

Raven Rules for Ashes

v1.2; last updated June 11, 2019

In theory, [Ashes: Rise of the Phoenixborn](#) provides a simple framework in its core rules, with specific card interactions defined by card text. In practice, the core rules fail to define several basic mechanics, and thanks to rulings in the official FAQ the actual game mechanics work contrary both to the cards as written and how people naturally play the game.

This document provides "Raven Rules" for Ashes: a **fan-made replacement for the official FAQ**, building off the core rulebook with a focus on interpreting the rules using the cards as written. For convenience, it also includes all rules printed on reference cards.

To use Raven Rules:

- Respect all rules in the [core set rulebook](#)
- Ignore all rulings (including card-specific rulings) in the official FAQ, replacing it with this document
- Use the Card Errata noted at the beginning of this document

If you have ever been frustrated or baffled by the mechanics defined in the official Ashes FAQ, I hope this alternate ruleset may provide you some enjoyment.

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Changelog

- **v1.2:** Added Lucky Rabbit errata to clarify restrictions; updated Time dice ability; clarified "all" and "each" effect resolution; clarified damage source from abilities; magic play costs now use the maximum value for parallel costs; defined constant effects.
- **v1.1:** Errata cleanup: removed Anchornaut & Chant Of The Dead errata: effects without a trigger may now only be activated before or after a core framework event. Removed Sun Sister errata: no longer necessary. Added explicit errata for individual cancels. Moved inflict errata to root of errata section.
- **v1.0:** Initial release

Updates since the last version are shown in red.

Main differences from official FAQ

- Cancels no longer cancel all effects, but instead cancel *remaining* effects from their triggering condition onward.
- All effects resolve *immediately* upon being played or activated, potentially interrupting the resolution of other effects.
- Effects triggered by a particular game event are activated *and resolved* one at a time (as opposed to activating all of them, and then resolving them one at a time).
- Effects must be activated when the card they are printed on is in play (or in your hand, for Action and Reaction Spells), but can still be *resolved* even if the card they are printed on leaves play. The two exceptions to this are Between Realms text, and cards with effects that trigger when that card "is destroyed" or "leaves play".
- Destroyed cards are immediately removed from play and do not take up a slot on the battlefield when "is destroyed" triggered effects activate and resolve.
- Anchornaut, Chant Of The Dead, and Mark Of The Red Flower can only be activated before or after core framework events (see [Core framework event](#)).
- The damage and destruction resolution steps have been renumbered (1. Deal damage; 2. Receive damage; 3. Place wounds)
- If an attack value is reduced below 0, it is considered to be 0 (including when summing it for Attack a Unit actions)

CAW! CAW!
Cards As Written!



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1.0.0 Card Errata

These errata replace text printed on physical cards.

Wherever a card uses the phrase "inflict X damage" (where X is a literal X or any number), that card now says "deal X damage". Wherever a card uses the phrase "inflicts its damage" that card now says "deals its damage".

1.1.0 Base Game

1.1.1 Enchanted Violinist

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

1.1.2 Golden Veil

- Golden Veil now reads "You may play this spell when an opponent uses a spell, ability, or dice power that would target a unit you control. Cancel all remaining effects of that spell, ability, or dice power." (See [4.2.3 Canceling Effects](#))

1.1.3 Redirect

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

1.1.4 Spiked Armor

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

1.1.5 Sympathy Pain

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

1.2.0 The Roaring Rose

1.2.1 Nightshade Swallow

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

1.3.0 The Children of Blackcloud

1.3.1 Blood Chains

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


1.4.0 The Duchess of Deception

1.4.1 Vanish

- Vanish now reads "You may play this spell when an opponent would use a spell, ability, or dice power that targets you, your draw pile, your discard pile, or your Phoenixborn. Cancel all remaining effects of that spell, ability, or dice power." (See [4.2.3 Canceling Effects](#))

1.5.0 The Spirits of Memoria

1.5.1 Angelic Rescue

- Angelic Rescue now reads "You may play this spell when an opponent would use a spell, ability, or dice power that targets a unit you control. Cancel all remaining effects of that spell, ability, or dice power. You may spend 1  to attach an Angel's Embrace conjured alteration spell to that unit." (See [4.2.3 Canceling Effects](#))

