Magic*, he will have to pay the extra separately for each of your enchantments that is destroyed. He may choose which enchantments he will pay the extra mana for to destroy. He may choose to only destroy particular enchantments, and not spend mana to destroy others.

If you control multiple *Enchanter's Wardstones* in the Arena, then an opponent will have to pay 2 mana for each of them in order to destroy your enchantment.

Enchantment Transfusion (Conquest of Kumanjaro)

You may move any number of enchantments you control. X is the sum of the costs for all the enchantments moved.

The *Enchantment Transfusion's* when-revealed ability targets the creature the enchantments are being moved to; the *Enchantment Transfusion* spell itself does not. Thus, for instance, a *Nullify* on the creature the enchantments are being moved **to** will not be triggered.

If a creature is being attacked, you can (for example) move a *Block* enchantment to that creature with *Enchantment Transfusion* at the end of the Declare Attack Step; the *Block* will then trigger during the Avoid Attack Step as normal.

If a *Dispel* or other spell is targeting an enchantment, and that enchantment is moved with *Enchantment Transfusion*, the *Dispel* will be canceled (even if the move was to another creature in the same zone). See "Changing the Range or Target of a Spell".

The enchantments must be moved to a **legal** target creature (a target you could cast the enchantments on as if you were casting each enchantment again on the new target). The enchantments must be moved to a **different** creature (they cannot be moved to the **same** creature they are already on).

Enfeeble

After this creature takes a move action, you could immediately reveal *Enfeeble* to give it **Slow**, thus preventing it from taking another action.

If you wait until after this creature declares a second action (such as an attack or a second move action) and then reveal *Enfeeble* in the middle of that action, it will not cancel the action.

Etherian Lifetree (Druid vs. Necromancer)

This affects both friendly and enemy creatures and conjurations.

Explode

This isn't a melee attack or a ranged attack.

This targets the Mage, **not** the chosen equipment. (For instance a *Nullify* on the target Mage can counter *Explode*).

Explode itself makes the attack, **not** the caster. (Thus, traits on the caster that affect attacks the caster makes will not affect this attack.)

The explode attack is dependent on destroying the equipment. If for some reason the equipment is not destroyed, there will be no attack.

Eye for an Eye (Paladin vs Siren)

The attacker does not apply their armor to the damage and effects applied by *Eye for an Eye*. Whatever damage, effects, and conditions the defender applied will be applied to the attacker.

Example: The Light of Dawn attacks a Shoalsdeep Thrasher. She rolls a 0, 1 critical, and 2 normal damage. In addition, she rolls an 8 on her effect roll, dazing the Thrasher. The Shoalsdeep Thrasher takes 3 damage and is dazed, and his Eye for an Eye applies 3 damage and a daze to the Light of Dawn, regardless of her armor.

The damage applied by *Eye for an Eye* has no type. Thus, it will affect the attacker even if they are immune to the damage type of the initial attack.

If the attack would kill the defender, the attacker still receives damage from Eye for an Eye before it is destroyed. The attacker does not suffer any damage dealt in excess of the defender's remaining health.

Fellella, Pixie Familiar

You may only use mana from *Fellella's* mana supply to pay for the **casting** cost of enchantments, **not** the **reveal** cost. (Once the enchantment is cast, it behaves just like a normal enchantment, and your Mage must pay the reveal cost if you want to reveal it.)

Force Bash (Forcemaster vs. Warlord)

Current Text: "Target creature is Pushed 1 zone in the direction of your choice. This will **not** Push it through a wall with the Passage Attacks trait **unless** you pay an additional 3 mana when this spell is cast. If the Push moved the target, give it the **Slam** condition, and you may choose a secondary target creature in that zone and also give it the Slam condition."

When casting *Force Bash*, the first part of the spell is handled exactly like a Force Push. Once that **is** done, then the second part takes place - the Slam effects. The target creature receives the Slam condition. And, any other target creature in the new zone it is moved to may also receive the Slam condition. This occurs after the Push part, and after the creature is moved into the new zone.

If there are no enemy creatures in the zone it moves to, then the spell is effectively slamming the first creature into the floor, and this occurs **after** they have moved into the new zone.

The spell can target a flying creature and Slam him into a non-flying creature, or visa-versa. Again, this occurs **after** the first creature is Pushed. For example, a non-flying creature is first Pushed one zone, then is "raised" and slammed into a flying creature (or visa-versa).

Note, in order to receive the Slam condition, the target **must** be Pushed one zone away. It cannot be slammed right into another creature in its same zone, nor be slammed after a failed Push. It requires some momentum to do a proper Slamming!

If you use Force Bash to Push the creature into a wall with the Passage Blocked trait, it will be Bashed (receives an unavoidable attack of 3 dice damage). Afterwards the creature will **not** receive the Slam condition, because it was **not** Pushed one zone.

You must be able to target the second creature in the new zone in order to give that creature a Slam condition. If you cannot target that creature, you cannot give them the Slam condition. For example, if you cast Force Bash on a creature and Push them one zone into a zone with the *Invisible Stalker*, you cannot Slam the *Stalker* while it is Invisible because it cannot be targeted.

The spell will not trigger a *Nullify* or similar spell on the secondary target.

Force Bash vs. Unmovable: You cannot Push an Unmovable creature, so you cannot Push an Iron Golem into another creature with Force Bash.

However, even an Unmovable creature can feel some force from a heavy blow. The rule for Slam says: "*Unmovable creatures receive a Daze condition instead of Slam.*"

So, if another creature was Force Bashed into an Iron Golem, the Iron Golem would be Dazed.

If instead the Force Bash tries to **first** Push an Iron Golem, that part fails. The Iron Golem would remain in its zone, would not receive a Slam condition, and you would **not** be able to Slam a second target.

Force Crush (Forcemaster vs. Warlord)

You can reveal this **after** a creature declares a move action to cancel the move action. The latest you can reveal this to prevent a move action would be right before step 5 of a Move Action.

Force Hold

See "Force Crush" above.

Force Push

Current Text: "Target creature is Pushed 1 zone in the direction of your choice. This will **not** Push it through a wall with the Passage Attacks trait, unless you pay an additional 3 mana when this spell is cast."

