Individual Card FAQs

Accelerate

Q: If I use Copycat on Accelerate, can I take side actions on my opponent's turn?
A: No. Per the Rules Clarifications, players can only take main or side actions on their turn.

Ash Spirit

Q: If I am the only player with no cards in my draw pile at the end of the round, do I have to take 1 damage from my own Ash Spirit's Smolder 1 ability?
A: Yes, Ash Spirits can be a double-edged sword. Be careful around fiery sheep!

Blink

Q: What happens to the unit I use Blink on if, by the end of the turn, the battlefield it is returning to play onto is full?
A: Per the Rules Clarifications, it is discarded.

Blood Archer

Q: If placing a wound token on my Blood Archer from the Blood Shot 1 ability would cause my Blood Archer to be destroyed, do I still get to deal 1 damage to a target unit?
A: Yes, fully resolve the ability, even though the Blood Archer is not in play when that part of the ability resolves.

Bone Crow

Q: When attacking with Bone Crow, if it triggers its Feast 1 ability, but the target of the attack changes to an unwounded card when my opponent blocks or guards, do I keep the attack bonus from Feast 1?
A: Yes.

Canyon Shelter

Q: If I have multiple copies of Canyon Shelter in play, can I activate one copy of Canyon Shelter to place a unit underneath a different copy of Canyon Shelter since focusing causes some copies to be underneath others?
A: No, each copy of Canyon Shelter independently has units underneath them.

Chained Creations

Q: If I use Chained Creations to destroy a conjuration, can I place an exhaustion token on Resummon?
A: No. Resummon does not specifically say what kind of conjuration it puts into play, so Chained

Creations cannot exhaust it.

Channel Magic

Q: Can I use this card in player vs player Ashes games?
A: Yes, up to 3 copies of Channel Magic can be included in a player’s deck, like any other card.

Chant of Transfusion

Q: What happens if my opponent uses Golden Veil to cancel the movement of a wound token onto a target unit they control?
A: Both units are targeted before resolving the effect of Chant of Transfusion, so if a Golden Veil is played, the wound token will not be moved at all.

Choke

Q: If I play Choke, can I still deal 1 damage to a target Phoenixborn even if they were exhausted before I played Choke?
A: No. Choke requires you to exhaust a Phoenixborn to deal the damage.

Copycat

Q: If I use Copycat to resolve a copy of Meteor, how much damage can I do?
A: Just the base 1 damage to all units. The copy of Meteor was played without paying its play cost, so no were spent to play it, even if one was spent to play Copycat.

Q: When I use Copycat on Odette’s Enter the Fray ability, which Phoenixborn is dealt damage in return?
A: Yours. When using Copycat, the default assumption should be that you become the player casting the spell and your Phoenixborn is using any Phoenixborn ability being copied.

Q: Can I play Copycat after my opponent uses Copycat to copy the same spell or ability?
A: Yes. Copycat may be played immediately after the originally copied spell or ability is resolved.

Q: If I use Copycat in response to an effect that can place a conjuration onto my battlefield, like Summon Shining Hydra, do I get to do so?
A: You may only place that conjuration if you happen to have a copy of it in your conjuration pile. This can only be done if that conjuration was added to your conjuration pile during deck construction as a result of including the card that can place it in your deck build. So in this example, you may only place a Shining Hydra via Copycat if you included your own copy of Summon Shining Hydra in your deck build, thus having a copy of Shining Hydra to place. If you did not include Summon Shining Hydra in your deck build, you do not have a Shining Hydra available to place vis Copycat.

Dark Presence

Q: If I use Dark Presence to give Beast Tamer the Terrifying 1 ability in addition to Tame 1, and it attacks, can it be blocked by a Turtle Guard with an attack value of 2?

A: Yes. Abilities like Terrifying check the relevant stat value only during the declare blockers/guard step, and then are otherwise irrelevant. If the Turtle Guard has an attack value above that of the Terrifying ability when it can be declared as a blocker, it may be declared.

Dimona Odinstar

Q: Is this the first ‘Mount’ unit that references exhausted units?
A: Yes, Dimona instead Promotes allies that have proved their worth in battle!

Disengage

Q: Does my attacking unit become exhausted after playing Disengage?
A: No (see Battle above).

Double Down

Q: When a conjuration is destroyed and I play Double Down as a result, can I place that same copy of that conjuration into play?
A: No, conjurations must come from the conjuration pile, and at the time of resolving Double Down, the destroyed conjuration is not yet in the conjuration pile. You must place 2 copies (or as many as you can) of that conjuration from your conjuration pile.

