*Sorcery* Comprehensive Rulebook Clarifications (Unofficial)

These are unofficial rule clarifications intended to support tournament organizers worldwide. If/when Erik’s Curiosa HQ publishes an official comprehensive rulebook, this document will be retired. Until then, Ira Fay (@ira on Discord) will maintain this document as a fan of the game, with significant support from the [Sorcery League](http://irafay.com/Sorcery) judge team and input from the whole community. Feel free to message him with suggestions on how to improve this document (e.g. missing rules, incorrect rules, etc.)!

# Change Log

*Aug 1, 2023* Initial version

*Feb 15, 2024* Updated with newest rulebook. Added clarity on avatars not entering the void. Stealthed spellcasters remain stealthed. Polished the Intercept vs. Defend section. Simplified the Storyline section, referring to the rulebook. Teleportation to the same location section removed, since it’s redundant with the rulebook. Units being carried are at rest.

*Feb 22, 2024* Added: you can only cast spells on your own turn during your Main Phase. Added: Rule for large units shrinking down to a single location.

*Feb 29, 2024* Clarified: Suicidal Moves or Casting a Minion to an Illegal Location section. Changed casting restrictions on large minions to require them to not occupy the void (unless they have voidwalk). Added “Placing a Site Where a Unit is Already There” section. Added “Casting a Minion to a Legal Location that Becomes Illegal.”

*Mar 1, 2024* Clarified: “Play” means “cast” for spells.

*Mar 3, 2024* Added “At Rest” definition. Carried being moved are no longer at rest.

*Mar 4, 2024* Clarified: 0 power minions still strike (for 0 damage).

*Apr 5, 2024* Added many Comprehensive FAQs, Added: Definition of Lose, Playing Sites, Adjusting a Unit's Power, Shooting Projectiles, Attacking vs. Two Defenders

*Apr 6, 2024* Added FAQ for Thunderstorm, Windblast. Added definition of “Combat” for Drop basic ability. Clarified being tapped to pay a cost for kill credit.

*Apr 11, 2024* Added FAQ for Thunderstorm

*Apr 29, 2024* Added FAQ for Pact with the Devil, Windblast, Mountain Pass, Gnome Hollows

*Jun 12, 2024* Added rules for mandatory search effects, passives, choosing a span of land/body of water, and defender. Updated FAQ for Enchantress, Deathspeaker, Blink, Chaos Twister, Grim Reaper, Avatar of Air, Hillock Basilisk, Craterize, Orb of Ba’al Berith, Mirror Realm, Felbog Frog Men. Updated Defend reaction to include Moves Freely.

*Jun 13, 2024* Fixed Defending with Large Units per most recent official Mountain Giant FAQ, clarified Dalcean Phalanx moving between layers.

*Jun 14, 2024* Added FAQ for Maelstrom re: moving between layers. Candelmas Monks FAQ.

*Jun 28, 2024* Updated FAQs for Escyllion Cyclops defending, The Immortal Throne + Deathspeaker, Orb of Ba'al Berith + Sparkmage, Brobdingnag Bullfrong, Wind Sylph, Sisters of Silence, Smokestacks of Gnaak, Heat Ray, Ice Lance. Clarified Immobile is a keyword (and can be removed by Silence) while Disabled is not a keyword (and cannot be removed by Silence). Clarified order of operations for modifying power and/or strike damage.

*Jun 30, 2024* Added that “[X]bound” persists while Disabled. Added Squirming Mass + Silence FAQ.

*Jul 1, 2024* Added FAQs for conjured artifacts, Replication + The Immortal Throne.

*Oct 22, 2024* Updated: List of cards impacted by the definition of "Lose" = lose, can't gain, can't have (e.g. Pebbled Path). Updated: Stealth + Projectiles. Updated: When Stealth actually ends. Added: Lance applies as it enters, even if Disabled or Silenced. Updated: Passive effects. Added: Split Power Minions + Calculating Their Power. Updated: [X]bound, Silence, and Disable Don’t Remove Themselves. Updated a few existing FAQs and added many new Arthurian Legends FAQs: Albespine Pikemen merged with Slumbering Giantess and generalized to Lance, Annual Fair, Arcane Barrage, Archimago, Babbling Brook, Bailey, Bedrock + Abundance, Boudicca, Cast into Exile, Castle Haunt, Chaos Twister, Druid, Excalibur, Finwife, Giant Killer, Golden Harp, Grievous Insult, Harassing Ruffians, Iron Man Talus, Joust!, King Arthur, King's Council, Knighthood, Lady Iseult, Love Potion, Lumbering Giant, Merlin, Morgana le Fay, Overbearing Bailiff, Pathfinder, Pendragon Legacy, Pings of the Sounder, Poisoned Well, Postern Gate, Redbreast Robin, Replication, Rhongomyniad, Salmon of Knowledge, Sir Gareth, Sir Kay, Sir Mordred, Sir Perceval, Sir Priamus, Sisters of Avalon, Snowball, Spearmarshal, Spire Lich, Squeakers, Squirming Mass, Stone Rain, Tactical Move, The Great Drowning of Men, The Green Knight, The Immortal Throne, The Ninth Legion, The Round Table, Troll Bridge, Truesight Crossbow (removed due to official FAQ), Valley of Delight, Vivien the Enchantress, Wall of Brambles, White Hart, Wizard's Den, Wormelow Tump, Wrath of the Sea

*Oct 22, 2024* Updated FAQs for Deathspeaker, Enchantress, Templar, and Orb of Ba’al Berith to match Sparkmage’s official FAQ. Updated Vivien to errata infinite issues.

*Jan 3, 2024* Askelon Phoenix and Flaming Sword FAQ

*Mar 12, 2025* Updraft Ridge FAQ

# Intercept vs. Defend

Intercept and Defend are two different reactions that are important to understand. Here are the differences:

### Intercept

* **When to use Intercept**When an enemy **enters a location** (via the Move and Attack basic ability) *and* isn’t attacking there, you may tap to intercept at that location.
* **Can you move?**  
  Your unit **can’t take a step**; you can only intercept at the location where the enemy entered.
  + It doesn’t work when the enemy leaves a location. Only when they enter.
* **What happens?**  
  The enemy stops moving and the two units fight. It doesn’t count as an “attack.”

### Defend

* **When to use Defend**  
  When an enemy **attacks** at a location your unit can reach
  + To attack, you must use the “Move and Attack” basic ability (or specific card text with “attack,” and not merely “fight” or “strike.”)
  + Your unit must be able to move to the attack’s location
* **Can you move?**
  + Yes! Your unit moves using powers like Burrowing, Submerge, Airborne, Voidwalk, and/or Movement +X (and/or Moves Freely).
* **What happens?**  
  The attack is directed to the defender. If the original target was a unit, defender chooses if the original target stays involved or not. It still counts as an attack, even if the target of the attack changes.

# Rule Clarifications

## “Disabled” Definition

*While disabled, a minion has no abilities (including basic abilities), cannot strike, cannot take steps itself, cannot shoot projectiles, and cannot be tapped to pay for costs.*

*A disabled minion may be moved forcefully as long the disabled minion does not take one of its own steps. A disabled minion may still be tapped by effects as long as it isn't tapping to pay for costs.*

*Disabled is not a keyword, and is not removed by Silence effects (e.g. Silence aura, Sisters of Silence).*

## What is the Storyline and How Does it Work?

The rulebook includes an introduction to the storyline, allowing players to resolve simultaneous triggers in most cases. For further details and a complex example, see the end of this doc, but most of the time, the description in the rulebook is all that you’ll need.

## Definition of “Kills”

“Kill” and “destroy” are synonyms. Only units get credit for a kill. Determine credit for a "kill" any time damage is dealt, or a spell or ability resolves, in priority order (highest first):

**1)** Did the killer strike, which would cause the minion to die?

**2)** Did the killer cast a Magic spell, which would cause the minion to die, including effects that forcefully move the minion to an inhospitable location?

**3)** Did the killer use an ability, including abilities granted by artifacts, which would cause the minion to die?

1. If a unit is tapped to pay for an ability (e.g. Payload Trebuchet), they count as "using" the artifact for purposes of kill credit.

The killer must be a unit, but multiple units can share credit for a kill, if they both share the same priority. For example, Grapple Shot will only give credit to the ally who strikes, not the spellcaster, since priority 1 is higher. If two units defend against a single attack, both defenders could get credit for the kill.

## Regions, Targeting, and Steps

"Target location" or “target unit” means "within the same region." There are exactly 4 regions in the game: surface, underground, underwater, void. So, two units on the surface of sites are in the same region, even if they are separated by void.

A normal step cannot cross regions. So if you try to target something "up to two steps away," it won’t be able to cross the void.

## Fight vs. Attack vs. Strike

If a card uses the word **fight**, it ignores normal attack limits. E.g. a ground unit could fight an Airborne or Stealthed unit. Both units strike each other simultaneously during a fight.

If a card uses the word **strike**, it ignores normal attack limits. E.g. a ground unit could strike an Airborne or Stealthed unit. When a unit strikes per card text, the opposing unit doesn’t strike back.

If a card uses the word **attack** in the text, normal attack limits apply. E.g. a ground unit could not attack an Airborne unit. Defenders can tap to redirect the attack, etc.

Note that some cards use “attack” in the title (e.g. Spin Attack) but use “strike” in the card text; card text is what matters, not the title.

## Take a step vs. X steps away vs. Push/Pull one step

If a card instructs a unit to **take a step** or **move one step**, the unit may use abilities like Airborne, Voidwalk, Burrow, and Submerge, crossing region boundaries.

If a card instructs you to **push/pull one step**, you cannot use abilities, and it’s merely 1 adjacent square per step (in the required direction), without crossing region boundaries.

If a card instructs you to pick a target **up to X steps away**, you cannot use abilities, and it’s merely 1 adjacent square per step, without crossing region boundaries.

## Forced Movement Effects Over Multiple Squares

When an effect would cause a unit to move or be moved (e.g. Grapple Shot, Pudge Butcher, Whirling Blades), specify each step of the path, which goes on the storyline. Then, resolve the path one step at a time, as much as possible. If one step of the path can’t resolve for some reason (e.g. Gnome Hollows, Mariner’s Curse, etc.), the other steps still try to resolve but are likely to also fail, since the unit won’t be where it was originally expected to be. See the [Complicated Storyline Example](#_v95ye64zw216) below with the [Mariner’s Curse](#_3zezo6wwh3re) bonus complication.

## Defender Leaving Attack during the Attack or Becoming Unattackable

After combat has begun, if the defender no longer shares a location with the attacker (or the defender otherwise becomes unattackable), the attack ends and no damage is done. (If there were multiple defenders, the attack will continue vs. remaining defenders.) For example, an attacking minion targets a site, Wills-o'-the-Wisp defend, the attack is redirected to the Wills-o’-the-Wisp, and then the Wills-o’-the-Wisp teleport away, so the attack ends and no damage is done to the site.

## Defender Getting Disabled or Immobilized When Moving onto a Site

Player 1 controls sites A and B, with an Apprentice Wizard on site B.

Player 2 controls a Root Spider burrowed under site A, and the Avatar of Earth.

Avatar of Earth attacks site A. Apprentice Wizard tries to block. It taps to move to site A, and then gets disabled. **Does it have time to redirect the Avatar’s attack to itself before getting disabled?**

No. The Apprentice Wizard moves onto site A, then it gets disabled due to the Root Spider, then it can’t actually defend.

Another example of this would be a Burrowed Undead minion surfacing to defend, while the site is affected by Rest in Peace. The Undead minion would tap, surface momentarily, and then get burrowed again before actually defending.

## Declaring + Casting Spells

**Q:** What do you need to declare when you cast a spell?

**A:** You declare the spellcaster (and which region, if they occupy multiple regions). You also declare the following information depending on the spell type:

For **Minion** spells, you must declare the summoning location (default: atop a site you control). The summoning location must be a legal location for that minion to enter at time of casting (regardless of what might happen after casting the spell).

For **Aura** spells, you must declare the conjuring location(s), including at least 1 site.

For **Artifact** spells, you must declare the conjuring location (default: atop a site you control). If it's a carriable artifact (i.e. non-Monument, non-Automaton), you may alternately choose one of your units and declare a location occupied by that unit; when the artifact enters the realm, it will be carried by that unit.

For **Magic** spells, you must declare all targets.

For example, Overpower doesn’t use the word target, so you don’t need to pick the ally when you cast it, only when the spell is actually resolving. (This matters for effects that happen between casting and resolution, like Enchantress animating an aura.) For something like Chaos Twister, you must specify the target when you cast the Magic spell, because it uses the word “target.”