Designer note: This extra mana represents the extra "power" required to **force** a creature through an attacking wall.

Note that if the mana is not paid, the creature cannot be Pushed through a wall with the Passage Attacks trait. If there is a wall with the Passage Attacks trait in its path, the creature is **not** Pushed through it, and it is also **not** Bashed into that same wall. Instead it is not Pushed at all.

If the creature cannot be Pushed (for example, during the Counter Spell Step of *Force Push*, a player reveals a Force Hold on the creature which makes it **Unmovable**), any extra mana spent on Force Push is lost.

When a Flying creature is Pushed it ignores walls, and cannot be Bashed or attacked by a wall with the Passage attacks trait. Exception: If Pushed into the walls around the outside of the arena, it is Bashed.

Force Wave (Forcemaster vs. Warlord)

The controller of Force Wave decides what order the creatures are pushed in. Completely resolve one Push before going on to the next.

Forcefield (Forcemaster vs. Warlord)

If this Mage is the defender of an attack, before the Avoid Attack Step, you **must** remove a Forcefield token. If you do, cancel that attack.

Forcefield will work even against **Unavoidable** attacks, including Zone attacks. Since a Zone attack makes separate attacks against each attackable object in the zone, Forcefield will only protect the Mage from a Zone attack; it will not protect any other objects in that zone.

If you Roll to Miss with a Daze, and “miss”, that attack has missed and a Forcefield token will **not** be removed.

If the attack action makes multiple attacks against this Forcemaster, *Forcefield* will trigger (and potentially remove a token) for each attack.

If the attack is canceled with *Forcefield*, skip the remaining Steps of that attack;

- Skip the Avoid Attack Step (a *Block* enchantment will **not** be forced to be revealed)
- Skip the Roll Dice Step, and Assign Damage and Effects Steps. No damage or effects will occur.
- Skip the Damage Barrier and Counterstrike Steps. However a Guard marker is still removed.

Note: The Forcefield only cancels **one attack**, not the entire attack action. If the attack action makes multiple attacks, proceed with those additional attacks as normal. Unless the Forcefield cancels **all** of those attacks, they could trigger the Steps above as normal.

If Forcefield has no more tokens on it, it remains in play attached to the Mage, it just won't be able to cancel any more attacks (until it gets another Forcefield token next Upkeep Phase).

Fumble (Forged in Fire)

This spell causes the same effect as if the attack had failed to "**hit**" the target.

Garrison Post (Forcemaster vs. Warlord)

Current Text: "May not be placed in a zone adjacent to another friendly *outpost*. Whenever your Mage, or a War spawnpoint he controls, summons a friendly *soldier* creature, you may choose to summon it to Garrison Post's zone, regardless of range or LoS."

The choice to place the creature in *Garrison Post's* zone, or in your own zone, is made when the creature spell resolves.

Gate to Hell

Current Text: "All demon creatures gain **Melee +1**. Gate to Hell enters play with a 'Closed' token. Once per game, as a full action, you may pay 12 mana to flip the token to the 'Opened' side, and make the above attack against each non-flying creature in the arena. Once opened, whenever you, or a spawnpoint or familiar you control, Summon a *demon* creature, you may place it in the Gate's zone."

Gate to Hell no longer has the **Hydro +3** trait.

The action to “Open the Gate” must be performed by the controlling Mage, and may be performed from anywhere in the Arena.

When the gate is opened, the controller decides the order for each attack to be resolved. Resolve the attacks one at a time, fully resolving the first one before going onto the next. *These attacks do not require LOS as the gate is filling the entire board with this arena wide attack.*

Gate to Voltari

The comes-into-play ability on this does not target the chosen Mage. (It has no range or LoS restrictions.)

This will trigger off of the enemy Mage casting a spell off a Wand, or using an ability that can be used “as a quick spell” or “as a full spell”.

Gerard Matranga (Paladin vs Siren)

Gold tokens cannot be spent to reanimate creatures.

Geyser

The ability to cancel the attack to remove Burn conditions is not optional. If the target has any Burn conditions, the effect must occur.

The *Geyser* attack spell may target an object with the **Hydro Immunity** trait. If it does, the attack deals no damage or effects to the object, other than to remove **all** Burn conditions. In this manner, a *Geyser* attack can be used to extinguish the fires of a burning *plant* object.

Ghoul Rot

Current Text: "Each Upkeep Phase, this creature receives 2 direct *poison* damage."

Giant Wolf Spider (Conquest of Kumanjaro)

Its *Poison Fangs* attack gains the +4 effect die bonus if the defender is Restrained or **Incapacitated**.

Goblin Bomber (Forcemaster vs. Warlord)

Daze has no effect on the *Goblin Bomber's* Detonate attack. This is because he is destroyed before he would have to make a Daze roll, and therefore his attack cannot “miss”.

If *Goblin Bomber* is **Obliterated**, his bomb attack will **not** trigger.

If *Goblin Bomber* receives a Tainted condition, the 3 damage from which is enough to destroy him, this counts as being “destroyed by damage”. This is just the same as if he is destroyed by the damage from a **Burn** condition or damage from the *Idol of Pestilence*.

Goblin Builder (Forcemaster vs. Warlord)

While *Goblin Builder* is a Familiar, it has no Channeling attribute. Thus, for example, it cannot be enchanted with *Harmonize*.

Goblin Builder's "Repair" ability now reads: "Remove 1 damage from a Corporeal conjuration in, or bordering, his zone."

The *Goblin Builder's* ability to remove damage is **not** considered healing. It is unaffected by the Finite Life trait.

Graveyard (Druid vs. Necromancer)

The opportunity to place mana on the Graveyard occurs just **once** per round, the **first** time a creature is destroyed. If you choose not to put mana on the *Graveyard* when that occurs, then you cannot put mana on the *Graveyard* later in the round if another creature is destroyed. Thus, you cannot “save” the once-per-round effect in hopes of a higher level creature dying later.

Example: A *Firebrand Imp* is destroyed, but the *Graveyard's* controller decides to not add 1 mana to the *Graveyard*. Later that round a *Dark Pact Slayer* is destroyed, but since it is not the **first** creature destroyed that round, the *Graveyard* cannot gain mana for it.