1.5.2 Veil of Reversal

- Veil of Reversal now reads "You may play this spell when an opponent would use a spell, ability, or dice power that targets you, your draw pile, your discard pile, or your Phoenixborn. Cancel all remaining effects of that spell, ability, or dice power. You may choose a target ally you control and place it into its owner's hand. If you do, remove a target conjuration from the game." (See [4.2.3 Canceling Effects](#))

1.6.0 The Protector of Argaia

1.6.1 Summon Majestic Titan

- Summon Majestic Titan now reads "When a spell, ability, or dice power would target a Majestic Titan you control, you may discard this card to cancel all remaining effects of that spell, ability, or dice power." (See [4.2.3 Canceling Effects](#))

2.0.0 Quick Reference

Symbol	Name	Action
	Main Action	Spend your main action for the turn
	Side Action	Spend your side action for the turn
	Exhaust	Place an exhaustion token on this card
	Discard	Choose and discard a number of cards from your hand equal to the number shown
	Basic Magic	When paying a magic cost, may be used as
	Ceremonial Power	When paying a magic cost, may be used as , , or
	Ceremonial Class	When paying a magic cost, may be used as or
	Charm Power	When paying a magic cost, may be used as , , or
	Charm Class	When paying a magic cost, may be used as or
	Illusion Power	When paying a magic cost, may be used as , , or
	Illusion Class	When paying a magic cost, may be used as or
	Natural Power	When paying a magic cost, may be used as , , or
	Natural Class	When paying a magic cost, may be used as or
	Divine Power	When paying a magic cost, may be used as , , or
	Divine Class	When paying a magic cost, may be used as or
	Sympathy Power	When paying a magic cost, may be used as , , or
	Sympathy Class	When paying a magic cost, may be used as or
	Time Power	When paying a magic cost, may be used as , , or
	Time Class	When paying a magic cost, may be used as or

2.1.0 Game Round

1. Prepare Phase

- Roll Dice
- Discard Cards
- Draw Cards

2. Player Turns Phase

- Starting with the first player, alternate taking turns (phase ends when all players consecutively pass their main action):
 - Main Action** (required):
 - Pay a cost
 - Attack a Phoenixborn
 - Attack a unit
 - Pass
 - Side Action** (optional; before or after main):
 - Pay a cost
 - Meditate
 - Activate a dice power

3. Recovery Phase

- Recover
- Remove Exhaustion
- Exhaust Dice
- Pass First Player Token

2.2.0 Dice Power Abilities

♦ 1 : Choose an ally in your discard pile. Add that ally to your hand, then deal damage equal to that ally's attack value to your Phoenixborn.

♦ 1 : Place the die used to cast this ability onto a target unit you control. While this die is on that unit, that unit is considered to have +1 to its Attack Value and Life Value. Put all dice placed this way into your exhausted pool at the end of the round.

♦ 1 : Move 1 die from an opponent's Active Dice Pool to that opponent's Exhausted Dice Pool.

♦ 1 : Deal 1 damage to a target unit.

♦ 1 : Place the die used to cast this ability on a target unit. When the unit this die has been placed on would receive damage, you may place this die in your exhausted pool to prevent up to 2 damage to that unit. If this die is still on a unit at the beginning of your next turn, place it in your exhausted pool.

♦ 1 : Draw 1 card, then place 1 card from your hand on the top or bottom of your draw pile.

♦ 1 : Place the die used to cast this ability on a target Phoenixborn. While this die is on that Phoenixborn, its controller cannot take side actions or pay side action costs. At the end of that player's turn, move 1 die placed from this ability into its owner's exhausted pool.

3.0.0 Core Rules Clarifications

3.1.0 Game Setup

To setup a game, players perform each of the following steps simultaneously:

1. Make 3 separate piles of tokens within reach of all players (damage, exhaustion, and status tokens).
2. Choose a preconstructed deck to play with; or build a deck to play with; or draft a deck to play with.
3. Place your Phoenixborn in your play area with stats side face up.
4. Place your conjuration pile face down in your play area.
5. *Optional:* Take the dice power reference cards that correspond to the dice you are using and a phases of play reference card, if needed.
6. Place all 10 of your dice in your exhausted pool.
7. Choose your First Five by taking 5 cards of your choosing from your deck and adding them to your hand. You may not include more than one copy of a card in your First Five.
8. Shuffle the rest of your deck and form a face down draw pile in your play area.