**Monuments**

For clarity, you can’t even attempt to cast a monument into the waiting hands of an ally; you can only declare a conjuring location for monuments atop a site you control.

**Timing**

You can only cast spells during the Main Phase of your own turn while everything is at rest (unless card text specifically grants an exception).

**Casting a Minion to a Legal Location that Becomes Illegal**

**Q:** In the extremely corner-case situation where I cast a minion to a legal location that becomes illegal before the minion enters the realm, what happens?

**A:** The minion spell remains where it was (presumably in your hand), but the mana was spent and the spell was cast.

**Q:** How could the previous thing ever happen?

**A:** Atlantean Fate is turning off the ability of Gnome Hollows, but then Enchantress animates Atlantean Fate after the minion spell is cast, causing Atlantean Fate to be banished because it was partially in the void, and now the ability of Gnome Hollows is active again.

## Declaring Targets

As noted above, when you cast a spell (before it even goes on the storyline), you must declare any targets. Targets are listed in the effect text with the word “target.” You also need to declare targets for other abilities before they go on the storyline, like the genesis effect of the Vile Imp. You must declare a target as the effect goes on the storyline, and then the validity of the target is checked when the effect actually resolves.

## “Play” Terminology

The word “play” is synonymous with “cast” for purposes of spells. For sites, the word “play” means selecting the site and placing it in the realm, and there’s no moment of time between selecting it and placing it in the realm.

## Playing Sites, In Detail

Unlike spells, when you "play" a site, there is no moment between when you choose the site and when it enters the realm.

## Moving Between Sites As If They Are Adjacent

**Q:** What cardinal direction is it if you’re moving as if adjacent?

**A:** There is no defined cardinal direction when a unit is moving “as if adjacent.” For example, if you have a Waypoint Portal active and you want to move your East-West Dragon through it, you will have to pay 1 step and it won’t be considered horizontal, even if the two squares are in the same row.

**Q:** Do you cross any borders when moving as if adjacent?  
**A:** No. You are moving, but you aren’t considered to be crossing any site borders.

## Definition of Movement Paths

A path involves 1 or more steps, and each step has a starting and ending location that's different. If your step is from a location to the same location, you didn't actually move anywhere.

## Maximum and Minimum Life

An avatar’s maximum life is the value printed on their card (20), and cannot exceed that number. An avatar’s minimum life is 0, and cannot go below that.

## Taking Steps with Burrowing / Submerge

If a minion takes a step via Burrowing or Submerge to move from the surface or the subsurface, or vice versa, that’s a single step. It’s also a single step to move from the subsurface of one site to the subsurface of an adjacent site. It would be two steps to change levels *and* change sites.

## Airborne + Voidwalk/Subsurface

Note that minions with Airborne and Voidwalk only get to move diagonally if they’re starting on a site (per the rulebook definition of Airborne). They don’t get to move diagonally when starting in the void, since Airborne units only get to move diagonally on the surface. They receive no benefits from the Airborne ability while in another region.

## Split Power Minions + Calculating Their Power

Add their attack power and defense power, then divide by two. When causing damage or life loss, round up the result. Otherwise, use the actual value. For example, a 3/2 Blue Knight would cause 3 damage via Chaos Twister, but would still be able to get into a Gnome Hollows with a 2.5 effective power.

# Stealth

## Breaking Stealth

Minions lose Stealth after they activate a special ability, deal damage (before any damage reduction is applied), strike, or attack. Casting a spell won’t break Stealth by default, and Magic spells (e.g. Firebolts) are the source of the damage, not the Spellcaster. Note that there are four types of special abilities (passive, keyword, activated, triggered); only activated abilities can be activated. Therefore, using a triggered ability, keyword ability, or passive ability won’t break Stealth, unless it results in dealing damage, striking, or attacking.

## Stealth + Projectiles

A minion with Stealth cannot be hit by a projectile. (Note that Snowball technically doesn’t hit Stealth minions, but the path of the Snowball will still gather up any Stealth minions and damage them anyway.)

## Stealth + Fight

A minion with Stealth can still be fought (e.g. Giant Shark), since fighting isn’t targeting. If it survives the fight, Stealth will be broken assuming it dealt damage, per the rules on Stealth.

## Timing of “Damage Dealt” and “Kills”

As soon as damage is dealt (or a minion is sacrificed), minions are labeled as “killed,” and various effects might resolve at that time, including deathrite or the results of sacrificing a minion. For example, Sea Raider’s ability (“kills”) resolves in the same window of time as deathrite (after damage has been dealt).

## Timing of Death's Door Check

Only check for Death’s Door while all units are at rest. This mostly doesn’t matter, but it could if your avatar (1 power) + your Daperyll Vampire (4 power) are defending against a 5-power unit, and your avatar is at 5 life. Your opponent can strike your avatar for 5, but your Vampire will also have time to heal your avatar for 4, before the game checks for Death’s Door.

## Timing of Death Blow Check

Check for Death Blow immediately, any time an avatar on Death’s Door takes damage.

## Summoning + Spellcaster’s Region

The spellcaster can be in any region, and that doesn't impact where minions can be summoned, or where artifacts or auras can be conjured.

## Resolving Non-Magic Effects + Original Source Isn’t In the Realm

For anything other than Magic spells (e.g. minions, artifacts, auras), the original source must be in the realm when the effect resolves. This is relevant for things like:

* Ultimate Horror + Evil Presence + lots of minions appearing
  + When Ultimate Horror is summoned, Evil Presence will trigger at the same time as Ultimate Horror’s genesis. If you order the genesis effect before the Evil Presence, then more minions will appear while Evil Presence is still there, triggering Evil Presence multiple times. When the Evil Presence effects start to resolve, the first Evil Presence will work, but the later Evil Presence effects will fail because it’s not actually in the realm anymore.
* Similar example with Mariner’s Curse + multiple minions entering the location at the same moment.
  + All of the Mariner’s Curse triggers will enter the storyline (one for each minion that entered), but once the Mariner’s Curse has been returned to hand, the future effects will fail because the original source isn’t in the realm.

## Placing a Site Where a Unit is Already There

Q: If I place a site where there’s already a unit (e.g. a unit in the void, or a unit on rubble), what happens?

A: If the unit was in the void, it is now on the surface of the site. If the unit occupied rubble (or Mirage is played), it remains on the surface or subsurface of the new site without changing levels. In all cases, the unit is not considered to “enter” the new site, and any “enter” triggers are not satisfied; the unit was already there, and did not enter.

## Void + Location Definition

Q: Is a void square a location?

A: Yes.

## Spellcasters that Occupy Multiple Regions

You must pick a single region when casting (e.g. river of flame).

## At the end of your turn vs. Until the end of your turn

These two phrases are different, since they happen at different times during the End Phase. The End Phase is ordered as follows:  
1) "At the end of your turn" effects

2) Damage is removed  
3) "Until the end of your turn" effects end.

## Stops vs. At Rest

**Stops** is not the same as **at rest**.

A unit **stops** when there is no additional movement for that unit on the storyline. A unit must first move to then stop.

**At rest** means nothing is on the storyline.

## “At Rest” Definition

The default state of a unit is at rest. When a minion enters the realm, moves or is moved, or uses an activated ability or triggered ability, it is no longer at rest; it returns to being "at rest" after passive effects have been applied and the Storyline is empty. Therefore:

* Spellcasters will be at rest while casting a spell.
* If a Hillock Basilisk moves and attacks sideways, the minions in the attacked location will be disabled before they have a chance to use their Intercept or Defend triggered ability. But, a defending minion moving in from 1 step away will NOT be at rest, because once that defending minion uses their triggered ability, they're no longer at rest (and won’t return to being at rest until the whole attack sequence finishes). Also, they’re doubly not at rest because they moved!
* Units being carried by other units (and moving) will not be at rest, since they’re being moved.
* Units being forcefully moved by an effect like Grapple Shot or Windblast will not be at rest, since they’re being moved.

## “Lose” Definition

“Lose” really means "lose, can't gain, and can't have." These effects take precedence over competing passive abilities. E.g. Sky Baron wins, even if I play Wings of Invention and give it to my minion after you played Sky Baron. It’s relevant to these cards:

Sisters of Silence, Silence, Entangle Terrain, Sky Baron, Atlantean Fate, Scent Hounds, House of Ondaros, Master Tracker, Magnetic Muzzle, Smokestacks of Gnaak, Watchtower, Hunting Party (while nearby), Sir Bors the Younger, Pebbled Paths.

## “Combat” Definition

A unit has been in combat this turn if they made a strike OR if they attacked an undefended site. (This is relevant for the Drop basic ability.)

## “Defender” definition

Any attacked unit is considered a defender. There are no non-defenders. An attack is “undefended” only if there are no defenders (i.e. attacking a site).

## “Immobile” is a keyword

If a unit gains Immobile, it is a keyword similar to Airborne, Burrowing, etc. it can be removed normally by effects that remove keywords, such as Silence (e.g. Silence aura, Sisters of Silence).

## [X]bound, Silence, and Disable Don’t Remove Themselves

If a minion gains the Disabled condition due to its [X]bound ability, it retains that [X]bound ability even while Disabled. For example, a Pirate Ship (Waterbound) that occupies a land site will gain Disabled, which normally removes all abilities, but the Pirate Ship remains Waterbound while Disabled. Waterbound can be removed by other means (e.g. Sister of Silence), in which case the Pirate Ship would not be Disabled outside of water. The Silence aura, when animated by the Enchantress, will silence itself, which isn’t then removed by that very same silence effect. If the animated Silence aura gains a different silence effect (e.g. Grievous Insult), then it would be silenced and lose its ability (and thus no other minions would be silenced by its effect).

## Lance applies as it enters, even if Disabled or Silenced

A minion with the Lance keyword enters play with a Lance. That is, there is no moment where it’s in the realm and isn’t already carrying the Lance. Therefore, even if that minion is disabled or silenced once it’s in the realm, it already has the Lance. If Deathspeaker casts a minion with Lance, it will leave behind a Lance after being banished from the Deathspeaker’s effect.

## Adjusting a Unit’s Power

**Q: What happens if a unit's power and/or strike damage is adjusted in multiple ways?**

**A:** First, determine the unit’s power, using the steps below, generally regardless of when the effects were applied to the unit. Then, determine the damage inflicted by the strike, in the order described below. (Reference: Warp Spasm FAQ)

1. Determine Power
   1. Apply anything that sets the power directly (e.g. Shrink)
      1. If multiple effects set power, apply the most recent one.
   2. Apply any additions, then subtractions to power.
   3. Apply any multiplication to power. (If division is possible in the future, we’ll update this for rounding.)
   4. A unit’s final power cannot be below zero.
2. Determine Damage from Strike
   1. Apply any additions, then subtractions to damage.
   2. Apply any multiplications to damage.
   3. Final damage cannot be below zero.

## Shooting Projectiles, In Detail

When shooting a projectile, you can choose any of the cardinal directions, even if it will hit nothing in that direction and have nowhere to go.

## Once During Your Turn

Activated abilities that are triggered once during your turn (e.g. Cloud City, Floodplain, etc.), are still restricted to your Main Phase, per the normal Activated Ability rules.

## Deathrite

In general, Deathrite is easy and intuitive to resolve. But, for complicated situations, use the “marked for death” paradigm described below. The basic idea is that units remain in the realm while Deathrite resolves.

**Die/Dies**

When a unit has damage on it equal to or greater than its power (or is destroyed directly by an effect), that card is marked for death. After it is marked, that card’s Deathrite ability triggers (if any), and finally the marked card is placed into its owner’s cemetery. If multiple cards are marked for death simultaneously, the active player adds their deathrites to the storyline, then the non-active player adds their deathrites to the storyline (before anything else yet to resolve on the storyline), then effects resolve in storyline order, then all the marked cards are put into their owners’ cemeteries simultaneously.

Once a card has been marked for death, the only thing that can remove this mark is a replacement effect that uses the word “instead” and replaces the death of that unit (e.g. Gilded Aegis). An effect that heals a marked creature or increases its power does not remove the mark.

An effect may move a marked card to a different out-of-play area (such as the hand), but that card is still considered to have died for the purposes of card effects.

If a Deathrite ability causes more cards to die, they are also marked for death, and their Deathrite effects will also trigger before cards are placed in the cemetery. None of the cards that have been marked for death are put into their owners’ cemeteries until all Deathrite effects have resolved.