Gravikor (Promo Card, Battlegrounds: Domination)

If a Flying creature moves from a zone inside Gravikor's area of effect to a zone outside of its area of effect, it will **not** bypass any walls, but will be Flying as it enters the new zone (so will not trigger a *Spiked Pit* trap, for example.)

If a Flying creature moves from a zone outside Gravikor's area of effect to a zone inside of its area of effect, it will bypass walls, but will not be Flying as it enters the new zone (so it will trigger a *Spiked Pit* trap, for example.)

Grey Wraith (Druid vs. Necromancer)

Note that when it says “*Grey Wraith* may pay 1 mana”, it means “*Grey Wraith's* controller may pay 1 mana”.

Grey Wraith does **not** need LoS to zones he Teleports to.

Grey Wraith uses its Teleport ability in place of a move action, and is still limited to the normal number of actions, regardless of if it Teleports or not.

Grey Wraith must pay 1 mana each time he Teleports 1 zone.

Example: *Grey Wraith* begins in a zone bordered by a *Wall of Stone*. For its move action, *Grey Wraith*'s controller pays one mana to allow it to Teleport and it moves to the other side of the wall. That zone has an enemy creature in it, **hindering** normal movement. The *Grey Wraith*'s controller pays one mana to allow it to Teleport as another move action (creatures may take a second move action as their quick action). The *Grey Wraith* moves another zone over, ignoring hindering because it is Teleporting, and ends its Action Phase.

If a mandatory action effect (such as a **Taunt**) would force *Grey Wraith* to move, and this move can only be performed using the Teleport ability, then *Grey Wraith* must use that ability if mana is available.

Hail of Stones (Forcemaster vs. Warlord)

The attack bar should have the **Unavoidable** trait.

Hand of Bim-Shalla

This spell now has the **Unique** trait.

Harmonize

Harmonize cannot be cast on an object such as Mana Crystal or Mana Flower, because those cards do not have their own Channeling attributes.

Helm of Justice (Paladin vs Siren)

The source of the direct *light* damage is the Helm of Justice.

Helm of Fear

Updated wording:

Whenever this Mage is targeted by a melee attack that is not a Counterstrike, at the beginning of the Declare Attack Step roll the effect die. On a 9+, the attack is canceled and the attacker may not attack this Mage for the rest of the round, except as a Counterstrike. Also, the attacker may immediately perform the same attack against a different target; this additional attack counts as part of the same attack action as the original attack. If this was the first attack of this attack action, the attacker can alternatively cancel the entire attack action and choose to Guard instead. Attackers with Nonliving or Psychic Immunity are immune to the Helm of Fear's effects.

Example: An attacker with a Sweeping attack is in a zone with an enemy Warlock, *Firebrand Imp*, and *Flaming Hellion*. The Warlock has a Helm of Fear, and the attacker chooses the Warlock as his first target. The Warlock rolls a 9+ on the roll, and the attacker chooses to make his attack against the Imp instead. On the second attack of the Sweeping attack, the Hellion is the only legal target (he cannot attack the Warlock because of the Helm's effect, and cannot attack the Imp because that was the target of the first part of the Sweeping attack.)

Example: Same as the first example, except that the attacker chooses to Guard instead. In this case, the entire attack action is canceled (not just the first attack) so the attacker does not get to make any attacks.

Example: Same as the first example, except that the attacker attacks the Imp first, and then attacks the Warlock as the second attack of the Sweeping attack. The Warlock rolls a 9+ on the roll, and the attacker cannot choose to Guard instead, and the only legal target for the "replacement" attack is the Hellion.

Example: Same as the first example, except the attack is Triplestrike instead of Sweeping. The attacker attacks the Warlock, the Helm of Fear rolls a 9+, and the attacker chooses to attack the Hellion instead. Then the Hellion would get attacked with all three Triplestrike attacks (because the second and third Triplestrike attacks are made against the same target as the target of the first attack, which is now the Hellion.)

Hoodwink (Academy Core Set)

Hoodwink is not a mandatory reveal. If you reveal it at the wrong time, however, you do not get the mana and it does not destroy itself. Also, if it is destroyed by anything other than its own effect, you do not get the mana.

Hydrothermal Vent (Paladin vs Siren)

Current text: "When an enemy creature enters this zone, Hydrothermal Vent must be revealed. Hydrothermal Vent immediately attacks that creature. Then destroy Hydrothermal Vent. The reveal cost is lowered by 1 if enchanting a zone with an *aquatic* terrain attached."

Idol of Pestilence

Current Text: "During the Upkeep Phase, each Living creature is dealt 1 point of direct **poison** damage."

Invisible Stalker

As soon as the *Invisible Stalker* declares an attack, he loses the **Invisible** trait. This means he will have lost the **Elusive** trait (which is part of the Invisible trait). He does not have to attack any guards in the zone though, even though he is no longer Elusive, because he has already bypassed guards. Whether or not you must attack a guard is only checked for **once** at the time you declare an attack. See "Guarding" in the rules section.

Jinx

Refunds the amount actually spent to cast the spell, after applying any cost reductions or additional costs. For example, if you cast a *Force Push*, and paid the extra 3 mana, and reduced the cost by 1 with a *Force Ring*, you would have spent a total of 5 mana to cast the spell, and 5 mana would be the amount refunded.

This will trigger off of abilities that are performed "as a quick spell", like the Wizard's Arcane Zap.

If used to counter a **familiar's** spell, the mana is refunded back to the original sources. For example, if the familiar spent 4 mana and the Mage spent 1 mana, then the familiar is refunded 4 mana and the Mage is refunded 1 mana.

If *Jinx* is used to counter a **Spellbound** spell, the spell card stays on the equipment to which it was Spellbound, as per the rules of Spellbind.

Joined Strength (Academy Core Set)

Transferring damage with *Joined Strength* happens before damage is applied. During the Damage and Effects step, first calculate damage as normal. Then, if the creature would be dealt any damage, reduce that damage by 1 before applying it to the creature and deal 1 point of direct damage to your Mage instead.