3.1.1 Play Area

In a tournament, players must set up their play area so that the location of the draw pile, discard pile, conjuration pile, exhausted dice, active dice, battlefield, and spellboard are clearly recognizable to their opponents. If any player informs the Organizer that an arrangement is not clearly recognizable and the concern is reasonable to the Organizer, the Organizer must ask that player to use a different arrangement of their player area. This setup (or that in the core rulebook) is considered clearly recognizable:

Conjuration pile	Phoenix-born	Battlefield			
Discard pile	Draw pile	Spellboard	Active dice	Reference cards	Exhausted dice pool

3.2.0 Attack Actions

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

Note: units with an attack value of 0 are eligible for declaring an attack, though they will deal no damage.

3.2.1 Blocking

When a unit is declared as a blocker of an attacking unit, the blocking unit becomes the target of the attack. An attacking unit can only deal damage to the target of the attack. If a blocking unit is destroyed before the attack is resolved, the attacking unit does not deal damage (and effects that trigger on dealing damage are not resolved).

3.2.2 Battle Advantage, Stalk, and Bypass

When declaring an Attack a Unit main action, all units declared as attackers must have the Battle Advantage ability in order for Battle Advantage to trigger during that battle. The same is true for the Bypass and Stalk abilities.

3.2.3 Attack Damage

A unit must be unexhausted to be declared as an attacker, but once it has been declared an attacker even if it is exhausted prior to dealing attack damage, it will still deal its attack damage (and receive another exhaustion token as a result of dealing attack damage).

3.3.0 Meditation

The steps for the Meditate side action are as follows:

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

3.4.0 Gained Abilities

A card is not considered to ever have more than one copy of an ability (by name). If a card would gain multiple copies of an ability with a numerical value in the name, the abilities stack.

For example: a card with *Overkill 2* gains an additional *Overkill 2* from an *Alteration Spell*. It now has *Overkill 4*.

3.5.0 Conjuration Piles

For the purposes of deckbuilding, the conjuration pile is considered part of your deck and must be checked for card names to be included in your conjuration pile.

4.0.0 Playing Cards and Activating Effects

Unless specified otherwise by a card effect, all cards must be played from your hand.

You may additionally activate effects on cards that you control (that is: your Phoenixborn, cards on your battlefield or spellboard, and cards attached to cards in any of those areas). **Note:** *The one exception to this is cards with a Between Realms ability (see [4.2.1 Between Realms](#)).*

If you cannot pay its associated costs, you cannot play a spell or activate an effect.

All cards that you can play from your hand include a name, type, and placement at the very top of the card. All cards are uniquely identified by their name. The type of card determines when you can play the card, and whether you resolve its effects upon playing it. The placement for a card dictates where you place the card in the play area after playing it.

The cost to play a card is listed vertically as a series of one or more cost icons in the upper right corner of the card next to the card art.

Most cards additionally include a text box immediately beneath their artwork containing the card's effects. Card effects are the rules for how a card interacts with and changes the game. If the card is an Action Spell or Reaction Spell, you resolve the card effects immediately when you play it. For all other cards, you resolve their effects either when you activate the effect, or when specified by the effect text.

4.1.0 Playing Cards

To play a card:

1. **Reveal the card**
2. **Pay the cost** (see [4.4.0 Paying Costs](#))
 - a. Resolve any effects that trigger on placing dice in your exhausted pool now.
 - b. Resolve any effects that trigger on payment now.
3. **Place the card in play or discard it**, according to its placement
 - a. *For an Action Spell or Reaction Spell:* resolve all printed card effects now (see [4.5.0 Resolving Effects](#)).
 - b. *For an Ally, Alteration Spell, or Ready Spell:*
 - i. Resolve any effects that trigger on a card coming into play now (see [4.3.0 Timing for Triggered Effects](#)).