Players cannot choose to sacrifice or kill a card that is already marked for death. A card that is already marked for death cannot be marked for death again, and any effect that attempts to destroy or sacrifice that card fails. That card still only triggers its Deathrite ability once.

Cards that are sacrificed also count as being destroyed. They are marked for death following the same process outlined above.

## Cards Changing Zones After Being Targeted

If a card changes zones, any effects that were targeting that card no longer apply.

## Carrying Other Minions

**Are the carried units "at rest" while they're being moved while carried?**

No. Once you move or are moved, you aren’t at rest again until the storyline is empty.

**Does being carried trigger any movement-related effects?**

The carried minions are moving, just not via their own “Move and Attack” basic ability. So, if an effect only cares about “moving” or entering or leaving sites (e.g. Blaze), being carried can satisfy that.

**Can carried minions be intercepted, or only the unit doing the carrying?**

Only the unit doing the carrying, since you can only intercept the Move and Attack basic ability.

**Can minions attack and take actions while being carried?**

Yes, but only after the carrying minion completes its action. Per the rulebook, a carried minion only ceases to be carried if it no longer shares a location with the carrying minion, or if the carrying minion leaves play or chooses to drop it.

## No Sites in Hand Turn 1

The rules require you to play a site at the start of your first Main Phase if you have a site in hand. But, if you have no site in hand (and you’re not the Pathfinder), you obviously cannot, and that’s OK. You are then free to proceed with all future turns as you wish (and your Avatar is likely in the void).

## Suicidal Moves or Casting a Minion to an Illegal Location

**Can I choose to move a unit into the void if it doesn’t have voidwalk, or choose an inhospitable location when casting a minion spell?**

No. Moving into the void is illegal if you don’t have voidwalk. You can’t choose an underground/underwater/void location when you cast a minion spell unless that minion has burrowing/submerge/voidwalk.

Note that some cards allow you to summon minions directly, without casting them, e.g. Mother Nature or Raise Dead. The restrictions mentioned above only apply to **casting** minion spells. If you are summoning a minion without casting a minion spell, then you must summon the minion to the location specified in the effect. If there is no location specified, then you may summon the minion to any location (e.g. you could Raise Dead to your opponent’s site, or even a non-voidwalk minion to the void, if you really wanted, since there is no summoning location specified on Raise Dead).

## 0 Power Minions

**If a 0 power minion attacks a 0 power minion, what happens?**

Neither die.

**If a 0 power minion attacks, does it count as a strike?**

Yes. It’s still a strike, it just does 0 damage.

## Attacking vs. Two Defenders

The attacker makes a single strike, splitting the damage between the two defenders as the attacker wishes. Even 0 damage vs. one of the defenders counts as striking them.

## Incorrect Verb for the Action Attempted

**Q:** What happens if you try to conjure a minion? Summon an aura?

**A:** It still works. “Conjure” and “Summon” are mechanically identical, and are only different from a thematic perspective. They both mean “enter the realm.”

## Mandatory Search Effects

If a mandatory search effect (e.g. Grim Reaper) requires you to search a private zone (hand, atlas, spellbook), you may fail to find the desired card(s), even if they are present in the hidden zone. In contrast, if you are searching a public zone (realm, cemetery, banished) and the search effect is mandatory (i.e. doesn't use the word "may"), then you must find the desired card(s) if possible.

## Choosing a Span of Land or Body of Water, In Detail

To choose “a span of land," you choose one land site. Every land site that's orthogonally connected to the chosen site is considered part of that span of land. If a site is no longer orthogonally connected to the chosen land site, it’s no longer part of the span of land. If the chosen site is no longer a land site, then there is no span of land at all. Choosing a body of water is analogous, except with water sites.

# Large Units

Large units are complicated! Here are some clarifications:

## Enchantress

You’re probably wondering about large units because of the Enchantress! Here’s a handy guide to the Enchantress: [Enchantress: Understanding Her Rules](https://docs.google.com/document/d/1y0UsT82slZXJjXSdYPqutCazr9cYtj__H1qDI_JdpJw)

## Summoning Large Units

When you cast a Minion spell (including large minions), you pick a single site you control, and the minion is summoned there. In the case of a large unit like Mountain Giant, it occupies 4 locations (in a 2x2 area) as it enters the realm. You pick a legal 2x2 area that includes the site you chose; that could include your opponent’s sites, but couldn’t include the void (without voidwalk) or Gnome Hollows (unless its power was low enough). If there is no legal 2x2 area for the large minion to occupy including the site you chose, the summoning fails and the minion remains where it was, presumably in your hand (but mana was still spent and a spell was still cast).

## Pulling / Pushing Large Units

When pulling or pushing a large unit, choose a single location the large unit occupies (and meets the requirement of the effect), and push/pull from there.

## Large Unit + Carrying an Artifact or Other Unit

If a large unit is carrying an artifact or other unit, the carried artifact or unit doesn’t change locations when it’s picked up and maintains relative positioning with the large unit. When the artifact or unit is dropped, it doesn’t change locations.

## Large Unit Being Carried

If a large unit is being carried, it moves the same direction as the unit doing the carrying. If a large unit is already at the edge of the realm and can’t move the same direction as the unit carrying it, then the large unit can’t be carried in that direction. Drop it first, or the carrying unit can’t move that way.

## Defending against Large Creatures

AB

CD

Mountain Giant occupies sites ABCD. Apprentice Wizard occupies site A.

**Q: Mountain Giant declares an attack vs. site D. Can Apprentice Wizard defend?**

A: No, since Apprentice Wizard can’t get to site D from where it is (site A). To defend (against large creatures or against anything), you must be able to get to the location where the attack is happening.

## Forceful Burrowing/Submerging of Large Minions

* Minions can only be burrowed if they don't occupy water sites (general game rule)
  + Therefore, if a large unit occupies even a single water site, it cannot burrow (by choice, or via a card effect).
* Minions can only be submerged if they don't occupy land sites (general game rule)
  + Therefore, if a large unit occupies even a single land site, it cannot submerge (by choice, or via a card effect).

## Forceful Burrowing while Carrying Large Minions

**Q:** What if you try to burrow a unit that’s carrying a large minion?

**A:** The large minion must also be burrowable, or the effect won’t work.

## Large Unit Shrinking to Occupy Only 1 Location

**Q:** What happens if a large unit must shrink to occupy only 1 location (presumably because it got disabled or otherwise lost its ability)?  
**A:** The controller of the unit chooses the location, as long as that location is included in the affected area (if any) that caused the shrinking. E.g. Sisters of Silence and Megamoeba become nearby, causing the Megamoeba to lose all abilities and thus shrinks to a single location. The Megamoeba’s controller chooses the resulting location from among those occupied by the Megamoeba AND nearby the Sisters of Silence.

## Defending with Large Units

**Q:** If there is an attack in a location a large unit occupies, can the large unit move while defending, as long as it continues to occupy the location of the attack?

**A:** No.

## Large Unit Being Forcefully Moved + Silence Aura

**Q:** Mountain Giant is Grapple Shotted from Row 4 to Row 1, through a Silence aura on Rows 2 and 3. What happens?  
**A:** As it enters row 3, it becomes 1x1 because of the Silence aura. Then it goes to Row 2. Then it goes to Row 1, out of the Silence aura, and tries to return to 2x2 size, but it can’t because there’s not enough room at the top of the map. It must go to a 2x2 area that isn’t in the Silence aura. Therefore, it can’t actually move to Row 1 (since it can’t return to 2x2 in a valid way), and it ends up stopping in Row 2.

## Card Sleeves

**Q:** If I use sleeves, am I required to have different sleeves for my atlas and spellbook?  
**A:** Yes. The physical cards have visibly different backs, and the sleeves should reflect that. Game state must be clear to all players at all times, and the type of cards you have in hand is part of the game state.

**Q:** Am I required to use sleeves?  
**A:** If you have one or more foils in your deck, yes, because they have full art on the back and would be visible before drawing them. If you don’t use foils, then no.

# Passive Effects, In Detail

Passive effects are constantly applied simultaneously, between each effect on the Storyline. If passive effects are directly in conflict (see Example 1 and 2), the last played effect takes precedence. If passives would create a loop (Example 4 and 5, or animated Silence aura), stop at the first repeated step of the loop. Sometimes, applying a passive effect can cascade changes, requiring the application or removal of other passive effects (see Example 3); the game continues applying or removing passive effects as appropriate before continuing. Only after all passives have been appropriately applied or removed does the game check if any minions died (and then the game proceeds with any effects on the Storyline).

## Example 1 - Control cannot be shared

Two Kings of the Realm are in direct conflict, because they try to give control of the same minion to two different players, which is impossible. The last played King will take precedence. (Same for Kythera Mechanism.)

## Example 2 - Opposite Results

If Drought and Flood are played on the same site, the site cannot both gain and lose water threshold, since those are directly opposite. Therefore, whichever aura was played last will take precedence. (It doesn't matter if the auras move around or get animated; simply track which entered the realm later, and that's the one that always will have precedence.)

## Example 3 - Cascading Changes

A Hillock Basilisk takes 1 damage. Then, it declares a Move and Attack ability onto a site one away from Wicked Witch, so the Witch is now in front of the Basilisk. The Storyline looks like this:

* Basilisk Move from Site 2 (surface) -> Site 3 (surface)
* Basilisk attack Site 3

So, we start resolving the Storyline, and actually move the Basilisk to Site 3. The Storyline looks like this now:

* ~~Basilisk Move from Site 2 (surface) -> Site 3 (surface)~~
* Basilisk attack Site 3

At that moment, the game must update passives. The following things all happen simultaneously:

* Basilisk has -2 power (Wicked Witch’s passive)
* Wicked Witch is disabled (Hillock Basilisk’s passive)

The Basilisk would normally die if it has 1 power with 1 damage, but the game isn't checking for minions dying yet. Instead, the game notices that more passives must be updated, because the Wicked Witch is disabled. The game then does the following:

* Basilisk no longer has -2 power (Wicked Witch’s passive no longer applies)

Now that all passives have been appropriately applied and/or removed, including cascades, the game now checks for minions dying. The Basilisk lives!

Finally, the Storyline can continue resolving! The Basilisk attacks Site 3, and defenders can be declared normally (but obviously not the Wicked Witch, since she’s disabled now).

## Example 4 - Infinite Loop - Stop at the First Repeated Step

A Smokestacks of Gnaak is in play. Then, Smokestacks of Gnaak B enters play nearby.

**Game says:** I'll apply all passives simultaneously!

* Smokestacks A loses its abilities because of Smokestacks B.
* Smokestacks B loses its abilities because of Smokestacks A.

*Reminder: The two bullet points above aren’t happening in order; they are both happening at the exact same moment, since passives are applied* ***simultaneously****.*

**Game says:** I applied passives! Anything else to do now?

**Game says:** Yes! Nothing is causing Smokestacks A or Smokestacks B to lose their abilities, so I should give those abilities back. I'll do that now!

* Smokestacks A gains its abilities (since Smokestacks B lost its abilities)
* Smokestacks B gains its abilities (since Smokestacks A lost its abilities)

**Game says:** I applied passives! Anything else to do now?

**Game says:** Yes! Those Smokestacks have abilities! I should apply them!

* Smokestacks A loses its abilities because of Smokestacks B.
* Smokestacks B loses its abilities because of Smokestacks A.

**Game says:** Oh... I'm in a loop. I'm going to stop myself. Anything else to do?

**Game says:** Nope.

Storyline continues on...

Thematically, there’s a lot of smoke! Mechanically, this is consistent with the official FAQ ruling for an [animated Silence aura](https://curiosa.io/cards/silence).

These situations arise most often when dealing with passive abilities that cause loss of other abilities (e.g. Sisters of Silence, Smokestacks of Gnaak, Hillock Basilisk, Stone-gaze Gorgons, etc.) Two Sisters of Silence will silence all other nearby minions AND each other, etc.