Joseph Trublood, High Cleric (Promo Card)

Updated "*Staff of Smiting*" attack bar: Change "+2 vs. Nonliving and Dark creatures" to "+2 vs. Nonliving **or** Dark creatures." In other words, you cannot gain the +2 bonus twice against the same creature (if it was both Dark and Nonliving). The bonus applies just once, if the target matches **either** the Nonliving or Dark requirements.

The "Armor +2 against attacks from Nonliving or Dark creatures" applies only for the purposes of calculating damage to Joseph Trublood from those attacks. He gains the armor during the Damage and Effects Step of that attack, only to reduce non-critical damage that the attack would deal. It does not apply for any other purpose (such as resolving **Corrode** marker effects).

Knockdown

Since the Incapacitated effect ends at the beginning of the creature's next Action Phase, that creature will get to act normally during that Action Phase. *Knockdown* is useful for removing a Guard marker, or to cause the target to temporarily lose Defenses or Flying – all of which occur while the creature is temporarily incapacitated.

Designer note: The knockdown spell was the precursor to the later **Slam** condition.

Kraken (Paladin vs Siren)

When the *Kraken* succeeds on its effect roll, it must **Snatch** **before** it Grapples. If the creature is in another zone, and it is not Snatched and Pushed to the *Kraken's* zone, then the Grapple fails.

Lesser Teleport(Paladin vs Siren)

Only the initial target of *Lesser Teleport* needs to be within the spell's range. This is true of all spells that have additional targets not referenced in the targeting bar.

Lullaby(Paladin vs Siren)

Lullaby follows the normal rules for resolving effects during the Upkeep Phase. The controller of the affected creature decides when to roll for the effect during the Upkeep Phase. The controller of *Lullaby* decides when to remove the Dissipate token during the Upkeep Phase. If the affected creature has a different controller than *Lullaby*'s controller, then the player with Initiative decides whether the Dissipate token is removed before or after *Lullaby*'s effect is applied.

Magebane

Magebane deals its damage **after** the spell that triggered it has been **resolved**. For example, when this creature casts a spell, you could reveal this at the end of the Counter Spell Step, and then at the end of Resolve Spell Step, after the spell resolves, this creature will take 1 direct damage.

If the Mage destroys *Magebane* with a *Dispel*, it will still do a point of damage to him for casting the *Dispel*.

In a duel, if a Mage casts a spell that kills the opposing Mage, and then dies due to *Magebane* damage, the game is a draw.

Malacoda

Malacoda has the **Poison Immunity** trait.

Current Text: "Each Upkeep Phase, all **other** Living creatures in Malacoda's zone are dealt 2 direct poison damage."

Mana Prism (Forcemaster vs. Warlord)

Updated wording: Whenever a spell or ability an opponent controls causes you to lose or pay mana, including upkeep costs and Mana Drain/Transfer effects, place that mana on *Mana Prism* instead. If the mana was being transferred to the opponent's supply they do **not** gain any mana. During the Channel Phase you may remove 2 mana from *Mana Prism* and place it in your supply.

This only affects abilities that say "lose", "pay", or "transfer" (such as *Suppression Orb*, *Mana Drain*, and *Mana Transfer*), as well as "Upkeep +X" traits granted by effects your opponents control (such as *Essence Drain* and *Mordok's Obelisk*). For example, having a spell countered by *Nullify* does not count as "losing the mana you spent on the spell" for the purpose of *Mana Prism*.

If the mana was being transferred to your opponent, since *Mana Prism* replaces that effect with being transferred to *Mana Prism*, your opponent does not gain any mana.

In order to pay costs, you still have to have enough mana to pay the cost. For example, if you have a *Pacify* controlled by the opponent on your creature and only 1 mana in your mana supply, you still can't declare a melee attack with that creature. (If you had 2 mana, you could declare a melee attack, and the 2 mana for the cost would be transferred to *Mana Prism* rather than going away.)

Mana Siphon

The selection of the target occurs when the Mana Siphon comes into play (i.e., when the spell resolves), and is **not** optional. For instance, if the Mage casting the spell is the only one within range when Mana Siphon resolves (e.g. because the opponent somehow teleported away during the Counter Spell Step) the caster will be forced to target himself.

The range and LoS is determined **from** Mana Siphon, not **from** the controlling Mage.

If there are no legal targets for Mana Siphon's enters-play ability when Mana Siphon comes into play, it will come into play with no effect.

If Mana Siphon leaves play and then returns somehow, a new target will be selected. (This may be the same as the previous target, if legal.)

Mangler Caltrops (Forcemaster vs. Warlord)

Zone attacks targeting *Mangler Caltrop*'s zone can still affect and damage *Mangler Caltrops*, because Zone attacks do not target the *Mangler Caltrops*.

The *Mangler Caltrops* only attacks creatures that **enter** into the zone. This is by any means - Pushing, teleporting, or just walking right in.

It does **not** attack creatures who are in the zone when it is cast, or who remain in the zone. It does **not** attack creatures when they **exit** the zone. If they leave the zone and come back in, it will attack them when they **enter** the zone again. If a Flying creature enters the zone, and later loses Flying while remaining in the zone, *Mangler Caltrops* does not attack it.

Note that Summoning a creature into a zone does not count as a creature entering the zone, and the *Mangler Caltrops* will **not** attack that creature.

Marked for Death

Marked for Death affects only attacks made by creatures. It does not affect attacks made by things other than creatures, such as attacks made by conjurations, walls, equipment with the Autonomous trait, or Damage Barriers. A spell attack is considered to be made by the object that casts the attack spell.

Marked for Death affects Zone attacks. (It will only give the attacking creature an extra attack die against this creature, not against any others in the Zone.)

Martyr's Restoration (Paladin vs Siren)

You cannot remove more damage than the caster has Life remaining.

Mending Wave (Paladin vs Siren)

Only the initial target of Mending Wave needs to be within the spell's range. This is true of all spells that have additional targets not referenced in the targeting bar.