Emperor Lion

Q: If I play Law of Sight while using the Emperor Lion’s Decree ability, will I draw cards that I saw on the top of my draw pile while searching for a Law?
A: Due to the possibility of manipulating the order of your draw pile, you should shuffle your draw pile immediately after searching your draw pile for a Law and revealing it, despite the fact that shuffling is listed as the last part of Decree’s effect. This will ensure the cards drawn from Law of Sight are random.

Empyrean Mount

Q: Does Battlemaster do anything when targeting a unit for an attack?
A: No. If you want your Empyrean Mount to battle a specific unit, instead attack the Phoenixborn and use Battlemaster to choose that unit as a blocker. If you attacked the unit directly, your opponent could still declare a guard.

Era’s End

Q: What effects resolve when playing Era’s End in the case that one of those effects would exhaust a card with an effect pending resolution, like Crypt Guardian?
A: All unexhausted cards in play with an end of round effect at the time of playing Era’s End will be recognized as in queue to resolve. However, if one of those cards becomes exhausted, say by Crypt Guardian’s Shackle 1 ability, during the process of resolving Era’s End, the exhausted card will lose its ability text and will not resolve from Era’s End when it’s time comes to resolve.

Q: Who chooses how to resolve an opponent’s effect triggered by Era’s End?
A: The controller of the card resolving.

Fade Away

Q: Is the ‘remove from game’ text on Fade Away considered a second effect, or a modifier of the first effect?
A: It is a modifier of the first effect, indicating that after the ally is destroyed, instead of discarding it, remove it from the game.

Fade Away and Undying Heart

Q: If Fade Away destroys an ally I control that has Undying Heart attached, do I return the ally to my hand or remove it from the game?
A: Return it to your hand. The effect of Undying Heart returns the ally to your hand before that ally would be discarded. Fade Away attempts to remove the ally from the game instead of discarding it. Since the ally is returned to your hand (and not discarded), Fade Away does not remove the ally from play.

Fear and Undying Heart

Q: If I use Fear to destroy a unit with Undying Heart attached to it, will the amount of wound tokens I remove from Jessa be modified by Undying Heart’s +1 recover value?
A: Yes, Fear uses the recover value the unit had at the time it was destroyed.

Fox Spirit

Q: If I activate Pounce 2 by attacking an exhausted unit with my Fox Spirit and the target of the attack changes from my opponent’s guarding, what happens?
A: Once Pounce 2 activates, the +2 attack persists for the remainder of the turn regardless of how the opponent chooses to respond to the attack.

Ghostly Mounts

Q: If I summon Spectral Charger Mount and my opponent destroys it with Ice Trap, what happens to the ally that was removed from play to summon my Mount?
A: Consider placing the Mount and the ally underneath the Mount to be a single step; thus Dismount would trigger and place the ally into your hand.

Golden Veil

Q: When canceling one of several effects on a card with Golden Veil, such as the exhaustion token placement on Law of Fear, what happens to the remaining effects on Law of Fear that were not currently resolving?
A: Only currently resolving effects are canceled. Passive modifiers like Law of Fear’s -1 attack effect, Bound, and Fleeting, are still in effect after the exhaustion token placement is canceled by Golden Veil.

Hope Everthorn

Q: Can I use a reaction spell like Summon Sleeping Widows at the end of my turn when a unit I control is destroyed as a result of Duplicate?
A: Yes, and this reaction is considered to be used on your turn that is currently ending with regards to the “Limit 1 reaction per turn” rule.

Q: I used Duplicate on my Vampire Bat Swarm and that copy was destroyed before the end of this turn. If I put it back into play with the Swarm ability, will it be destroyed as a result of Duplicate at the end of the turn?
A: Yes, when using the Swarm ability to place that Vampire Bat Swarm back into play, it is still under the effects of Hope’s Duplicate ability.

Hunter’s Mark

Q: If I use Enchanted Violinist’s Song of Sorrow ability to destroy a unit with Hunter’s Mark attached to it, do I trigger the discard effect from Song of Sorrow?
A: Yes. Hunter’s Mark modifies the amount of wound tokens placed by Song of Sorrow, but the source of the damage is still the Enchanted Violinist, allowing you to discard 1 card from the top of that opponent’s draw pile.