*Note that Hillock Basilisk and Stone-gaze Gorgons have an additional condition for their effect, which is that the minion-to-be-disabled must be at rest. If two Hillock Basilisks are 2 sites apart, and then one moves toward the other, the moving one would disable the other, because the moving one isn't at rest. The only time the "infinite loop" rule would be relevant for Basilisks facing off is if they were both moved into range of each other simultaneously, and came to rest simultaneously (e.g. Maelstrom), in which case they’d both disable each other!*

## Example 5 - Infinite Loops, Complex Example

A Root Spider is burrowed under a Village (site 3). Tide Naiads are on the surface of an adjacent Tower (site 2). Tide Naiads tap and declare a Move and Attack ability to attack the Village. The Storyline looks like this:

* Naiads Move from Site 2 (surface) -> Site 3 (surface)
* Naiads attack Site 3

So, we start resolving the Storyline, and actually move the Naiads to Site 3. The Storyline looks like this now:

* ~~Naiads Move from Site 2 (surface) -> Site 3 (surface)~~
* Naiads attack Site 3

At that moment, the game must update passives. The following things all happen simultaneously:

* Tower (site 2) is no longer flooded (Naiad's passive no longer applies)
* Village (site 3) is flooded (Naiad's passive)
* Naiads are disabled (Root Spider's passive)

The Spider would normally die if underwater, but the game isn't checking for minions dying yet. Instead, the game notices that more passives must be updated. The Naiads are disabled and the Root Spider’s ability only works while Burrowed, which it’s not since the Village is currently flooded. Therefore, the game then does the following:

* Village (site 3) is no longer flooded (Naiad's passive no longer applies)
* Naiads are no longer disabled (Root Spider's passive no longer applies)

The game updates again, and we notice the loop:

* Village (site 3) is flooded (Naiad's passive, since it’s not disabled)
* Naiads are disabled (Root Spider's passive, since it’s Burrowed)

We stop at the first repeated step. The Naiads are disabled while simultaneously the site is flooded. (This paradox is what drives the infinite loop in the first place, and why we need a rule to handle it.) So, the game continues.

Now, we check for minions dying, and we notice the Spider is submerged. Assuming it can’t live underwater, the Spider dies, and the game updates once more:

* Naiads are no longer disabled

Finally, the Storyline can continue resolving! The Naiads attack Site 3, and defenders can be declared normally (but not by the Root Spiders, who are already dead).

# Further Storyline Details

Each effect or ability goes onto the storyline as a single event. For example, the “Move and Attack” basic ability requires the player to declare the intended movement path and attack target, but then the whole ability goes onto the storyline as a single event.

When any event starts to resolve, it may be partitioned into smaller events. There are three reasons the game will partition an event:

* Anything moving a step (each step is its own event)
* Attacks
* Golden rule
  + E.g. Deathspeaker, Firebolts.

So, when the “Move and Attack” basic ability is about to resolve on the storyline, it will normally partition into two events:

1. Move A (surface) -> B (surface)
2. Attack C

Note: Some effects cause simultaneous movement of multiple units a single step each, which are resolved as a single event on the storyline. Examples include a minion (like Beast of Burden) carrying another minion; both the Beast and its rider simultaneously take a step as a single event on the storyline. Other examples include Windblast (all units take a step as a single event), Maelstrom (all units are pulled as a single event), and Boneyard (both minions are summoned as a single event).

## Complicated Storyline Example

I cast my Apprentice Wizard, declaring a summoning location that happens to be in a body of water with my opponent’s Giant Shark. The minion spell goes onto the storyline.

The storyline resolves, and my Apprentice Wizard is summoned (entering the realm). Now, two simultaneous triggers are met - the Wizard’s genesis, and the Shark’s ability. As the active player, my trigger (Wizard) goes onto the storyline first. The storyline is:

1. Apprentice Wizard’s genesis ability

Then my opponent’s ability (Shark) is added, and we always add new events before future events. So now the storyline is:

1. Shark’s ability
2. Apprentice Wizard’s genesis ability

Nothing else needs to be added right now, so we start resolving the Shark’s ability. Because it involves movement, we partition it. Whenever an effect requires us to move multiple steps, we specify those steps and add them to the storyline in the proper order. So the storyline is now:

1. Shark moves from site A (subsurface) to site A (surface)
2. Shark moves from site A (surface) to site B (surface)
3. Shark moves from site B (surface) to site C (surface)
4. Anything remaining in the Shark’s ability
5. Apprentice Wizard’s genesis ability

Note that my opponent could have chosen a different, equally short path for their Shark, if they wanted.

Now the storyline continues resolving. The shark takes 3 steps, then fights my apprentice wizard. My Apprentice Wizard dies (triggering any deathrites it might have, if any), and then is placed in my cemetery. When its genesis ability finally has the chance to resolve, it’s no longer in the realm, and thus it fails.

### Bonus Complication: Same Controller

If I controlled the Shark and the Wizard, then I could choose the order of my effects. I’d probably put the Shark’s ability on the storyline first, then put the Wizard’s genesis (so it resolves before the Shark). Then, I resolve the Wizard’s genesis, and then resolve the Shark ability.

### Bonus Complication: Mariner’s Curse

If a Mariner’s Curse was affecting site B, the storyline would have been interrupted and looked like this at that time:

~~done) Shark moves from site A (subsurface) to site A (surface)~~

~~done) Shark moves from site A (surface) to site B (surface)~~

1. Shark moves from site B (surface) to site C (surface)
2. Anything remaining in the Shark’s ability
3. Apprentice Wizard’s genesis ability

Mariner’s Curse triggers, and now the storyline looks like this:

1. Mariner’s Curse ability
2. Shark moves from site B (surface) to site C (surface)
3. Anything remaining in the Shark’s ability
4. Apprentice Wizard’s genesis ability

And then the storyline starts resolving again, and Mariner’s Curse partitions into a separate effect because of the movement, and we have:

1. Shark moves from site B (surface) to site B (subsurface)
2. Anything remaining in the Mariner’s Curse ability
3. Shark moves from site B (surface) to site C (surface)
4. Anything remaining in the Shark’s ability
5. Apprentice Wizard’s genesis ability

So then we resolve the Shark’s movement due to the Curse (1), we return the Curse to hand (2), and then when the game tries to resolve the Shark’s movement (3) from site B (surface) to site C (surface), the Shark isn’t actually at site B (surface) anymore, and the movement fails. We continue to (4), and the fight fails because the Shark didn’t reach the Wizard. Then the Wizard’s genesis ability (5) resolves!

### Bonus Complication: Simultaneous Movement

Both Maelstrom and Windblast (and maybe other effects) create multiple steps of simultaneous movement. Imagine this situation:

| A | B | C | D |
| --- | --- | --- | --- |

A = Maelström, with an Adept Illusionist.

B = Winter River, with Foot Soldier, Frog, Giant Shark

C = Winter River

D = Winter River, with Autumn Unicorn

When Maelström’s ability resolves, it puts each of those steps on the storyline simultaneously. The storyline will look like this:

1. Foot Soldier moves site B -> A, Frog moves site B -> A,  
   Giant Shark moves site B -> A, Unicorn moves site D -> C

The FAQ clarifies that this movement is simultaneous. When it resolves, all the units will move at the same time. Then, the Shark will have three triggers to put on the storyline, one for the Foot Soldier, one for the Frog, and one for the Unicorn. The Shark’s controller will decide the order of those abilities. If they control the Frog, they might choose this order:

~~done) Foot Soldier moves site B -> A, Frog moves site B -> A,  
 Giant Shark moves site B -> A, Unicorn moves site D -> C~~

1. Shark’s ability vs. Foot Soldier
2. Shark’s ability vs. Unicorn
3. Shark’s ability vs. Frog

And then the Shark would kill the Foot Soldier, and trade with the Unicorn, leaving the Frog alive.

### Other Examples?

What other illuminating timing examples would you like to see described here? Message Ira on Discord!

Comprehensive FAQ

|  | Annual Fair **If I pay for Annual Fair's ability and select water, does it become a water site?**  No, the threshold is gained directly by the player. Annual Fair doesn’t gain the water threshold, so it doesn’t become a water site.  **Can I use this ability multiple times in the same turn?**  Yes. Have fun at the fair! |
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|  | Arcane Barrage **If I sacrifice Mix Aer and then play Arcane Barrage, how much mana do I pay?**  You pay 3 less than the number of projectiles you shoot. For example, if you declare X = 5, you pay 2 mana and shoot 5 projectiles. |
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|  | ~~Archimago~~ **When I use the Archimago’s ability to banish 3 magic spells and cast 1, do I still have to pay mana and meet threshold?**  Yes.  **When using that ability, must the Archimago be the caster?** No, any of your spellcasters can cast the copied spell.  **Can I use that ability to cast Valor or Dodge Roll?**  No, because the Archimago’s ability is an activated ability, which you can only use during your Main Phase when nothing is on the Storyline. |
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|  | ~~Askelon Phoenix~~ **How does the ability really work?**  Treat it as: *If Askelon Phoenix would take fire damage, it gains +1 power this turn instead.*  “Fire damage” is any damage from a fire source, such as a fire minion (including strikes), a fire site, or a fire spell.  Morgana le Fay casting Lightning Bolt *is not* fire damage, since Lightning Bolt is an air spell. Apprentice Wizard casting Firebolts *is* fire damage because Firebolts is a fire spell (and in fact would be 3 separate instances of fire damage). Anyone casting Grapple Shot that sends a minion into the Phoenix will look at the minion making the strike; if it’s a fire minion, it’s fire damage.  If the Phoenix attacks and there are multiple defenders, each defending fire minion that strikes it counts as a separate source of fire damage. |
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|  | Avatar of Air **What kind of movement is “fly?”**  Forced Airborne movement. |
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|  | Babbling Brook **What happens if an effect moves Babbling Brook?**  The disable effect is a passive effect localized to the Babbling Brook, and moves with it. E.g. if Babbling Brook is no longer nearby a certain minion, that minion is no longer disabled, and vice versa.  **Babbling Brook enters play and the genesis resolves. On my opponent’s turn, they play Smokestacks of Gnaak nearby my Babbling Brook. Does the disable effect immediately go away?**  No, it still persists until the start of your next turn. The genesis effect created a persistent effect. |
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|  | Bailey **What does “move to here on the ground” mean?**  From the surface of a site to the Bailey’s site, excluding Airborne and teleportation. Starting in the void and moving to the Bailey isn’t considered “on the ground.” |
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| Battering Ram | Battering Ram **Can Battering Ram destroy a Great Wall?**  Yes, Battering Ram's ability is looking for "Wall" in the name or type line of an adjacent card. |
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| Beast of Burden | ~~Beast of Burden~~ **When this picks up another minion, is that a basic ability?**  Yes.  **Does it use up its once-per-turn-per-unit ability to Pick Up?**  Yes.  **Does it automatically drop the minions it's carrying when in a Silence aura? Can it choose to drop them?**  ~~It doesn't automatically drop them. It can still choose to Drop them, since Drop is a basic ability.~~ |
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|  | ~~Bedrock~~ **Does Bedrock benefit from Abundance?**  No. Producing additional mana is a modification. (If there were an effect that reduced the amount of mana sites produced, Bedrock would also be immune to that.) |
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|  | Black Obelisk **Does it matter who controls the Black Obelisk?**  No, it only matters who controls the site that Black Obelisk occupies.  **What happens if Black Obelisk is on Rubble?**  Assuming no one controls the Rubble, Black Obelisk will have no effect. |
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| Blink | Blink **If a large minion occupying squares 1-2-6-7 uses Blink, choosing square 3 as the "nearby location" for the destination, can it end up at 3-4-8-9, effectively feeling like it just teleported 2?**  Yes. When a large minion teleports (or moves “as if adjacent”), the controller of the movement effect places it in a 2x2 area including the destination.  **Does the ally teleport itself, or is it being teleported?**  It is being teleported, and thus is allowable even while disabled. (Consider this functional errata.) |
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|  | Boudicca **When an ally of Boudicca attacks Free City and the site defends, is Boudicca’s power bonus applied?**  Technically, yes, the power bonus will apply. Free City is still a site that’s being attacked, even though that attack won’t result in any life loss. The power bonus is unlikely to matter at all, unless the defending player also defended with another unit. |
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| Brobdingnag Bullfrog | Brobdingnag Bullfrog **Can Brobdingnag Bullfrog Drop the minion it's carrying?**  Yes, and it would lose disabled.  **What if Brobdingnag Bullfrog ended up in a region it couldn’t survive but the carried minion could? For example it gets buried?**  The carried unit is still disabled when it's buried and would be marked for death at the same time as the Bullfrog. Both would be placed in the cemetery at the same time.  **Is “in his belly” just flavor?**  I’m sure your minion is very tasty and has excellent flavor, but yes, “in his belly” has no mechanical effect. The minion is simply disabled and carried by Brobdingnag Bullfrog, so anything that happens to minions in that location (e.g. Poison Nova, Lightning Bolt, etc.) could still affect the carried, disabled minion. |
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|  | Candelmas Monks **When their deathrite resolves, are other effects on the Storyline removed?**  Yes. |
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|  | Cast into Exile **I cast Cast into Exile targeting my opponent's transformed Island Leviathan, which is an atlas card. What happens?**  Since Island Leviathan is an atlas card, shuffle it into their atlas. Treat it as: Shuffle target minion occupying an allied site into its owner's deck. |
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|  | Castle Haunt **If Castle Haunt moves to a different site where it would be silenced or disabled, does it die?**  No. Treat the ability as: If Castle Haunt enters a site other than where it was summoned, it dies. Effectively, the ability only triggers when it enters a site, so if it’s silenced or disabled there, the ability won’t trigger. |
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| Cauldron Crones | Cauldron Crones **When is something considered sacrificed?**  The minion is considered sacrificed when it is marked for death. If sacrificing the minion was the cost of an ability, that ability would resolve before the minion is placed into the cemetery. |
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| Chains of Prometheus | Chains of Prometheus **If Chains of Prometheus is in play, and a player has two untapped minions which are tied for the highest power, what happens?**  They choose one of those two minions to be tapped by the effect, since both are that player's strongest minions, but the effect only specifies tapping one minion. |
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| Chaos Twister | Chaos Twister **If I use Chaos Twister on a large minion, what happens?**  You blow the card, then wherever it lands, the controller of Chaos Twister picks a 2x2 region the minion can occupy that includes the destination location. You can’t choose outside of the grid, but you can choose void squares, since this teleport effect includes void locations. If there is no legal 2x2 area (e.g. Gnome Hollows), the movement effect fails and no damage is done. If the large minion isn’t banished due to occupying the void (in which case no damage would be dealt), the Chaos Twister deals damage to all units on sites where the minion landed (a 2x2 area), including the minion itself (once). Remember that Chaos Twister doesn’t deal damage to units in the void, per card text. There is no moment when the large minion is 1x1; you do determine a single square via Chaos Twister, but the large unit moves as a whole. |
| --- | --- |
| **Does Old Salt Anchorman stop Chaos Twister?**  Yes. Teleportation is movement. Don't even blow the minion. No damage is dealt.  **If I target a minion carrying another minion and/or artifacts, does the carried minions/artifacts come with it?**  Yes, the carried minions/artifacts will be teleported with it too.  **What does “the site it lands on” really mean?**  Though a site is represented by a physical card, a site occupies a square area on the play surface that is bigger than a single card. A two player Sorcery playmat will denote these squares, with no gaps between any of the squares.  **What happens if something triggers when the minion lands on the new site?**  Per the Storyline rules, effects are split on the Storyline when something is moving. In this case, as Chaos Twister resolves, it gets split into two separate effects:   * Teleport the minion to a location * Deal damage (if the minion landed on a site)   Just like a Move and Attack basic ability, things can happen after the move, but before damage is dealt (e.g. Giant Shark). If the minion is no longer in the realm, Chaos Twister will not actually deal any damage, since the minion is treated as a different object once it changes zones.  **How do I handle the split power minions?**  Add their attack power and defense power, divide by two, then round up.  **Are there any restrictions on sleeves, mini token, etc. for the blown card?**  If you use a stand-in, it should be a near-mint, unsleeved Sorcery card. | |