4.1.1 Alteration Spells

- Alteration Spells do not **target** the card they are attached to when played, but they do **affect** it.
- You may attach an Alteration Spell you play to any card that is in play of the type listed in the placement section of the spell, even if that card is controlled by an opponent.
- A player controls any Alteration Spell attached to a unit on their battlefield (regardless of who played the Alteration Spell).

4.1.2 Conjunction

- Conjunctions have a conjunction limit printed in the lower right corner of the card. The conjunction limit is the number of identically named Conjunction cards that you must include in your conjunction pile if your deck, conjunction pile, or Phoenixborn includes one or more cards with an effect that can put that Conjunction into play. (**Note:** *the conjunction limit only affects the number of conjunctions in your conjunction pile; you may have more copies in play—e.g. by taking control of an opponent's card.*)

4.1.3 Conjured Alteration Spell

- Conjured Alteration Spells are considered to be Alteration Spells when they are in play.
- Unlike other Alteration Spells, Conjured Alteration Spells start the game in your conjunction pile and can be brought into play through card effects.
- When a Conjured Alteration Spell is discarded, it is returned to its owner's conjunction pile. (**Note:** *the owner of a card is the player who started the game with that card in their deck.*)
- Conjured Alteration Spells have a conjunction limit printed in the lower right corner of the card. The conjunction limit is the number of identically named Conjured Alteration Spell cards that you must include in your conjunction pile if your deck, conjunction pile, or Phoenixborn includes one or more cards with an effect that can put that Conjured Alteration Spells into play. (**Note:** *the conjunction limit does not affect the number of copies you can have in play—e.g. by taking control of an opponent's card.*)

4.1.4 Face Down Cards

Some abilities and effects will place cards face down underneath other cards in play.

When one of these abilities or effects instructs you to place a card under another card, place that card face down underneath the card you were instructed to place it under. This face down card is not considered to be attached to the card it is placed under and is not considered to be in play. It still has a name, card type, placement, and play cost; you

may not, however, use a face down card placed under another card unless instructed to do so by another ability or effect.

The player who controls the card that a face down card is placed under may look at that face down card at any time. When a face down card is put into play, it must be played as directed by the card's placement.

If a card with face down cards under it leaves play, the face down cards are also discarded (see [5.1.0 Destroying and Discarding Cards](#)).

4.2.0 Activating Effects

There are two types of effects you can activate in play, with different requirements for when they may be activated:

- **Activated Effects:** Effects preceded by a cost and a colon. Activated effects can only be used whenever you could take a Main or Side action or after fully resolving a Main or Side action, even if those are not part of the cost.
- **Triggered Effects:** Triggered effects may be used when a triggering condition occurs, as indicated in the body of the text on the card (see [4.3.0 Timing for Triggered Effects](#)). Triggered effects may include costs defined within their effect text (see [4.4.0 Paying Costs](#)).

If the triggering condition has not occurred or you cannot pay the relevant costs, you cannot activate a triggered effect. When evaluating triggering conditions, the condition cannot be evaluated across multiple effects; it must be true when looking back a single change in the game state.

For example: Player 1 controls a Silver Snake which deals attack damage to Player 2's False Demon. Because it received attack damage, False Demon's Illusion ability triggers, destroying the False Demon. The Silver Snake's Consume ability is **not** triggered, because although the Snake's attack damage triggered Illusion which triggered the unit's destruction, the direct cause of the False Demon's destruction was Illusion, which is an ability Player 1 does not control.

If an effect in play specifies a triggering condition without conditional language or a cost, you **must** resolve that effect when the triggering condition occurs. These effects usually follow a format similar to "When X, do Y" or "After X, do Y".

Triggered effects can only be activated when the card they are on is in play, with the following exceptions:

- Between Realms effects (see [4.2.1 Between Realms](#))
- Effects triggered when the card they are on "is destroyed" or "leaves play" can be activated when that

card is destroyed or leaves play (even though the card is out of play when the effect activates)

Triggered effects are activated and resolved in their relevant timing window either immediately before (for "would" triggers) or after all effects that rely on the triggering condition resolve (see [4.3.0 Timing for Triggered Effects](#)).