Mind Control (Forcemaster vs. Warlord)

Current Text: "You control this creature. Mind Control can only be revealed between Action Phases, and the Controller must be within 1 zone of Mind Control. When Mind Control is revealed or removed, place a **Stun** condition on this creature. X = Target creature's Level. Mind Control cannot be moved to a new target. During the Upkeep Phase, *Mind Control's* upkeep cost must be paid before any other upkeep costs on this creature."

The requirement "the controller must be within 1 zone of Mind Control" applies only when the Mind Control is revealed. After that, the controller can move away from the Mind Control with no ill effects.

The restriction that "Mind Control cannot be moved to a new target" means that it cannot be moved through spells such as *Shift Enchantment* and *Steal Enchantment*.

You cannot take control of creatures which your Mage is restricted from. For example, the Forcemaster cannot cast *Mind Control* on *Huginn*, *Raven Familiar*, which has the Arcane Mage Only trait.

If you take control of a familiar you are legally allowed to control, you take control of any spell which was planned for it to cast (unless that spell is restricted from your Mage class or school, in which case it is immediately returned to the owner's spellbook instead). You can use the familiar to cast that spell, and you will have control of that spell after it is cast. Alternately, you can change out the spell on a future planning phase, at which time it is returned to its owner's spellbook.

During the Upkeep Phase, the upkeep cost for *Mind Control* **must** always be paid **first**, before any and all of the enchanted creature's upkeep costs. If you cannot pay, or choose not to pay, the upkeep cost for *Mind Control*, then *Mind Control* is immediately destroyed and the enchanted creature's control reverts to its owner, and any upkeep costs for that creature (if any) can be paid by the new controller.

Example: A Warlock owns and controls a *Darkpact Slayer* creature, which has an *Essence Drain* enchantment on it. The Forcemaster decides to take control of that *Darkpact Slayer*, and casts *Mind Control* on it. The *Darkpact Slayer* has 2 enchantments on it now; *Mind Control* and *Essence Drain*.

During the next Upkeep Phase, the Forcemaster has to decide whether or not to pay upkeep costs. *Mind Control* has an upkeep cost of 3, and the *Darkpact Slayer* has an upkeep cost of 2 (from the *Essence Drain*). The Forcemaster must decide whether or not to pay *Mind Control's* upkeep cost first **before** she pays the upkeep cost for the *Darkpact Slayer*.

If she pays *Mind Control's* upkeep cost, **then** she can decide whether or not to pay the *Darkpact Slayer's* upkeep cost. If she does **not** pay the *Darkpact Slayer's* upkeep cost, it is destroyed.

If she does **not** pay *Mind Control's* upkeep cost, then *Mind Control* is destroyed, and control of the *Darkpact Slayer* immediately reverts to the Warlock. The Warlock must now decide whether or not to pay the *Darkpact Slayer's* upkeep cost.

Mind Shield (Forcemaster vs. Warlord)

This only cancels the effect of one attack, not the entire attack action. *Mind Shield* will cancel a *psychic* attack against the creature it is attached to; it will not cancel additional attacks against other targets. For example, if this creature is the defender in a *psychic* zone attack, *Mind Shield* can be revealed to cancel the one attack made against this creature, and the rest of the zone attack will still occur and affect other targets in that zone.

Mind Shield will cancel the effect of a *psychic* spell affecting the creature it is attached to; it will not cancel additional effects against other targets. For example, if this creature is in the target zone for a *Mass Sleep* spell, *Mind Shield* can be revealed during the Counter Spell Step to cancel the effect of that spell on this creature, and the rest of the *Mass Sleep* spell will still occur and affect other targets in that zone.

Mohktari's Branch (Druid vs. Necromancer)

The targeted *plant* object only heals 1 damage **if** you remove a condition marker from it. If the target *plant* object does **not** have a condition marker to remove, or you cannot remove a marker (do not have the mana required, the marker is not removable, etc.), then **no** healing can take place.

Mohktari, Great Tree of Life

This spell now has the *tree* subtype.

Moonglow Amulet

This spell now has the *mana* subtype.

Mort (Druid vs. Necromancer)

The phrase “bordering Mort’s zone” means a **wall** that is on a **zone border** of *Mort’s* zone. An object in an adjacent zone is not “bordering” *Mort’s* zone.

Necropian Vampiress

If you use her ability to give her the Flying trait in a zone with only enemy non-Flying creatures, she will **not** be **hindered** when she starts her Action Phase.

Nightshade Lotus (Druid vs. Necromancer)

If *Nightshade Lotus’s* ranged attack is redirected, then the final target **can** be subjected to its Mist token ability, but the original target **cannot**.

Example: *Nightshade Lotus* attacks a *Darkfenne Hydra*. However, there is a guarding *Gargoyle Sentry* in the same zone as the *Darkfenne Hydra* that uses its Intercept ability to become the target of the attack. When the Damage & Effects Step is reached the *Nightshade Lotus* can remove its Mist token to put the *Gargoyle Sentry* to **Sleep**, but cannot put the *Darkfenne Hydra* to **Sleep**.

Nullify

Even if the spell has multiple targets, a *Nullify* revealed on any of the targets will counter the entire spell.

This only counters spells, not other abilities (unless the ability says it counts as a spell)

Pacify

The payment of 2 mana is part of the cost of making the attack. Thus, you cannot declare the attack if you don't have the 2 mana to pay.

Pacify can be revealed **before** the Declare Attack Step, or **after** it, but not **during** it. (Once an attack is declared, the earliest opportunity you could reveal Pacify is at the end of the Declare Attack Step.) **Step 2 is Pay Costs, and so the attacker would have to pay the mana if they had a revealed Pacify at that time.**

Pacify will work against spell attacks. On a spell attack, since the attack is actually made when the spell resolves, the additional 2 mana is paid when the spell resolves. (For example, if a Familiar is casting an attack spell, his opponent could reveal a Pacify at the end of the Counter Spell Step. During the Resolve Spell Step, the spell would resolve and the attack sequence begins, at which point the Familiar’s controller would have to pay 2 mana if able; if not, then the attack would not happen and the spell would be wasted.)

Pentagram

The wording “the creatures must be different” applies only within each round. For instance, if you damage an **enemy** *Firebrand Imp* and *Flaming Hellion*, you will get one mana on the Pentagram each time, for a total of two. If you damage the same *Imp* and *Hellion* again next round, you would get another two mana for that next round.