|  | Craterize **Can I target the same site twice when casting two copies of Craterize with Orb of Ba’al Berith?**  You technically can, but beware! If the first Craterize successfully destroys the targeted site, the second Craterize will no longer have a valid target in the realm and will fail, resulting in no damage from that Craterize. |
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| Dalcean Phalanx | Dalcean Phalanx **Can Dalcean Phalanx move themselves between levels if they gain Burrowing or Submerge?**  No. Moving between levels (up/down) is not moving “forward.”  **Can Dalcean Phalanx move themselves diagonally forward if they have Airborne?**  No. “Forward” is a cardinal direction (away from your starting edge). |
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| Deathspeaker | ~~Deathspeaker~~ **~~Who controls the minion after it's summoned?~~**  ~~The player who controlled the summon effect is the controller of summoned minions, not the owner.~~  **~~Must the Deathspeaker be the spellcaster to use its ability?~~**  ~~Yes (consistent with Sparkmage FAQ).~~ |
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| Dodge Roll | Dodge Roll **If I cast Dodge Roll to evade an attack, would attack triggers still be satisfied for the attacking unit?**  Yes, attack triggers would be satisfied, but damage would not be dealt (assuming the defender no longer shares the attack’s location with the attacker). |
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| Dome of Osiros | Dome of Osiros **If a large minion occupies Dome of Osiros, does the Dome prevent that minion from being attacked at other locations it occupies?**  The minion can still be attacked at other locations. Treat Dome of Osiros as, "this site can’t be attacked and minions can’t be attacked here." |
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|  | Druid **What is Tawny?**  Tawny is a 1 power Unique Beast token with “Airborne, Spellcaster, Can’t defend.”  **What is Bruin?**  Bruin is a 4 power Unique Beast token with “While near your Avatar, Bruin takes damage for them.”  **After the Druid has flipped once, is there any way to flip to the front again?**  No.  **After the Druid has flipped, can I still summon Tawny when I play a site?**  Your Avatar is no longer able to summon Tawny as it channels energy into nearby sites.  **After the Druid has flipped, is the Druid or the nearby site the source of the damage?**  The nearby site deals the damage, not the Druid. Therefore, if the Druid has a Poisonous Dagger, the damage is not actually Lethal (though Drums of Doom would cause the damage to be Lethal). Treat it as: *Whenever an enemy enters a nearby site, that site deals 1 damage to that enemy.*  **When I play a site, do I summon Tawny before or after the Genesis ability?**  Since Tawny is summoned when you play a site and the Genesis effect triggers when you play a site, these are the same timing window. Therefore, you can choose the order as you wish, since you control both the Druid and the site. |
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| Enchantress | Enchantress **Where can I learn more about Enchantress?**  [Enchantress: Understanding Her Rules](https://docs.google.com/document/d/1y0UsT82slZXJjXSdYPqutCazr9cYtj__H1qDI_JdpJw)  **~~Must the Enchantress be the spellcaster to use its ability?~~**  ~~Yes (consistent with Sparkmage FAQ).~~  **Can I cast an artifact into the hands of an aura, newly animated by the casting of this artifact spell?**  No. See the Enchantress guide above. |
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| **~~How does the interaction between animated auras + stealth/infiltrate work?~~**  ~~If an animated aura gains Stealth while animated and then reverts back to being an aura, it doesn’t automatically lose Stealth (and while it has Stealth, the Infiltrate effect will persist). However, as an aura it doesn't benefit from having Stealth, though it can lose Stealth normally (e.g. by dealing damage). If/when it animates into a minion again and still as Stealth, it will benefit from it then.~~  **If I animate an aura that covers both a void location and a Planar Gate, is the aura banished?**  Yes, because Planar Gate requires the minion to move from Planar Gate before gaining voidwalk.  **If my opponent disables my animated aura on their turn (e.g. Sleep, Frost Nova, Psionic Blast), then it stops being a minion at the start of my turn, then I animate it again, will it still be disabled?**  Yes it stays disabled. The disabled status only affects minions, but would still linger until lost normally (e.g. Sleep: take damage, or Frost Nova/Psionic Blast: next turn). The aura doesn’t need to be a minion when these conditions are met to lose the disabled status; it will lose disabled at the right time. | |

|  | Escyllion Cyclops **If Escyllion Cyclops is attacked directly and then nothing else happens, does it still count as “defending” ?**  Yes. The defending units are the units involved in the fight (who aren’t the attackers). See the definition of “Defender” [Sorcery Comprehensive Rulebook Clarifications](https://docs.google.com/document/d/1qmvfgHiGMVSBue36ucdXg5Ik6RZ4StqsJUNS0sJZL7E/edit#heading=h.xy0k6ec0vga6) |
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|  | Excalibur **Does my Elementalist avatar have +4 power and become immune to damage while carrying Excalibur?**  No, sorry! Avatars don’t have elemental identities and therefore don’t gain any bonus while carrying Excalibur. |
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|  | Felbog Frog Men **Is this a “move as if adjacent” ability?**  Yes.  **Can they defend from two sites away?**  Yes (assuming in a straight line).  **Are they required to use their ability?**  No. It is an optional ability, since “can” and “may” are synonymous. |
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|  | Finwife **When do I get the mana from Finwife?**  Assuming it’s near at least one enemy Avatar, when it enters the realm and at the start of each of your turns. |
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|  | Flame Wave **Is all the damage dealt simultaneously?**  Yes. |
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| Flaming Sword | Flaming Sword **How does Flaming Sword really work?**  It has special flames! To properly apply the splash damage, follow these instructions:  **1)** Identify the unit(s) you are striking. These units are safe from the special flames, even if you did 0 damage in your strike to them.  **2)** Identify the locations those struck units occupy. All non-struck enemies at those locations take the special flame damage, equal to your strike’s damage. (Remember, struck enemies are safe from the special flames.)  **If I strike a large minion while carrying a Flaming Sword, does the special splash damage hurt all enemies at the large minion's locations?**  Yes! The Flaming Sword has magical flames that splashes to other units.  **Is the splash damage fire damage? Is the main strike by the unit carrying the sword fire damage?**  The splash damage is fire damage. The elemental type of the original strike is unchanged. Consider it as a normal sword (+1 power) and special flames (fire splash damage). |
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| Flanking Maneuver | Flanking Maneuver **Can I use Flanking Maneuver to send my own minions into the void, underground, underwater, even without the appropriate movement ability? Asking for a friend.**  Yes, you can since it's a teleportation effect, unbound by normal movement restrictions. I'm not sure your friend has your best interests at heart, though... |
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| Geomancer | Geomancer **Does Mirror Realm (copying an earth site) count for Geomancer's first ability?**  Yes. |
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| Ghost Ship | Ghost Ship **Who controls the minion after it's summoned?**  The player who controlled the summon effect is the controller of summoned minions, not the owner. |
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|  | Giant Killer **Does the Genesis ability kill Giant Shark?**  No, since Giant Shark doesn’t have “Giant” in its typeline. Capitalization matters, so it won’t kill Brobdingnag Bullfrog, either. |
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| Giant Shark | Giant Shark **Giant Shark is in a body of water. Tide Naiads move to a land site adjacent to the body of water. Does the Shark come and attack them?**  Yes, because after the Naiads enter the site, passive effects apply before any "On Enter" effects can trigger. Therefore, by the time the "On Enter" effect would be checked, the site is water. |
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|  | Golden Harp **What happens if the striking unit is nearby the Golden Harp, but the struck unit is not? (e.g. Ranged attack)**  As long as the striking unit is nearby the Golden Harp, it will take effect. |
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|  | Grievous Insult **Can my underwater ally target another underwater minion, even though my Avatar is not underwater?**  Yes, since the underwater ally is the spellcaster for this spell! |
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|  | Grim Reaper **When the Grim Reaper kills a minion, does its deathrite still trigger?**  No, because the minion is banished instead of being killed, and deathrite only triggers if the minion is killed. |
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| Gnome Hollows | Gnome Hollows **Can I choose Gnome Hollows as a summoning location when casting a minion spell with power 3+?**  No, it's illegal.  **What happens if an effect tries to move or summon a minion there with power 3+?**  The effect fails and the minion remains where it was.  **Atlantean Fate is on squares 2-3-7-8. A Bosk Troll is also on 8. A Gnome Hollows is on 13, so the Bosk Troll can't move south. Windblast is played, moving everything south. Does the Bosk Troll end up on the Gnome Hollows?**  No, because the Gnome Hollows passive ability is actually checked before movement happens. Even though the text has the words "can't enter," it's not an "enter" trigger. It's before you try to enter. So, as Windblast is resolving, the game notices that both the Bosk Troll and the Atlantean Fate are about to move onto Gnome Hollows. Atlantean Fate is allowed to move onto it, but Bosk Troll can't, so the Troll doesn't move. |
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| Grapple Shot | Grapple Shot **What happens if I cast Grapple Shot on an infiltrated unit and it loses Stealth before resolving the strike effect?**  You will lose control of the infiltrated unit as it loses Stealth, but the strike may still happen if the caster chooses, since Grapple Shot allows strikes vs. allied units. |
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| Great Wall | Great Wall **Can Battering Ram destroy a Great Wall?**  Yes, Battering Ram's ability is looking for "Wall" in the name or type line of an adjacent card. |
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| Haast Eagle | Haast Eagle **When this picks up another minion, is that a basic ability?**  Yes.  **Does it use up your once-per-turn-per-unit ability to pick up?**  Yes.  **Does it automatically drop the minions it's carrying when in a Silence aura? Can it choose to drop them?**  It doesn't automatically drop them, but it can still choose to Drop them, since Drop is a basic ability. |
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|  | Harassing Ruffians **Does Harassing Ruffians' ability permanently make a minion undefendable?**  No. It is a passive ability that only affects the attacked unit while it is being attacked. |
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| Heat Ray | ~~Heat Ray~~ **How does Heat Ray function?**  Piercing projectiles, by default, can only hit one unit at each location (ignoring allies at the starting location). A piercing projectile still cannot cross region boundaries and cannot hit a unit more than once (even if it’s large). Treat the text on Heat Ray as "Shoot a piercing projectile. Deal 2 damage to each unit hit." |
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| Hillock Basilisk | Hillock Basilisk **How does “at rest” really work? Do minions trigger and resolve their Genesis before being at rest?**  Yes, the minion isn’t considered at rest until after its genesis ability resolves. See the “At Rest” definition in the Comprehensive Rulebook.  **What is the order of events when a Basilisk gets buried without Burrowing, and enters a location with a unit that has Burrowing?**  The passive of Hillock Basilisk will apply to the burrowed unit, disabling it, since it was at rest prior to the burrow effect. Once the passive disable is applied, both the Basilisk and the minion it just disabled would be marked for death since neither have burrowing, and then they’re placed into the cemetery.  **What does “in front” mean?**  It’s the cardinal direction going away from the edge where your avatar started the game. If another player gains control of Hillock Basilisk, “in front” is relative to them. |
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| **Does “in front” cross regional boundaries?**  No. It’s similar to “adjacent” or “nearby” in that way. If your Basilisk is on the surface, it won’t affect minions in the void (or in the unlikely event your Basilisk is underground, it won’t affect minions underwater). | |