For example: Player 1 plays Out Of The Mist which reads "Deal X amount of damage to a target unit." Player 2 responds to the unit targeting with Golden Veil ("...uses a spell that would target a unit..."). No damage is dealt because the damage relies on targeting the unit. A good rule of thumb is that anything in the same clause as the triggering condition is considered part of the triggering condition.

An effect without a triggering condition or Main or Side action cost can only be activated before or after a core framework event (see [Core framework event](#)).

For example: Player 1 has an Anchornaut in play, whose Throw 1 ability specifies it may be activated "during your turn". Because there is no triggering condition or Main or Side action cost, Throw 1 may only be activated before or after a Main or Side action, or between combat steps.

To activate an effect:

1. **Declare what effect you are activating**
2. **Pay the cost** (see [4.4.0 Paying Costs](#))
 - a. Resolve any effects that trigger on placing dice in your exhausted pool now.
 - b. Resolve any effects that trigger on payment now.
3. **Resolve the effect** (see [4.5.0 Resolving Effects](#))

Note: unlike the original rulings, triggered effects can interrupt other effects. E.g. if you have 2  dice in your active pool, you cannot trigger Summon Sleeping Widows when you destroy your own unit with Dark Reaping because the dice re-roll on Dark Reaping will not resolve until **after** Summon Sleeping Widows activates and resolves.

4.2.1 Between Realms

Some cards have text in a blue box marked with an infinity symbol. Text found inside a blue box on a card is considered "active" and can be used while that card is in its owner's hand or discard pile. Between Realms effects are not inexhaustible and cannot be used while the card they are found on is exhausted.

4.2.2 Dismount




Some abilities and effects will allow players to dismount a face down ally. To dismount an ally, place it face up onto its owner's battlefield with 1 exhaustion token on it. After that ally comes into play, its controlling player may

remove all tokens from that ally. If they do, place 1 wound token on that ally.

Note: Because the ally enters play with an exhaustion token, exhaustible "comes into play" effects on the ally do not trigger.

4.2.3 Canceling Effects

When a triggered effect or Reaction Spell instructs you to cancel the remaining effects of another card, you must not resolve the effects that rely on the triggering condition and any following effects. Costs are still paid, and any effects preceding the condition which triggered the cancel effect are resolved normally.

For example: Player 1 plays the card *Rin's Fury*. First she pays 3  to play the card, then places it in her Discard per its placement. She then begins to resolve the card's effects: first she selects 5 dice in her exhausted pool and re-rolls them, placing them in her active pool. She decides to spend two of the  faces she rolled to deal 2 damage to a target unit controlled by Player 2. In response, Player 2 plays *Golden Veil* to cancel all remaining effects of *Rin's Fury*. Because dealing damage is dependent upon targeting the unit (the triggering condition for *Golden Veil*), no damage is dealt. However, as spending the 2  dice was a prior effect, they remain in Player 1's exhausted pool. Had Player 1 not decided to discard dice to deal damage to a target unit, *Rin's Fury* would have been ineligible to be canceled; she did not need to make this decision until she resolved the optional effect.

A cancel effect only applies to effects that are currently pending resolution, not to constant effects (see [4.2.4 Constant Effects](#)).

For example: Player 1 plays *Law Of Fear*, and targets one of her opponent's units to increase its attack for this turn using the "When this spell comes into play" effect on *Law Of Fear*. Player 2 plays *Golden Veil* to cancel the spell's effect. No units have their attack increased, but the constant effect that forces players to pay to declare blockers remains.

A cancel effect cannot retroactively prevent resolved effects, even if they are part of the same printed effect.

For example: Player 1 plays *Crimson Bomber* and activates its *Detonate 3* ability. First, she places 1 wound on her *Dread Wraith*. Second she declares she is placing 1 wound on one of Player 2's units. Player 2 plays *Golden Veil* to cancel the effects of *Detonate 3*, preventing the wound and canceling the remaining effect (so no third unit will receive a wound). However, the wound remains on the *Dread Wraith*.

4.2.4 Constant Effects

A constant effect is an effect that affects the game as long as the card it is printed on is in play (and unexhausted, if the effect is not inexhaustible), and the game state meets all conditions stated in the effect. The difference between a constant effect and an activated or triggered effect is that a constant effect is ongoing. Words and phrases that indicate an ongoing constant effect include—but are not limited to—"now", "while", "as long as", "no longer", etc.