Imperial Ninja

Q: What happens if I only can discard 1 card from my deck against an Imperial Ninja’s attack?
A: If you choose to discard the card from your deck, the Interrogate ability still causes you to discard the looked at card, since you discarded fewer than 2 cards.

Iron Worker

Q: If I am at or above my maximum hand limit of 5, can I still draw cards with Iron Worker’s Overtime ability?
A: Yes. You may draw 0-2 additional cards during the draw step, regardless of how many cards you have in your hand.

Meteor

Q: If I spent to play this, am I required to deal the damage?
A: Yes. You may not spend a and ignore the damage boosting effect of Meteor.

Mind Probe

Q: When I use Mind Probe, does my opponent get to see the order I return the cards back to their draw pile?
A: No. You are allowed to pick up the remaining cards, determine their order secretly, and return them to your opponent’s draw pile.

Nightsong Cricket

Q: If I play Crescendo to destroy my Nightsong Cricket, can that copy of Crescendo be added into my hand by its Renewed Harmony ability?
A: No, Crescendo is not fully resolved at that time, and is not yet in the discard pile.

Odette Diamondcrest

Q: How much damage does Odette take when using Enter the Fray against a Dread Wraith?
A: If you use Enter the Fray against an undamaged Dread Wraith, Odette is dealt 3 damage, because the Dread Wraith's attack is increased to 3 by the time Odette is dealt damage by her ability.

Q: How much damage does Odette take when using Enter the Fray and it destroys the target unit?
A: If the targeted unit is no longer in play when Odette is dealt damage from her ability, use the attack value of the unit at the time of its destruction (e.g. a Dread Wraith that has a Frozen Crown and 7 wound tokens on it when destroyed would deal 11 damage to Odette!)

Piercing Light

Q: Do multiple copies of Piercing Light stack the Overkill ability?
A: Yes (Stacking Abilities, Glossary).

Radiant Leviathan

Q: If my Radiant Leviathan is destroyed during the end of round steps, will the Prism Tetras it summons be discarded by Scatter?
A: It depends on when the Leviathan is destroyed. End of round effects are resolved player by player, starting with the First Player. If you are the First Player and resolve all your end of round effects first, then your opponent destroys your Leviathan (say, with Red Raindrop), the Tetras you summon will not be discarded from Scatter, as you have already passed the window in which you resolve your end of round abilities for that round. If your Leviathan is destroyed by Fade Away while resolving your end of round effects, the newly summoned Tetras will have to resolve Scatter during your end of round resolutions.

Rayward Recruit and Blessing of Lightning

Q: Must I choose a divine die on its power side when resolving Blessing of Lightning or the Armed ability?
A: No, any divine die, regardless of what face it is on, and including the die spent to play them, can be used to resolve these effects.

Q: Can I use the dice spent to play these cards when resolving their effects?
A: Yes, costs are paid before resolving these effects, so you may use the spent divine die.

Redirect

Q: What happens if I use Redirect to make a unit I control with Armored 1 receive that damage?
A: The unit receives full damage. Since the damage was dealt to your Phoenixborn, but received by the unit, Armored 1 does not trigger (Damage Resolution, p. 16).

Q: If I use Redirect to make my Blood Shaman receive enough damage for it to be destroyed, can I use Blood Shaman's Blood Ritual 1 ability?
A: It depends on the source of the damage dealt to your Phoenixborn that triggered Redirect. The source of the damage does not change when Redirect is used. If the source of damage was your own spell, ability, or dice power, then yes. Otherwise, Blood Ritual 1 does not trigger.

Return to Soil

Q: If I use Return to Soil to destroy a Raptor Herder, can I remove it from the game with the rest of Return to Soil's effect?
A: No. The destroyed Raptor Herder is not in the discard pile at the time of resolving that part of Return to Soil.

Rile the Meek

Q: What happens when I use Golden Veil to stop damage from Rile the Meek?
A: That damage, and all subsequent instances of damage from Rile the Meek, are canceled.

Rowan Umberend

Q: If an ally I control is destroyed by Fade Away, can I still Conscript it with Rowan, or will it be removed from the game?
A: You may use Conscript without Fade Away removing the ally from the game (See Fade Away above). Since Conscript prevents the ally from being discarded, Fade Away cannot remove the ally from the game instead of discarding it.

Safeguard

Q: If I play Safeguard and pass as a main action, ending the round, does Safeguard carry over into the next round?
A: Yes. You will be protected by Safeguard until the start of your next turn, regardless of if the round ends between those turns.