| ~~Ice Lance~~ | ~~Ice Lance~~ **~~How does Ice Lance function?~~**  ~~Piercing projectiles, by default, can only hit one unit at each location (ignoring allies at the starting location). A piercing projectile still cannot cross region boundaries and cannot hit a unit more than once (even if it’s large). Treat the text as: "Shoot a piercing projectile. Deal 3, then 2, then 1 damage to up to one hit unit at each of the first three locations along its path."~~ |
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| Infiltrate | Infiltrate **If a minion has Infiltrate cast on it, and it is then disabled by some effect before losing Stealth, what happens?**  As soon as the unit becomes disabled, it will lose Stealth, control will revert, and Infiltrate's effect will end. If the minion is no longer disabled, it will not regain Stealth, since stealth doesn't return once lost.  **What if there is a passive control effect (e.g. King of the Realm), then I target a different Mortal with Infiltrate?**  The passive control effect from King of the Realm and the persistent control effect from Infiltrate conflict, and the most recently played takes precedence.  **What happens if I cast Grapple Shot on an infiltrated unit and it loses Stealth before resolving the strike effect?**  You will lose control of the infiltrated unit as it loses Stealth, but the strike may still happen if the caster chooses, since Grapple Shot allows strikes vs. allied units. |
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|  | Iron Man Talus **Can Iron Man Talus be buried or submerged?**  Only if he moves himself, with the proper abilities.  **Can I teleport my own Iron Man Talus?**  No. Iron Man Talus is too heavy to be teleported.  **What does “moved by force” mean?**  Teleportation and other effects that require a unit to move without taking any of its own steps (e.g. Windblast, Chaos Twister, Blink).  **Do effects like Led Astray or Coy Nixie work vs. Iron Man Talus?**  Yes. While those effects do require movement, Iron Man Talus is taking his own steps and moving himself. |
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|  | Joust! **Can my underwater ally target another underwater minion, even if my spellcaster is not underwater?**  Yes, since the ally is doing the targeting. |
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|  | King Arthur **How does King Arthur's ability interact with artifacts?**  You can still pick up artifacts owned by other players, but you won’t control them. In most cases, you’ll still get the benefit (e.g. Sword and Shield), but in some cases you won’t benefit (e.g. Onyx Core only provides mana and threshold to its controller, so no one controls it if you’re carrying your opponent’s core).  **Can I sacrifice an artifact (e.g. Mix Ignis) if I don’t control it?**  No. You can only sacrifice things you control.  **Can I still animate an opponent’s artifact with Grösse Poltergeist?**  Yes, but you wouldn't control it.  **How does King Arthur interact with Courtesan Thaïs’ effect?**  The Courtesan’s effect still works normally, since you’re controlling the player’s actions, and not changing control of the cards themselves. |
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| **Can I cast spells discarded from my opponent's spellbook via Sea Raider or Captain Baldassare while they control King Arthur?**  Yes. Note that any minions, artifacts, or auras you cast would enter the realm under your opponent’s control (including their genesis effects), since you can’t control them! If King Arthur dies later, they would revert to your control. Magic spells resolve normally. | |

|  | King’s Council **Do I draw a card for my avatar if they are Unique rarity?**  No, King's Council looks for the word 'Unique' in the typeline, not at their rarity from Sorcery booster packs. |
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|  | Knighthood **Do I need to pay mana or meet threshold to summon the Knight, Sir, or Dame?**  No. When you summon without casting a minion spell, you don’t pay mana or need to meet threshold requirements. |
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|  | Lady Iseult **Does the nearby minion die, satisfying “kill” triggers and resolving deathrite?**  No. The nearby minion is saved and doesn’t actually die. Deathrite doesn’t resolve, and it wasn’t actually killed.  **What happens if I sacrifice a minion to pay a cost (e.g. Moonclan Werewolf) while Lady Iseult is nearby?**  The minion you tried to sacrifice is returned to your hand instead, and you did not actually sacrifice anything. For example, Moonclan Werewolf would remain in your hand; for Pact with the Devil, you’d have to lose life; for Cauldron Crones, you would not draw a spell. |
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| Lord of the Void | Lord of the Void **Can Lord of The Void banish an “adjacent site” while in the void?**  Yes, Lord of the void can banish sites from the void. |
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|  | Love Potion **How long do I retain control of the enemy minion?**  While the unit who used the Love Potion remains the realm, you retain control. Therefore, if your Avatar used the Love Potion, you’ll retain control for the whole game. |
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|  | Lumbering Giant **If a unit attacks Lumbering Giant, does the Lumbering Giant strike back?**  Yes. It can’t use the Defend or Intercept abilities, but if it’s attacked directly, it still strikes. |
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|  | Maelström **Can Maelström move minions between the surface and underwater?**  No. Minions on the surface and underwater will all be pulled, but this effect won’t allow them to move between levels. |
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|  | Magellan Globe **If I deal grid-based damage (e.g. Craterize) and a square is effectively listed twice, what happens?**  Add the damage shown on the grid and deal it simultaneously. For example, if you cast a Craterize centered on Square 8, then units at square 18 would take 4 + 4 = 8 damage. The blast wave is wrapping around the world and hitting them from both directions! |
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| Magnetic Muzzle | Magnetic Muzzle **Does Magnetic Muzzle affect avatars?**  Yes, it affects avatars, but only if you can get an avatar to pick it up. It will not automatically attach to an avatar, but if they are holding it, they can’t willingly drop it. |
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| Mariner's Curse | Mariner’s Curse **If a minion moves to defend against an attack in a location Mariner’s Curse effects, does the attack get redirected?**  No, because after the movement, the submerge effect from Mariner’s Curse will resolve before the defender has the opportunity to redirect the attack to themselves.  **If a minion has Submerge and Movement +X, can it declare a non-contiguous movement path, accounting for the effects of Mariner’s Curse?**  Yes, you may declare non-contiguous movement paths (e.g. Waypoint Portal). (If you’re thinking about a Shark, and I know you are, note that the Shark must declare its shortest movement path when using its ability, judged by the number of steps it must take to reach its destination.) |
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|  | ~~Merlin~~ **~~How does Merlin’s ability work and what does “any time” actually permit?~~**  ~~This is an activated ability. Per the rulebook (page 27):~~   * ~~Only the controller of the card can use it~~ * ~~Only during your Main Phase on your turn~~ * ~~Only when the Storyline is empty~~   ~~Merlin’s text of “any time” allows you to use the ability as many times as you want during your Main Phase, but you must still respect the limits above.~~  ~~Look at your top card before going to your End Phase, so you know what deck to draw from next turn; Merlin plans ahead!~~ |
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| Minecart Madness | Minecart Madness **What is a "span of land"?**  A "span of land" is a body of land and is analogous to bodies of water, per page 12 of the official rulebook. |
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| Mirage | Mirage **Can you bounce a site back to hand with Mirage if the site you want to swap is affected by Atlantean Fate or Smokestacks of Gnaak?**  Yes. The swap happens as Mirage enters play; there is no moment where there’s a void. Once Mirage is in play (and swapped), its ability has already resolved.  **How does Mirage's ability work with Pathfinder?**  The two abilities are incompatible, per the official FAQ. |
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|  | Mirror Realm **What happens if my Mirror Realm copies a Rubble?**  It becomes Rubble! You immediately lose control of it and gain no mana. |
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| Moon Clan Werewolf | Moon Clan werewolf **When is something considered sacrificed?**  The minion is considered sacrificed when it is marked for death. If sacrificing the minion was the cost of an ability, that ability would resolve before the minion is placed into the cemetery. |
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|  | Morgana le Fay **Does Morgana le Fay lose stealth when casting spells?**  No. Minions only lose Stealth after they activate a special ability, deal damage (before any damage reduction is applied), strike, or attack. Magic spells she casts (e.g. Firebolts) are the source of the damage, not Morgana.  **What happens to Morgana's hand of spells if she leaves the realm?**  They are discarded regardless of how she leaves the realm.  **Do the three spells she draws count as drawn cards for me?**  Yes, you still draw the cards (e.g. Queen of Midland, Chain of Prometheus), but they end up in a different zone other than your hand (Morgana’s Hand). Queen of Midland looks at your hand size after the card draws, not Morgana’s. |
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| **What happens if Morgana is Silenced?**  Any cards in Morgana’s Hand remain there, but she cannot cast them until she regains Spellcaster.  **Can card draw, card discard, or hand-related effects interact with Morgana’s hand?**  No. Such effects always default to the player’s hand. For example, Apprentice Wizard can only draw a spell into your hand. Court Jester cannot discard any cards from Morgana’s hand. Payload Trebuchet can only discard cards from your hand. Lookout and Swiven Scout only reveal your hand, not Morgana’s. Etc. | |

| Mountain Pass | Mountain Pass **Can two minions enter Mountain pass at the same time with an effect such as that on Windblast?**  Yes, since Windblast movement is simultaneous, and the site was empty when they both tried to move there.  **If there’s already a minion on Mountain Pass, can a different minion move onto it with simultaneous movement from Windblast?**  No, because Mountain Pass’s passive ability checks before movement. So, at the moment just before the movement would happen, the game sees that there’s a minion atop Mountain Pass and thus doesn’t let the new minion move onto it with Windblast. |
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| Old Salt Anchorman | Old Salt Anchorman **Does Old Salt Anchorman stop Chaos Twister?**  Yes. Teleportation is movement. Don't even roll the die / blow the minion. No damage is dealt. |
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| Orb of Ba'al Berith | Orb of Ba’al Berith **If I cast a spell with X in the cost, while near Orb of Ba'al Berith, does the copy have the same value of X or is it 0?**  The Orb copies the spell after costs have been paid, so X is a set value. The Orb will copy whatever X is for the original.  **If I cast a spell with an additional cost (e.g. Craterize), do I need to pay the additional cost again?**  No. The Orb copies the spell after costs have been paid.  **Can I target the same site twice when casting two copies of Craterize with Orb?**  You technically can, but beware! If the first Craterize successfully destroys the targeted site, the second Craterize will no longer have a valid target in the realm and will fail, resulting in no damage from that Craterize. |
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| **If I cast a spell with Orb, does that count toward Sparkmage’s ability?**  No. Per the Sparkmage’s official FAQ, the Sparkmage must be the caster of the spell to count for its ability. | |