For example: *Shield Mage* reads: "**Protective Aura 1:** While this unit has 1 or more exhaustion tokens on it, the life value of all other units you control is increased by 1." This is a constant effect with a condition because it is stated as an ongoing effect ("While...").

4.3.0 Timing for Triggered Effects

Triggered abilities and spells define the condition that allows them to be activated within their card text.

There are three specific patterns used in Ashes that indicate when an ability or spell may be activated:

1. Effects that trigger when something "would" happen are played or activated and resolved immediately prior to their triggering condition (i.e. after a player declares intent, but before any changes to the game state).
2. The triggering condition is resolved.
3. Effects that trigger "when" something happens are played or activated and resolved immediately after their triggering condition.
4. Effects that trigger "after" something happens are played or activated and resolved immediately after any "when" effects.

4.3.1 Activating Multiple Triggered Effects

If multiple players wish to activate effects or play cards in response to the same triggering condition, or if there is a reasonable expectation given the cards in play that this might be the case: starting with the active player each player clockwise around the table has a chance to activate as many abilities and spells or play a Reaction Spell in response to the current triggering condition as they like before passing to the next player. Each triggered effect or Reaction Spell is resolved in full prior to the player having a chance to activate or play another (see [4.5.0 Resolving Effects](#)).

As noted in [4.3.0 Timing for Triggered Effects](#), effects that trigger when a condition "would" happen, "when" a condition happens, and "after" a condition happens all resolve at different times. It is only necessary to use this structure for activating effects and playing cards for effects triggering in the exact same timing window.

4.4.0 Paying Costs

All costs must be one of these five costs, or be accompanied by the phrase "As an additional cost":

- **Exhaust** (☹): To pay an exhaust cost, you must place an exhaustion token on this card.
- **Main Action** (⚔): To pay a main action cost, you must spend your main action for the turn.
- **Side Action** (✦): To pay a side action cost, you must spend your side action for the turn.
- **Discard** (♠): To pay a discard cost, you must choose and discard a number of cards from your hand equal to the number shown.
- **Magic** (⚡ or one of the dice symbols listed under [2.0.0 Quick Reference](#)): To pay a magic cost, you must exhaust dice of the appropriate type and number by removing them from your active pool and placing them in your exhausted pool.

A cost may include any or all of these costs, and nothing else is considered to be a cost.

Costs are formatted in different ways depending on what they are for:

- The cost to **play a card from your hand** is found on the top right of the card underneath the name of the card.
- The cost to **activate an ability** is found between the colons after the name of the ability in the card's text box.
- The cost of **activating a spell** is found before the colon in the card's text box.
- The cost for **triggered effects** is found in the body of the text preceding the word "to" or preceding a sentence that begins with "If you do..." or "For each ___ spent...". For costs found in the body of the text the cost may appear as an icon or may be written out (e.g. 1 ☹, or "place 1 exhaustion token").

Note: The language used by triggered effects can be found on other cards but does not count as a cost in these cases (e.g. *Blood Chains* reads "Choose a unit you control and destroy it. If you do...". This does not count as a cost despite following cost formatting because the cost to play *Blood Chains* is ⚡ ♦ 1 ⚔ as printed in the upper right corner of the card.)

All costs must be paid in full immediately upon playing a card or activating an effect.

4.4.1 Parallel Costs

Some cards have two or more costs found in the Play Cost area in an area connected together by a centered vertical bar.

Other cards have two or more costs found in their text with an "or" between those costs.

These costs are called Parallel Costs.

To pay a Parallel Cost, you only need to pay one of the "costs" found in the connected area or adjacent to the word "or". All other costs found in the Play Cost area must still be paid to play a card with a Parallel Play Cost, and all other costs to activate an effect with a Parallel Activation Cost found in its text must still be paid to activate that effect.

4.4.2 Magic Play Cost

Some card effects reference magic play costs. The magic play cost of a card is the sum of the magic costs that must be spent to play the card from your hand. Action, exhaust, and discard costs are not included in magic play costs. "X" equals "0" for the purpose of calculating magic play costs.