Perfect Strike

This only affects the next attack, not the entire next attack **action**.

Piercing Strike

This only affects the next attack, not the entire next attack **action**.

Plagued (Promo Card, Battlegrounds: Domination)

The damage is done to each creature in the zone, one at a time, in an order chosen by the controller of *Plagued*.

If the creature is destroyed by its own *Plagued* enchantment, it will still deal damage to the other creatures in the zone (similar to how a Zone attack affects all the objects in the zone, even if one of them is the source of the attack and is destroyed by the attack).

Poisoned Blood

For example, if an opponent casts a *Heal* spell on this creature, and you reveal *Poisoned Blood* at the end of the Counter Spell Step, then the *Heal* spell will still resolve, but will not provide any healing to this creature.

Ravenous Ghoul (Druid vs. Necromancer)

Ravenous Ghoul's quick action ability represents it eating parts of fresh corpses, and then growing larger and stronger.

Ravenous Ghoul **must** be in the zone that the creature was destroyed in at the time it uses its quick action ability to gain a Growth marker. Because it has the Fast trait, *Ravenous Ghoul* could move 2 zones first to reach the zone the creature was destroyed in, then use its quick action to gain a Growth marker.

Rouse the Beast

Current Text: *Target a creature summoned this round. Flip target creature's action marker to the active side. That creature may act normally this round. Only one Rouse the Beast spell may be cast per round on the same creature. X = target's Level.*

Quicksand (Forcemaster vs. Warlord)

The roll to escape from *Quicksand* is an “escape roll” for the purpose of other rules or effects that refer to “escape rolls”.

Renewing Rain (Druid vs. Necromancer)

The Burn condition removal applies to **all** objects in the Arena, while the healing applies **only** to **friendly** objects. This is intentional; the rain is extinguishing fires, while the healing is a holy magic effect.

Repulse (Forcemaster vs. Warlord)

Unlike similar spells, *Repulse* does not require an additional payment to push through a wall with the Passage Attacks trait.

Completely resolve one Push before going on to the next.

The controller of *Repulse* decides what order the creatures are pushed in.

Reverse Attack

Current Text: *When this creature is attacked, you must reveal Reverse Attack during the Avoid Attack Step. The attack is avoided and then redirected back; this creature becomes the new source (although the attacker stays the same), and the original source becomes the new target (even if the original source would not normally be a legal target), for the next 2 steps (Roll Dice and Damage and Effects).*

Then, destroy Reverse Attack. If the attack is Unavoidable, destroy Reverse Attack without effect.

For clarification, consider the case where a Warlock is attacking a Wizard, and the Wizard reveals Reverse Attack. Then we have the Warlock attacking himself. Thus, for instance, if the Warlock's attack has Vampiric and he hits himself for 6 points of damage, he will take 6 damage and then heal 3, so he will end up with 3 more damage on him than when he started. Note that if the 6 damage were enough to destroy him, he will die before the healing could take place.

The Wizard is considered the “source” of the attack; this generally only matters in cases where the effect of the attack depends on the range.

If the Warlock's attack action had additional attacks, the Warlock may make these additional attacks now. For instance, if the Warlock's attack was a Doublestrike, the second attack of the Doublestrike would be made against the Wizard, because the second Doublestrike attack is made against the same target as the target of the first attack, which at this time is again considered to be the Wizard.

For the Damage Barrier and Counterstrike steps, the attack continues as originally intended, with the Wizard as the defender. Thus, the Wizard will not get to use a Damage Barrier (since the attack was avoided), unless there was another attack against the Wizard in the same attack action that was not avoided. The Wizard may still use a Counterstrike.

Suppose that a *Chain Lightning* attack is made by an attacker X, and the first target is A, and the second target is B. A *Reverse Attack* revealed on target B will redirect the attack to target A (even though Target A was already attacked before; this is the reason for the wording about “even if the original source would not normally be a legal target”). Then after that attack, the chain could continue; it would still be controlled by the attacker X, and the attacker would have to choose a different target (other than A or B).

Reverse Attack still functions even if the creature is **Incapacitated**.

Reverse Magic

Current Text: "When this creature is targeted by an incantation or enchantment spell controlled by an opponent, you must reveal Reverse Magic during the Counter Spell Step. Redirect it back to the caster, who now becomes the target of the spell. You become the caster of that spell, and now control that spell, and may reselect any other choices the spell requires you to make. Recalculate the total mana cost of the spell; if the new cost is higher than the original cost, you must pay the difference. Then, destroy Reverse Magic."

If the spell has secondary targets you can choose new secondary targets.

If a hidden enchantment is Reversed, the new controller of the enchantment may look at it. However, you may **not** look at it *before* deciding whether or not to pay the reveal cost of *Reverse Magic*.

If you cannot or do not want to pay the difference after recalculating the mana cost, you may cancel the spell instead.

Example: A Warlock casts *Dissolve* on a Wizard, and selects the Wizard's *Regrowth Belt* (cost 6). The Wizard reveals *Reverse Magic*, paying the reveal cost of 5. The Wizard can then reselect one of the Warlock's equipment to destroy. For example, suppose the only equipment the Warlock has is a *Lash of Hellfire* (cost 8). In that case, the Wizard could reselect that, paying 2 additional mana, and destroying the *Lash of Hellfire*, or he could just cancel the spell instead. (If he did not have the 2 additional mana available, he would have to cancel the spell.) If the Warlock had an equipment with cost less than 6, and the Wizard chose that piece of equipment instead, the Wizard would not get mana refunded.

Example: A Warlock casts *Force Push* on a Wizard without paying the additional 3 mana to push through a wall, and the Wizard reveals *Reverse Magic*, paying the reveal cost of 5. The Wizard could pay the additional 3 mana to push the Warlock through a wall if he wanted to. (Effectively you recalculate the cost, and with the additional cost the new cost is 6 while the original cost was 3, so the difference is 3 and that's what you have to pay.) If the Warlock had cast the spell and had paid the additional 3 mana, then the reversed spell could push the Warlock through a wall without the Wizard having to pay any extra.