|  | Overbearing Bailiff **What is royalty?**  Royalty is any minion with King, Queen, Prince, or Princess in their name. |
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|  | Pact with the Devil **Can you draw 1, see what it is, then decide what deck to draw from next?**  No. When the "Draw 3 effect" resolves, you declare which decks you're drawing from (e.g. 2 spells + 1 site), then draw all 3 cards simultaneously.  **If Queen of Midland is in play, when does its ability resolve?**  Her *trigger* is met after each card draw, but none of the abilities actually *resolve* until you've completed the "Draw 3 cards" effect, due to how storyline events are (and are not) broken up. The Queen of Midland would get three separate "Draw 1 card" effects, therefore the Queen of Midland player will get to draw 1 card, see what it is, draw 1 card, see what it is, and draw 1 card. |
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| Pathfinder | Pathfinder **If a Pathfinder is under the effect of Quagmire, can it still activate its site placement ability?**  Yes, but it will not move to the site when it is put into play.  **Pathfinder is in a body of water and reveals and plays an Undertow. How does this interaction work?**  You will fully resolve the genesis ability before the Pathfinder moves. This means you could move Pathfinder further away from undertow before Pathfinder moves there. After Undertow has fully resolved, Pathfinder will take the necessary steps to end up on the Undertow due to her ability "and move there" referring to the site it just played.  **How does Mirage's ability work with Pathfinder?**  The two abilities are incompatible. |
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| **Can Pathfinder include an unlimited number of copies of the draft sites like Valley, Spire, Wasteland, and Stream?**  No, Pathfinder’s restriction still applies. | |

| Payload Trebuchet | Payload Trebuchet **When a card with X in the cost is discarded for Payload Trebuchet's effect, what happens?**  If you aren't casting the spell and it's simply in your hand, spellbook, etc., then X is 0 until you actually cast it. |
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|  | Pendragon Legacy **Can this effect put unique sites back into my atlas?**  Yes. When sites are destroyed, they go to the cemetery just like spells.  **Can this shuffle itself into my spellbook?**  No. Magic spells don’t go to your cemetery until after they fully resolve.  **If I shuffle 0 Unique cards into my decks, may I shuffle? Must I shuffle?**  If you choose 0 as the number of cards you are shuffling into your deck, do not shuffle that deck. |
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| Phantasmal Shade | Phantasmal Shade **Does an attack from a minion with 0 power cause a strike?**  Yes. A minion with 0 power still strikes when it attacks. Note that 0 damage does not count as “dealing damage.” |
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| Phantom Steed | Phantom Steed **When this picks up another minion, is that a basic ability?**  Yes.  **Does it use up your once-per-turn-per-unit ability to pick up?**  Yes.  **Does it automatically drop the minions it's carrying when in a Silence aura? Can it choose to drop them?**  It doesn't automatically drop them, but it can still choose to Drop them, since Drop is a basic ability. |
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|  | Pigs of the Sounder **What happens if I can't legally summon Grand Old Boars to the site (e.g. Gnome Hollows)?**  The Grand Old Boars aren’t summoned, and get randomized on the bottom of your deck with the other revealed cards. |
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| Planar Gate | Planar Gate **If I animate an aura that covers both a void location and a Planar Gate, is the aura banished?**  Yes, because Planar Gate requires the minion to move from Planar Gate before gaining voidwalk.  **How exactly does Planar Gate work?**  Treat it as: Minions here may move as if they had Voidwalk. If they do so to enter the void, they gain Voidwalk until they leave the void. |
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|  | Poisoned Well **Does Poisoned Well check for enemy sites nearby itself, or nearby the enemy avatar?**  It checks for sites nearby Poisoned Well itself. |
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|  | Postern Gate **Do I get mana for playing Postern Gate?**  No. The site comes into play as your opponent’s site. If you play it on their turn (e.g. Imperial Road), they get the mana immediately.  **Do I play this adjacent to my sites, or my opponent’s sites?**  You play it adjacent to your own sites. |
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| Pristine Paradise | Pristine Paradise **Is Pristine Paradise turned off via an Aura there?**  Yes. That's not pristine! |
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| Raise Dead | Raise Dead **Who controls the minion after it's summoned?**  The player who controlled the summon effect is the controller of summoned minions, not the owner.  **Can you summon a minion from either cemetery?**  Yes, you can. There is nothing that restricts which cemetery. |
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|  | Redbreast Robin **If Redbreast Robin is carrying a Poisonous Dagger, is the end of turn damage Lethal?**  Yes. Redbreast Robin is the source of the damage, and Poisonous Dagger gives the bearer the Lethal ability. |
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| Replication | Replication **How does Replication work, exactly?**  Treat it as "Conjure a token copy of an artifact carried by the caster to any location."  The new artifact will not be carried when conjured, but you may use the Pick Up ability normally. |
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|  | Rhongomyniad **~~How does the throw effect function?~~**  ~~Piercing projectiles, by default, can only hit one unit at each location (ignoring allies at the starting location). A piercing projectile still cannot cross region boundaries and cannot hit a unit more than once (even if it’s large). Treat the text on Rhongomyniad as:~~  *~~Bearer strikes first and has “Tap > Throw Rhongomyniad as a piercing projectile. Deal 3 damage to each unit hit.”~~*  ~~After the throw, Rhongomyniad is in the final location along its path, and is not carried by any unit.~~  **If I choose a direction to throw it that would immediately change regions (e.g. toward the void) and thus it won’t leave my location, can I still hit an enemy at my location?**  Yes, because of the errata above. You could then immediately pick up Rhongomyniad. |
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| Root Spider | Root Spider **If an Avatar attacks a site with a burrowed Root Spider under it, can a minion successfully Defend that attack?**  No. The minion arrives on the surface, but then immediately gets disabled, and thus the redirection effect fails to resolve because they are disabled. |
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|  | Salmon of Knowledge **Is the d20 roll considered a “random” outcome?**  Yes. Kythera Mechanism and Lucky Charm will help you go fishing! This is a specific, golden rule exception to the FAQ on those cards, and doesn’t otherwise change the definition of random. We just use common sense and agree that rolling a d20 is a random event. |
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| Sea Raider | Sea Raider **When you attack with Sea Raider and it is Defended by two minions, both of which die as a result of the attack, does your opponent discard one or two cards from their spellbook?**  Just one, analogous to the Battlemage FAQ. |
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| Selfsame Simulacrum | Selfsame Simulacrum **If Enchantress casts Selfsame Simulacrum minion spell then animates an aura, can Selfsame Simulacrum come into play as a copy of that just-animated aura?**  Yes (as an aura), since you don't declare targets for Selfsame Simulacrum when it is cast.  For example, say there’s a non-animated Wildfire in the realm. Enchantress casts Selfsame Simulacrum, specifying the location that it will be summoned, nearby the Wildfire. Before the minion spell resolves, Enchantress’s cast trigger resolves, animating the Wildfire. Then, Selfsame Simulacrum actually enters the realm and can choose to become a basic copy of the now-animated Wildfire. Selfsame Simulacrum ends up as a non-animated Wildfire aura (and could be animated by the Enchantress later). See the Enchantress FAQ for more information. |
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| Sinkhole | Sinkhole **When a site is destroyed by Sinkhole, are minions/avatars at that site killed/destroyed?**  No, nothing happens. They're just at a rubble location now. They do not change level.  **~~When is something considered sacrificed?~~**  ~~A card is considered sacrificed when it is marked for death. If sacrificing the card was the cost of an ability, that ability would resolve before the card is placed into the cemetery.~~ |
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|  | Sir Gareth **Does Sir Gareth stay in my hand when I use his ability?**  No. You transform the allied Mortal into Sir Gareth by banishing the Mortal and placing Sir Gareth at that location. It was Sir Gareth all along! |
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|  | Sir Kay **Could Sir Kay untap if I cast a spell like Joust! or Shatter Strike with him as the ally?**  Yes, as long as it’s a weaker minion, since those cards specify that the ally is targeting, not the Spellcaster.  **Could Sir Kay untap if he is a spellcaster of a spell that targets a weaker minion?**  Yes, if he gains spellcaster (or casts something like Grievous Insult), he will untap as long as the target is a weaker minion.  **With the Move and Attack ability, when exactly does Sir Kay untap?**  When the attack legality is first checked, after he actually arrives at his destination but before strikes. It’s the same window as Defend reactions.  **Will Sir Kay untap if he attacks Wills-o’-the-Wisp, or a weaker minion that uses Dodge Roll?**  Yes. Sir Kay’s ability will enter the Storyline, the dodge/evade ability will enter the Storyline ahead of Sir Kay’s ability. The dodge/evade ability will resolve, then Sir Kay’s ability will resolve. |
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|  | Sir Mordred **If Sir Mordred died on The Geistwood, could he kill two minions?**  Yes. His normal deathrite ability would resolve, and his genesis-as-deathrite ability would also resolve, due to The Geistwood. |
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|  | Sir Perceval **What happens if the site chosen by my opponent is destroyed?**  Sir Perceval will be on a never-ending quest for the lost site. |
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|  | Sir Priamus **Does Sir Priamus' ability entirely prevent damage from Lethal sources, or simply convert it to non-Lethal damage?**  He simply converts it to non-Lethal damage. |
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|  | Sisters of Avalon **If I don't have a spell to discard, do I still draw a spell?**  Yes. Resolve as much of the effect as possible, in order. Discarding a spell isn’t required to draw a spell, since the text doesn’t use the word “to.” e.g. “Discard a spell ***to*** draw a spell,” would require you to discard to draw. |
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|  | Sisters of Silence **If Sisters of Silence end up somewhere they’ll die (e.g. the void from Chaos Twister, underground from Bury), will their passive ability apply before they go to the cemetery?**  Yes. As soon as they arrive at the new location, before resolving deathrite (if any) and moving the minion to the cemetery, passive effects will apply. Therefore, if they end up in the void nearby a voidwalk minion, that voidwalk minion will lose Voidwalk and die along with the Sisters. The same applies for ending up underground nearby a Burrowing minion, which will lose burrowing and die along with the Sisters. |
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| Skirmishers of Mu | Skirmishers of Mu **If I cast Infiltrate on Skirmishers of Mu, and then activate Move and Attack, then trigger their ranged strike during that movement, when exactly do I lose control of the Skirmishers?**  They will lose Stealth (and thus break Infiltrate control) as soon as they deal damage from their ranged strike. Their attack will then presumably be targeting an illegal target (since you can’t attack your own units or sites), and thus the attack will fail and no defenders could be declared. |
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| Slumbering Giantess | Slumbering Giantess **How does first strike (e.g. Lance, Albespine Pikemen) interact with Slumbering Giantess in a fight?**  The Giantess will take damage first, waking her up. Assuming she doesn’t die from the strike AND isn’t also striking first due to a Lance, she will be able to strike back. |
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|  | Smokestacks of Gnaak **Do the Smokestacks negate Genesis abilities?**  Yes. The specific timing is that the site enters the realm, then passive abilities apply, then any triggered abilities apply. Since Smokestacks have a passive ability, it will apply before any Genesis abilities (which are triggered on entering the realm). Therefore, the Genesis abilities are already lost before they have the chance to trigger, and thus never trigger. |
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|  | Snowball **Does Snowball pick up Stealth minions along its path?**  Yes. Though the Stealth minions aren’t hit by the projectile, they’re still on the Snowball’s path and thus still get gathered up and damaged.  **If I aim the Snowball so it takes 0 steps, will all the other units in my current location take damage?**  No, because it wouldn’t have any path and therefore no units would be “in the snowball.”  **What happens if a unit is in the Snowball’s path but can’t continue moving with it?**  The Snowball keeps moving until it must stop, and any units that can’t move along with it (e.g. because of Gnome Hollows) get left behind and take no damage.  **Do I resolve one step at a time for the Snowball projectile?**  Yes. Move the projectile one step at a time, carrying units along with it each step. If you send Sisters of Silence in the Snowball, Sir Morien is getting hit! |
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|  | Spearmarshal **When can I use this ability?**  It is an activated ability, so you can use it once during your Main Phase, any time the Storyline is empty. Remember that if you use this ability after attacking with the Spearmarshal, he won’t be able to drop his acquired Lance this turn. |
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| Spin Attack | Spin Attack **What happens if a large minion uses Spin Attack? Do I pick a single location, or does it strike at every location it occupies?**  It strikes at every location it occupies. The general principle is that when card text assumes the minion only occupies one location or site, we change “location” to “locations” (or “site” to “sites”) and then read the card that way for large minions |
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|  | Spire Lich **Does the draft site “Spire” satisfy the Spire Lich’s ability?**  Yes. They’re a Spire Lich, after all!  **What’s the full list of sites that satisfy the Spire Lich’s ability?**  Anything with “Tower” in its name (including Watchtower), as well as Spire. |
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|  | Squeakers **What happens if I can't legally summon Pigs of the Sounder to the site (e.g. Gnome Hollows)?**  The Pigs of the Sounder aren’t summoned, and get randomized on the bottom of your deck with the other revealed cards. |
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|  | Squirming Mass **What happens if Squirming Mass gains power permanently, and then is Silenced?**  Squirming Mass retains its permanent power gain even while Silenced. Power isn’t an ability. It won’t gain additional power while Silenced, though.  **What happens when a minion with split power (attack power and defense power) dies nearby Squirming Mass?**  The Mass will absorb the split power and retain separate attack power and defense power itself. If a minion with non-split power dies nearby, it increases both the attack power and defense power normally. |
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|  | Stone Rain **Can I choose a new site for each repeat?**  No. You choose the site once, then do 1 damage repeatedly.  **Is the damage done all at once, or one at a time?**  One at a time, similar to Firebolts or Magic Missiles. Resolve any deathrites as needed between each repeat. |
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| Stone-gaze Gorgons | Stone-gaze Gorgons **How does “at rest” really work? Do minions trigger and resolve their Genesis before being at rest?**  Yes, the minion isn’t considered at rest until after its genesis ability resolves. See the “At Rest” definition in the Comprehensive Rulebook.  **What is the order of events when Gorgons get buried without Burrowing, and enters a location with a unit that has Burrowing?**  The passive of the Gorgons will apply to the burrowed unit, disabling it, since it was at rest prior to the burrow effect. Once the passive disable is applied, both the Gorgons and the minion it just disabled would be marked for death since neither have burrowing, and then they’re placed into the cemetery. |
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|  | Tactical Move **What is the proper resolution of this spell?**  Choose an ally, declare its movement steps, placing them on the Storyline, then resolve those steps. Repeat for each ally.  That is, you declare and resolve each ally’s steps before proceeding to the next ally. |
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| Teleport | Teleport **How does a large minion use Teleport?**  Choose a contiguous group of squares the large unit can occupy (e.g. 2x2 for a Mountain Giant) that includes the destination location, and it teleports from its current locations to the chosen locations. |
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|  | Templar **~~Must the Templar be the spellcaster to use its ability?~~**  ~~Yes (consistent with Sparkmage FAQ).~~  **If my Apprentice Wizard casts a Knight, then later in the turn my Templar casts a Knight, do I still get the discount?**  Yes. It’s the first Knight, Sir, or Dame minion spell your Templar casts each turn. |
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|  | The Great Drowning of Men **If the flooded rubble is replaced by a site later, is the new site also flooded?**  No. |
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|  | The Green Knight **If I have a mandatory effect, am I required to resolve it before any optional effects?**  Yes. You must resolve each attack before doing anything optional during your main phase. If you have multiple mandatory effects (e.g. two different minions can attack The Green Knight), you may order them as you wish. |
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|  | The Immortal Throne **Does summoning a minion without casting a minion spell (e.g. Mother Nature’s ability) or conjuring an artifact directly (e.g. Scavenging Fiend’s ability) count as “playing” the card?**  No. Per the official FAQ, “playing” a card means playing a site or casting a spell.  **Does casting a minion spell via Deathspeaker or casting a magic spell via Archimago satisfy The Immortal Throne trigger?**  Yes, that is casting a spell. |
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|  | The Ninth Legion **Can I cast The Ninth Legion to a corner with a site controlled by my opponent?**  No. "Must be cast to a corner" is an additional casting restriction, beyond the normal casting rules.  **If Magellan Globe is in play, are there corners?**  Yes, there are still corners, which are squares 1, 5, 16, and 20. |
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|  | The Round Table **Where does "to The Round Table" mean exactly?**  To the same location as The Round Table (not merely the same site, but the same location). |
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|  | Thunderstorm **What does “move one step” really mean for an aura?**  For an aura, it actually means “move one square.”  **If Thunderstorm is animated by Enchantress, does its “move one step (aka square)” ability allow it to “step” into the void, causing it to be banished?**  Yes! For auras (and aura minions), “move one step” means “move one square,” so yes, an animated Thunderstorm could “step” into the void if you wanted.  **What does “lasts 3 of your turns” really mean?**  Use the same answer as the official FAQ for Entangle Terrain, which is that you add a counter at the end of each of your turns, and dispel it when there are 3 counters. |
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| Tringh Constrictor | Tringh Constrictor **If the constricted minion was forcefully moved and no longer occupies the same location, is the minion constricted?**  Tringh Constrictor carries the constricted minion so it would follow all the same rules for carrying minions/artifacts. If the carried minion stops sharing a location with Tringh Constrictor, it is no longer carried, and thus no longer constricted. |
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|  | Troll Bridge **If a single unit enters while there are other units already occupying Troll Bridge, will it trigger?**  Yes, assuming it’s the first time that turn.  **If two units enter the Troll Bridge at the same time (e.g. riding a horse, Windblast, etc.), does it trigger Troll Bridge?**  No.  **If I move my unit onto my opponent’s Troll Bridge, do I get to choose which card I discard?**  Yes. It could be a spell or a site. |
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| Ultimate Horror | Ultimate Horror **Who controls the minion after it's summoned?**  The player who controlled the summon effect is the controller of summoned minions, not the owner.  **Can you summon a minion from either cemetery?**  Yes, you can. There is nothing that restricts which cemetery. |
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| Undertow | Undertow **If I have a large unit partially in water, partially not, then I play Undertow, can I move the large unit?**  No, it must be "within the body of water," and therefore Undertow can't move it. |
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|  | ~~Updraft Ridge~~ **Do I still get the benefit if I leave this site without starting atop it?**  Yes. Treat it as: Airborne minions atop Updraft Ridge move freely away. |
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|  | Valley of Delight **Valley of Delight enters play and I choose my threshold. Later, Smokestacks of Gnaak is nearby my Valley of Delight. Do I lose the chosen threshold?**  No, you keep your threshold. The genesis effect created a persistent effect.  **If I choose water, is my Valley of Delight a water site?**  Yes, since the site itself is providing water threshold. |
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| Vesuvius | Vesuvius **When is something considered sacrificed?**  A card is considered sacrificed when it is marked for death. If sacrificing the card was the cost of an ability, that ability would resolve before the card is placed into the cemetery. |
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|  | ~~Vivien the Enchantress~~ **Since Avatars are Spellcasters, is Vivien a Spellcaster?**  Avatars don’t have the printed ability “Spellcaster,” so Vivien must gain the Spellcaster ability another way, e.g. a minion with the printed Spellcaster ability.  **Can Vivien the Enchantress copy the abilities of another Vivien the Enchantress?**  No. Treat it as: *Vivien has the* ***other*** *printed abilities of all Avatars and Spellcasters in the realm, wherever she is.*  **What happens if Vivien uses the Druid’s ability to summon Bruin and flip?**  She summons Bruin and then flips. As a flipped card with nothing on the back, she has no game text and will effectively do nothing for the rest of the game. She is no longer a minion, has no card type or abilities, etc. The flipped card can exist in the void, and technically she could turn off Pristine Paradise, and would be destroyed by Roots of Yggdrasil. |
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|  | Wall of Air **In the official FAQ related to an animated Wall of Air, what does “can’t move” really mean?**  If it’s on squares 8 and 13, it won’t be able to move up or down, because that’s crossing its own wall. But it could move sideways, to 7-12 or 9-14. |
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|  | Wall of Brambles **What does “traverse” mean?**  Moving through in any way, whether willingly or by force. For example, a unit moved by Grapple Shot or Pudge Butcher would take damage from the Wall of Brambles. Note that a teleported unit doesn’t pass through borders, and thus wouldn't be affected. |
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| Wall of Fire | Wall of Fire **Would Wall of Fire deal damage to a minion that moves from a void location to a site with the Wall of Fire at the border of that site?**  Yes, the minion is still passing through that border to enter the site. |
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|  | Wall of Ice **In the official FAQ related to an animated Wall of Ice, what does “can’t move” really mean?**  If it’s on squares 8 and 13, it won’t be able to move up or down, because that’s crossing its own wall. But it could move sideways, to 7-12 or 9-14. |
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| Waypoint Portal | Waypoint Portal **How does a large minion move through the Waypoint Portal?**  SETUP  The whole realm is filled with rubble. Waypoint portal connects 3 with 13. A Mountain Giant (or other large minion) occupies 2-3-7-8. Per the [Mountain Giant FAQ](https://curiosa.io/cards/mountain_giant) (and also listed on Enchantress):  Choose a contiguous group of squares the large unit can occupy (e.g. 2x2 for a Mountain Giant) that includes the destination location, and it moves from its current locations to the chosen squares. Therefore, the Mountain Giant could move through the Waypoint Portal and end up at 7-8-12-13 or 8-9-13-14 or 12-13-17-18 or 13-14-18-19. |
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| **Can Dalcean Phalanx "move as if adjacent" through a Waypoint Portal?**  No, per the Comprehensive Rulebook ruling that "moving as if adjacent" has no defined cardinal direction, and Dalcean Phalanx can only move "forward" (which is the cardinal direction going away from the edge where your avatar started the game). | |