For example: *Hammer Knight* costs 1 ⚔ ♦ 1 ⚡ ♦ 1 ⚡ and has a magic play cost of 3. *Spear Master* costs 3 ⚡ ♦ 1 ⚔ and has a magic play cost of 3. *Transmute Magic* costs 1 ⚔ ♦ X ⚡ and has a magic play cost of 1. *Small Sacrifice* costs ⚔ and has a magic play cost of 0.

If a card includes a Parallel Cost with unequal magic costs, the magic play cost for the card is the maximum possible value.

For example: *Chimera Smasher* costs 1 ⚔ ♦ 1 ⚔ or ⚔ and has a magic play cost of 2.

4.5.0 Resolving Effects

Resolving an effect means applying the effect text to the game state (or more simply: doing what the card says).

There are two "golden rules" to keep in mind when resolving effects:

1. When a card effect contradicts the rulebook, the card effect takes precedence.
2. Different words mean different things. (E.g. "moving" a token is different from "placing" a token; "dealing" damage is different from "receiving damage" or "placing wounds"; "returning" a card to hand is different from "placing" a card in hand; etc.)

A card's effects can only be resolved by playing that card from your hand, activating the effects or abilities of a card already in play, or resolving the Between Realms effects of a card in your hand or discard. If a card leaves play after an effect has been activated but prior to the effect fully resolving, the effect still resolves normally.

For example: You activate Flash Archer's Double Shot ability (which deals 1 damage to a target unit, and then 1 damage to an additional target unit). Your Flash Archer has 1 Life remaining. For the first unit, you choose Living Doll. Your opponent uses Living Doll's Pain Link ability to deal 1 damage to your Flash Archer, killing it. Because its effect had already been activated, however, you may then deal 1 damage to an additional unit.

When resolving an effect you resolve as much of the effect as possible, then ignore the rest.

Unless the effect explicitly states otherwise, effects can only affect cards that are in play.

When resolving effects, perform the following actions:

- When multiple effects are printed on a card, those effects are resolved in order, from top to bottom.
- If the resolution of a card's effects is interrupted by a triggered ability or spell, it can be useful (though not mandated) to turn the card 90 degrees on its side until you are able to fully resolve its effects. If a card is destroyed due to a triggered ability or spell partway through the resolution of its effects, it can be useful (though again not mandated) to turn the card 180 degrees upside down until you are able to fully resolve its effects (it is still considered to be in the discard pile at this point).

4.5.1 Resolving Simultaneous Effects

If an effect affects multiple game elements simultaneously, the active player chooses the order to resolve the effect.

For example: Player 1 triggers Crimson Bomber's Detonate 3 ability. The effect instructs her to place 1 wound token on up to 3 target units, which is a simultaneous effect. Because she is the active player, she gets to decide the order in which she wants to resolve the effect: first she chooses a target unit and places 1 wound token on it (fully resolving the unit's destruction, if necessary). Then she chooses a second unit, followed by a third.

Triggered effects are never simultaneous even if they are responding to the same triggering condition, because they are played or activated and resolved one by one (see [4.3.0 Timing for Triggered Effects](#)).

When resolving effects that affect "all" or "each" of something, only resolve the effect for game elements that were in play when the effect started to resolve.

For example: You play Mist Typhoon to deal 1 damage to all opponents' units. Your opponent has a Mist Spirit in play that is destroyed by Mist Typhoon's damage. In response to its destruction, your opponent plays Summon Sleeping Widows and places two Sleeping Widow conjurations on their battlefield. Because they were not in play when Mist

Typhoon started to resolve, the Sleeping Widows are not dealt damage by Mist Typhoon.

5.0.0 Damage and Destruction

Whenever an effect, attack, or counter deals damage, places wound tokens, or destroys one or more units and/or Phoenixborn, those units and/or Phoenixborn must follow the damage and destruction resolution process (commonly abbreviated as DDR or DDRP). "Inflicting" damage is synonymous with dealing it.

The damage and destruction resolution process is initiated immediately upon damage being dealt.

If multiple units and/or Phoenixborn would be dealt damage simultaneously, the active player decides the order that damage is dealt to those units and/or Phoenixborn.