Only one of the targets of the reversed spell needs to be the original spell's caster. The caster of the reversed spell is free to select any other targets, as well as any other choices made “when you cast this.”

If a spell has multiple targets, a *Reverse Magic* on any of the targets will cancel (and reverse) the whole spell.

Ridgeback Skunk(Academy Core Set)

Since Ridgeback Skunk's ability happens in the Counterstrike step, if it is destroyed by the triggering attack, then he will not place the Stagger condition.

Rise Again (Druid vs. Necromancer)

Warlocks can use their Curseweaving ability to return a **curse** enchantment they control to their spellbook after the creature it is attached to is destroyed (limit one per round). Thus, a Warlock could return *Rise Again* to his spellbook after the attached creature is destroyed, and the destroyed creature can still be Reanimated as normal.

Rouse the Beast

If Rouse the Beast is cast during the Final Quickcast Phase, it will still flip the target's Action Marker to the active side, but since it is after the end of the Action Stage, the target creature will still not be able to activate this round.

Sacrificial Altar

This does not target either the creature destroyed or the creature it gives the bonus to.

Satyr Gruff (Academy Core Set)

To Stagger the defender, Satyr Gruff needs to deal 4 or more damage after accounting for armor.

Sectarus, Dark Rune Sword (Forcemaster vs. Warlord)

You may only use mana from *Sectarus*' mana supply to pay for the **casting** cost of enchantments, **not** the **reveal** cost. Once the enchantment is cast, it behaves just like a normal enchantment, and your Mage must pay the reveal cost if you want to reveal it.

If *Sectarus* is cast on another Mage, the Mage that *Sectarus* is attached to controls *Sectarus* (just like any other equipment), including preparing and casting *curse* spells.

If *Sectarus* destroys a creature, that creature is removed before *Sectarus* can cast an enchantment on it. For example, you cannot cast *Rise Again* on a creature which *Sectarus* just destroyed.

Seeking Dispel

This targets an enchantment, **not** the object to which it is attached. Thus, a *Nullify* enchantment on that object cannot counter *Seeking Dispel*.

Skeletal Sentry (Druid vs. Necromancer)

Added the *Soldiers* subtype.

Song of Love (Paladin vs Siren)

If there are multiple Love tokens in play, the creature cannot make a melee or ranged attack against any creature with a Love token.

If a mandatory action would require a creature to attack a target with a Love token, then they are unable to perform that action and may choose to perform a different action instead (see Mandatory Actions above).

Sslak, Orb Guardian (Battlegrounds: Domination)

Uncontrolled Sslak remove any conditions that end, "at the end of this creature's activation" during the Upkeep Phase when they gain their guard marker for the round. This includes condition markers such as Stun, Daze, or Stagger.

Steal Enchantment

Steal Enchantment **cannot** be used to take control of an enchantment you are restricted from. For example, the Wizard cannot take control of a Forcemaster's *Forcefield*. See "Restricted Spells" under Rules above. You can still move the spell, you just cannot take control of it.

When you cast Steal Enchantment, you can re-target the same target the enchantment is currently attached to. For example, you may want to take control of a *Charm* spell, and put it back on the current target creature. You must pay the casting cost for *Charm* to be placed on that same target again (as described on the *Steal Enchantment* spell).

For example, if you were to move a *Ghoul Rot* from a non-Mage creature to another non-Mage creature, it would cost 12 mana. To move it from a non-Mage creature to a Mage would cost 14 mana. To move it from a Mage to a Mage would cost 16 mana.

Steal Equipment (Forcemaster vs. Warlord)

To equip the equipment, you first return any equipment already taking up the equipment slot to your spellbook, **then** attach the new equipment to yourself.

Steal Equipment **cannot** be used to take control of an equipment item you are restricted from.

Example: If the Forcemaster casts *Steal Equipment*, she can target a Warlock's *Lash of Hellfire*, which has the **Warlock Only** trait. However, since she cannot use or equip this spell, it is destroyed instead.

Example: If the Priestess steals a *Mage Wand* with a *Drain Life* spell bound to it, she cannot use cast that spell, because it is Dark Mage Only. She can steal the wand, but the wand would be of no use to her unless she chooses to bind a new spell to it.

See "Restricted Spells" under Rules above.

Stranglevine (Druid vs. Necromancer)

Stranglevine gains the Life +2X trait. It does not gain Life +2X each upkeep. This means that at any given time, its Life value will be equal to 6 + 2X where X is the number of Crush tokens on it.

If *Stranglevine* gains the Finite Life trait, it will keep the Life value it had at the time of acquiring this trait. It will continue to acquire new Crush tokens, but new tokens will no longer affect its Life value. Should the Finite Life trait ever be removed, its Life value will immediately adjust to reflect the total number of Crush tokens on it.

Stumble (Druid vs. Necromancer)

Current Text: "When this creature takes a move action, you may reveal Stumble during the 'Leaving Zone Effects Step'. Cancel that move action and this creature cannot take move actions during this activation. Then, destroy Stumble. Has no effect on creatures with the Unmovable or Uncontainable trait, or who are teleporting as their move action."

Even though the creature cannot take **move actions**, it can still **Teleport** or be **Pushed**.

Stumble is destroyed immediately after being revealed, not at the end of the creature's Action Phase.

Stumble has no effect on creatures with the Uncontainable or Unmovable traits, if the creature has these traits at the time *Stumble* is revealed. If the creature gains the Uncontainable or Unmovable trait **after** *Stumble* is revealed, those traits do not affect *Stumble*, and the creature is still prevented from taking move actions.

Summoning Circle (Promo Card)

The choice to place the creature in *Summoning Circle's* zone, or in your own zone, is made when the creature spell resolves.

Suppression Cloak

Does not affect Counterstrikes.

You cannot declare the attack if you do not have the 2 mana to spend. If a Mage with *Suppression Cloak* is Guarding, and the attacker doesn't have the 2 mana to spend, he can't attack the Mage or any of the other non-Guards in the zone (because of the Guarding restrictions).

This cost is paid during the Pay Costs step of the attack.