|  | White Hart **I declare an attack vs. the White Hart. My opponent defends with a Foot Soldier. What happens?**  The attack fails since the Foot Soldier is an invalid target for the attack, due to White Hart’s text. No strikes occur, and the attack ends. (Even if the White Hart remained in the fight, the entire attack would still fail due to the invalid target.) |
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| Wicked Witch | Wicked Witch **A Bosk Troll (3 power) takes two damage. Later that turn, it moves nearby a Wicked Witch, resulting in the Troll dying. What minion gets kill credit?**  No minion will get the kill credit. Passive abilities don't grant a minion credit for a kill. Minions also only get kill credit for dealing damage if the damage kills the minion right at the moment it is applied. For more info on kills, check the Comprehensive rule doc. |
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| Wildfire | Wildfire **Wildfire passed over a Rubble, then the Rubble was replaced by a new site. Can the Wildfire enter the new site? Is it a new location?**  Yes. It is a new location once there is a new site. |
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| Wind Sylph | Wind Sylph **What is the timing of Wind Sylph's push ability?**  The push ability triggers when Wind Sylph casts a spell, so the push would occur prior to the cast spell resolving.  **Can Wind Sylph push diagonally?**  No, only to adjacent locations. It’s forced movement, not airborne. |
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| Windblast | Windblast **Can two units enter Mountain pass at the same time with an effect such as that on Windblast?**  Yes, since Windblast movement is simultaneous, and the site was empty when they both tried to move there.  **If there’s already a minion on Mountain Pass, can a different minion move onto it with simultaneous movement from Windblast?**  No, because Mountain Pass’s passive ability checks before movement. So, at the moment just before the movement would happen, the game sees that there’s a minion atop Mountain Pass and thus doesn’t let the new minion move onto it with Windblast. |
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| **Does Windblast push auras too?**  Yes, but remember that no part of the aura may change regions, per standard step rules. Therefore, in many cases, you won’t be able to push the aura because some part of it will move from the surface region to the void region, or vice versa. But, if your push doesn’t cause any part of the aura to change regions, then it will indeed be pushed!  **Atlantean Fate is on squares 2-3-7-8. A Bosk Troll is also on 8. A Gnome Hollows is on 13, so the Bosk Troll can't move south. Windblast is played, moving everything south. Does the Bosk Troll end up on the Gnome Hollows?**  No, because the Gnome Hollows passive ability is actually checked before movement happens. Even though the text has the words "can't enter," it's not an "enter" trigger. It's before you try to enter. So, as Windblast is resolving, the game notices that both the Bosk Troll and the Atlantean Fate are about to move onto Gnome Hollows. Atlantean Fate is allowed to move onto it, but Bosk Troll can't, so the Troll doesn't move. | |

|  | Wormelow Tump **How does my Captain Baldassare or Sea Raider work vs. my opponent’s Wormelow Tump?**  Technically, you could still cast the discarded spells, but they won’t leave your opponent’s cemetery. It’s probably not a good idea to cast minions, artifacts, or auras with those effects, since you’d just be wasting mana with no result! |
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|  | Wizard’s Den **Wizard’s Den enters play and I draw my spell. Later, Smokestacks of Gnaak is nearby my Wizard’s Den when it gets attacked successfully. Do I still discard a spell?**  Yes. The genesis effect created a persistent effect that will trigger at the appropriate moment. |
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|  | Wrath of the Sea **Do I choose a specific body of water when this effect resolves?**  No. All sites adjacent to any water are flooded; there is nothing to choose. |
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| Zephyranne Airship | Zephyranne Airship **When this picks up another minion, is that a basic ability?**  Yes.  **Does it use up your once-per-turn-per-unit ability to pick up?**  Yes.  **Does it automatically drop the minions it's carrying when in a Silence aura? Can it choose to drop them?**  It doesn't automatically drop them, but it can still choose to Drop them, since Drop is a basic ability. |
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