Seafoam Snapper

Q: If my Seafoam Snapper with 1 status token is dealt 2 damage while I have Fate Reflection in hand, how much damage will I do if I play Fate Reflection?
A: Fate Reflection will always deal the amount of damage dealt (2 in this case), whether or not another effect would also prevent damage. Additionally, even if Fate Reflection is used to prevent the damage, Tough is not an optional effect, so you will spend the status token for Tough even when using Fate Reflection.

Shield Mage

Q: What does Shield Mage's ability do?
A: Since your units cannot be targeted by attacks an opponent controls, the Shield Mage's Defensive Aura ability essentially means your opponent must target your Phoenixborn for an attack instead of your units. This allows you to assign blockers more freely than if they were able to target

your units for attacks.

Stasis

Q: Can Stasis be used as a reaction against Squall Stallion’s Lightning Speed ability?
A: No. Per its effect text, Stasis is considered a reaction spell for the purposes of Lightning Speed when played using the blue reaction text box.

Strange Copy

Q: If I use Strange Copy to turn my unit into a Vampire Bat Swarm, when it is destroyed, how does the Swarm ability work?
A: You may spend 1 or 1 to return that unit to play as a Vampire Bat Swarm (without tokens or alteration spells). It is not considered to be the original unit until Strange Copy wears off at the end of the turn.

Q: If I use Strange Copy to turn my unit into a Shield Mage while my opponent is attacking a unit I control, what happens?
A: The opponent continues attacking that unit. Shield Mage’s Defensive Aura ability will not be active in time to affect the declaration of this attack.

Q: If I use Strange Copy to copy an exhausted unit, do I copy its exhaustible abilities even if they aren’t active on that card?
A: Yes. Per the Rules Clarifications above, the Strange Copy unit will have all of the source unit’s printed abilities, even if the source unit is exhausted.

Q: If I transform my Psychic Vampire into a different unit with Strange Copy and it survives battle damage, but then is destroyed by a reduction in life value when it transforms back into Psychic Vampire, can I trigger Lobotomize?
A: No. Psychic Vampire is not dying from an opponent’s effect at that point, but rather from the game state change of Strange Copy’s effect wearing off.

Q: Does an ally being copied into a conjuration (or vice versa) change its card type?
A: No, the original unit is still considered its own card type for the purposes of cards like Chant of Revenge triggering when an ally you control is destroyed.

String Mage

Q: How does cancelling work when moving a token with Exchange Link 1?
A: Golden Veil can cancel the entirety of the Exchange Link 1 ability since it is played when a unit is targeted by the effect, but before resolving the effect (Target, p. 26).

Tidal Shift

Q: What happens if Tidal Shift gets canceled, such as by Golden Veil?
A: The entire card effect is canceled since the unit is targeted before resolving any of Tidal Shift’s effect.

Transmute Magic

Q: Am I required to target all players with the last effect?
A: Yes. Per the effect text, you target all players at once, then a cancel effect (such as Vanish) can be declared and resolved. Otherwise, you then change dice in the order of your choice.

Tristan Darkwater

Q: What numerals does Tristan's Magnify ability affect?
A: Abilities with a numeral in their ability title are affected. Increase that numeral by 1, and all instances of that same numeral in that ability's text. Do not increase numbers written out (e.g. "one").

Tsunami Shot

Q: What happens when I use Golden Veil to stop Tsunami Shot?
A: That damage, and all subsequent instances of damage from Tsunami Shot are canceled.

Undying Heart and Fade Away

See Fade Away.

Vampire Bat Swarm

Q: If a Vampire Bat Swarm is attacking or blocking, is destroyed, and triggers Swarm to re-enter play, is it still attacking or blocking?
A: No, the new Vampire Bat Swarm is not considered to be attacking or blocking (see Rules Clarifications above).

Victoria Glassfire

Q: When I use the Surprise! ability and I have fewer dice in my active pool than the number of dice re-rolled for my opponent, how many of my dice do I roll?
A: Roll as many dice as you can up to the amount re-rolled for your opponent.

Void Pulse

Q: How does the sequencing of effects work with Void Pulse? Can I use the dice spindown effect to prevent my opponent from having the dice to play a reaction spell in response to their unit's being destroyed, like Final Cry?
A: Void Pulse's secondary effect of drawing cards and changing dice is triggered "after [the unit] is destroyed." As the active player, you must draw cards/change dice before your opponent has the opportunity to trigger any effects off of their unit's destruction, such as playing Final Cry.

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