There are three steps to the damage and destruction resolution process. If an effect places wound tokens, the steps are resolved in order starting at **step 3**.

Effects that trigger during one of these steps are completely resolved before moving on to the next step. If a triggered effect deals damage, the damage from that effect is completely resolved, using the damage and destruction resolution process, before moving on to the next step.

- **Step 1:** A unit or Phoenixborn is dealt damage.
 - **Step 1b:** Effects that trigger on dealing damage resolve now.
- **Step 2:** A unit or Phoenixborn receives damage
 - **Step 2b:** Effects that trigger on receiving damage resolve now.
- **Step 3:** Place wound tokens on the unit or Phoenixborn equal to the damage that they have received. If there are now a number of wound tokens on that unit or Phoenixborn equal to or greater than its life value, it is immediately destroyed.

5.0.1 Source of Damage

If an ability on a unit instructs you to deal damage without explicitly specifying a source for that damage (e.g. "you may deal X damage" or just "deal X damage"), the unit is considered to be dealing the damage.

5.1.0 Destroying and Discarding Cards

When a card is destroyed, it is immediately discarded.

When a card that is in play is would be discarded or otherwise removed from play, follow these steps in order:

1. Remove the card from play

- a. If the card was destroyed, effects triggered by its destruction may be activated now
- b. Effects triggered by the card leaving play may be activated now
2. Discard any cards that were attached to that card (performing these steps for the attached cards)
3. Discard any cards that were face down underneath that card
4. Remove all tokens that are on that card, putting them back in their respective piles (**Note:** *this does not trigger effects that trigger upon token movement or removal*)
5. Put any dice on that card in their owner's exhausted pool (**Note:** *this does not trigger effects that trigger upon placing dice in an exhausted pool*)
6. If the card includes a Respark ability and it is the Player Turns Phase, its controller may respark it now
7. Place cards that were discarded in their owner's discard pile; conjurations and conjured alterations that were discarded return to their owner's conjuration pile; cards removed from the game are set aside
 - a. If the card was discarded, effects triggered by the card being discarded may be activated now

Note: *discarding always occurs when a card is destroyed, but "discarding" and "destroying" are different things and can trigger different effects (e.g. something that triggers on destruction will not trigger if that card is simply discarded).*

5.1.1 Destroyed Phoenixborn

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

6.0.0 Additional Definitions

Ability: an effect (or group of effects) on a unit or Phoenixborn that is prefaced with an ability name in bold followed by a colon (e.g. "**Unit Guard:** this unit may guard a unit that is being attacked.").



Active player: the player whose turn it is, or if it is not the Player Turns Phase the player with the First Player Token.

Affect: a card affects another card or player if it directly changes the game state for that card or player, or targets that card or player with an effect. For instance, a card changes another's game state if it: attaches; destroys; removes from the game; deals damage from an effect;

places tokens; removes tokens; moves tokens onto or from another card; cancels it; modifies an ability; or modifies base stats of a unit. However, a card does not affect another card if an effect chooses it, or if it targets another card with an attack or counter.

Attack value: a unit's attack value can never be reduced below zero; if it would be reduced below zero, it is considered to be 0 (including when summing attack damage for an Attack a Unit action).

Core framework event: any top-level bulleted or numbered game step in the core rulebook:

- *Prepare Phase:* Roll Dice; Discard Cards; Draw Cards
- *Player Turns Phase:* Pay a  cost; Attack a Phoenixborn; Attack a Unit; Pass; Pay a  cost; Meditate; Activate Dice Power Ability
 - *Attack actions:* Declare Attackers; Choose Target; Declare Blockers or Declare a Guard; Resolve Damage
- *Recovery Phase:* Recover; Remove Exhaustion; Exhaust Dice; Pass First Player Token

In play: a card is in play if it is controlled by any player. Unless explicitly stated on the card or explicitly allowed by the game rules, a card must be in play for that card's effects to be used.

Recover value: a unit's recover value can never be reduced below zero; if it would be reduced below zero, it is considered to be 0.

Target: a term that is used to identify that the effect of a spell, ability, or dice power is directly affecting something. A game element is only targeted if an effect explicitly includes the word "target".