Suppression Orb

The mana payment is a cost to make the movement, and is paid **during the Pay Costs step of the move**. Thus, while *Suppression Orb* is on the field, if a non-Mage creature's controller has no mana, that creature cannot take a move action. It could, however, **Teleport** or be **Pushed**.

Suppression Orb affects each move action a creature takes; if a creature takes 2 move actions during its Action Phase, its controller must pay 1 mana for each one.

Sword of Radiance (Paladin vs Siren)

The Paladin will still gain a Valor token even if the damage dealt is in excess of the defender's remaining health.

Tanglevine

Current Text: "Target is **Restrained** and gains the **Unmovable** trait. Tanglevine cannot target creatures with the Flying or Uncontainable traits. **Ranged** attack cannot target Tanglevine."

This spell now has the *vine* subtype.

Note, a creature may attack *Tanglevine*, if it is attached to itself, ignoring any guards in the zone. Also, attacking the Tanglevine will not trigger a Damage Barrier or Counterstrike from yourself.

Zone attacks targeting *Tanglevine's* zone can still affect and damage *Tanglevine*, because Zone attacks do not target the *Tanglevine*.

Teleport

You can teleport a creature into the same zone as it was in. (This costs 3 mana.)

Both the target creature and target zone it is being moved to must be within the range 0-2 from the caster.

Teleport Trap

This does not target the zone you Teleport the enemy to. (Thus, you don't need LoS to it.)

Temple High Guard (Promo Card)

Temple High Guard has a "first strike" ability. The "first strike" ability means that if the Temple High Guard has a guard marker at the time the Declare Attack Step is completed, and is being attacked with a **melee** attack, proceed first with the Counterstrike Step immediately after the Pay Costs Step. The *Temple High Guard* may make its counterstrike at this time (even though he hasn't actually been attacked yet). If this kills the attacker, the attacker cannot proceed with the attack. Otherwise, continue the attack sequence as normal, except skip the Counterstrike Step when it would normally occur.

Temple of the Dawnbreaker

Reroll abilities are always resolved before any other effects that occur during the Roll Dice Step.

Temple of Light

Current Text: "Once each round, before or after any friendly creature's Action Phase, you may choose a value of X between 1 and the number of *temples* you control, and pay X mana to make the above attack, adding X to the effect die roll. Use a Ready Marker to keep track of this ability."

For example, if you control 4 temples, you may pay either 1, 2, 3, or 4 mana. If you choose 3, you pay 3 mana, then make the above attack rolling 3 attack dice and adding 3 to the effect die roll.

You choose the value of X each time you use the ability. (For example, you could choose X=3 while using the ability one round, and X=1 while using the ability on a different round.)

Temple of Light can attack the round that it comes into play.

The effect die results, 9-10=stun, 11+=daze, are **correct** as printed. (As X increases, the chance to Daze increases, but not the chance to Stun.)

Temple of Meraveran (Paladin vs Siren)

Objects may only spend the Valor on them. You cannot spend Valor from another object to activate the *Temple of Meraveran*, nor can you spend Valor on the temple to activate the effects of other objects.

Tsunami(Paladin vs Siren)

You must choose an orthogonal (horizontal or vertical) direction. Tsunami's Push follows standard Push rules. It is possible that a creature will be pushed into the next Zone that Tsunami will attack. If this happens the creature will be attacked (and possibly Pushed) again. In a standard arena the most zones you can attack with a Tsunami is 4.

V'Tarrian Energy Wave(Battlegrounds: Domination)

The two zones targeted by this spell must both be within range and adjacent to each other. The spell attacks both zones and any walls that may be between them.

Valshalla, Lightning Angel

Only triggers off of attacks made by creatures, so it does **not** trigger off of attacks made by Walls, Conjurations, Damage Barriers, Autonomous equipment (*Dancing Scimitar*), etc.

A spell attack is considered to be made by the object that casts the attack spell.

Vampiric Strike

This only affects the next attack, not the entire next attack **action**.

Wall of Fire

Its attack is **Unavoidable**.

Wall of Pikes (Forcemaster vs. Warlord)

This wall is unusual in that it only attacks creatures who try to pass through from one direction. It attacks creatures passing through from the top side of the card (the side the pikes are pointing towards). It is considered to have the Passage Attacks trait **only** from that direction.

Whenever a card references "Pushing or passing through a wall with the Passage Attack trait", it only refers to the direction of *Wall of Pikes* which would attack the object. For example, when deciding if you should pay extra mana for Push effects like Force Push, Force Bash, and Force Wave, you need to only pay the extra mana if Pushing creatures through from the side which would attack them.

Creatures can move freely through Wall of Pikes from the *other* side. This side does **not** have the Passage Attacks or Passage Blocked trait.

Note that *Wall of Pike's* attack is **not Unavoidable**.

Wall of Thorns

Its attack is **Unavoidable**.

Mages are level 6, so this will attack a Mage 5 times.

This will not attack a level 1 creature at all. No attack sequence will be performed.

Each attack is resolved separately, using the rules for additional strikes in the attack sequence.

Whirling Spirit

If the attack Pushes its target out of the Whirling Spirit's zone, the target will not get a Counterstrike, but will still lose its Guard marker (if it has one). *Whirling Spirit* will still be attacked by a Damage Barrier on the target (if it has one).

Whirling Strike (Forcemaster vs. Warlord)

The additional targets work in the same manner as the **Sweeping** trait, except there are 2 additional targets instead of 1 additional target.

If an attack with additional strikes (such as a "Doublestrike" or "Triplestrike" attack) is made using *Whirling Strike*, the additional strikes will only be applied to the first target; the subsequent targets will only receive one strike each.

Whirlpool(Paladin vs Siren)

Whirlpool follows the normal rules for resolving effects during the Upkeep Phase. The controller of any affected creatures decides when those creatures are affected during the Upkeep Phase. The controller of Whirlpool decides when to remove the Dissipate token during the Upkeep Phase. If an affected creature has a different controller than Whirlpool's controller, then the player with Initiative decides whether the Dissipate token is removed before or after Whirlpool's effect is applied.

Wizard's Tower(Conquest of Kumanjaro)

This spell no longer has the Spellbind trait.