

Magi-Nation Duel Rules Compendium

General Gameplay Rulings

Last Updated: 11/15/01

GENERAL

- It has come to the Rules Team's attention that a particularly ugly combination of Hrada and Rayje's Boots and Rayje's Band has been making small but loud appearances at various tournaments. This combination, before the ruling below, limits the average non-Core opponent to playing only Core and Universal cards, all for the minor expenditure of two energy per turn. This is, by far, not within the spirit of the game, and nowhere close to designer intent. The Rules Team is not even sure that such a combo is functionally sound - the official interpretation of how the three cards interact was never given before now.

We'll just call this the Specificity Clarification. Steve will be providing other examples of where this ruling applies. For now we'll focus on the Hrada example.

Basically, specificity overrides generalities. What does this mean? It means that if one card specifically allows a certain card to do certain actions, it overrides another card that makes a general, blanket limitation on what actions the certain card can do.

Hrada specifically allows the chosen opposing Magi to play certain cards. This line of text overrides the blanket Effects found on Rayje's Boots and Rayje's Belt. This means that the opposing Magi is not limited by the Boots and Belt - Hrada allows them to play cards from their original region.

Since this directive specifically points at the Magi and says they can play a specific set of cards, it overrides the general blanket restrictions made by both Boots and Belt. [RT 10/08/01]

- * In those situations where the text of two different cards are directly and obviously in conflict, and no other rules governs their behavior, then the card that was in play first has precedence over the more recently-played card. This is designed to be a "fall-back" rule for unforeseen situations that may arise. [TM 01/31/01]
- * Whenever a Creature reaches zero energy, it is immediately discarded. Therefore, Creatures cannot use themselves to satisfy a Power's discard cost if the same Power requires the Creature to use all of its energy. For example, a Deep Hyren (at six energy) cannot pay for its Hurricane Power (which costs six energy) and use itself for the Hurricane's requirement of discarding a Creature. The Hyren will be discarded from energy loss first. Similarly, a Xyx Minor at it's starting energy cannot pump itself up under normal circumstances. [DT 9/8/00]
- * There is no such thing as a "negative quantity" in Magi-Nation DUEL. For example, if you only have one card in your hand, and you are forced to discard two by a game event, you are not reduced to "-1 cards in hand" and thus have to make up for that loss by somehow skipping your next draw. You simply discard what you have in your hand and then are at zero.
A similar but different situation occurs with regards to Energize Rates. If, through various game events, you manage to reduce a Magi's energize rate to below zero, the Magi does not gain a "negative quantity" of energy and thus somehow _loses_ energy during each Energize Step. He simply does not gain any.
However, note that with regards to a Magi having a negative energize Rate: in order to bring yourself to a positive number, you must still have to somehow counteract those negative Energize Rate levels if they are still in effect. If you are at -2 Energize, you must somehow bring your Rate up by at least three to once again gain energy during your Energize Step. [SM 05/20/01]
- You must follow the shuffle instructions on any card that you are playing even if you cannot follow all of the other instructions. [DT 06/01/01]

- * "Universal" is considered as a region like all the others (although it has its own special properties unique to itself). This means that if a card asks you "choose a region" (such as Braggles), you may claim "Universal" to be the chosen region. [DT 10/30/01]

ATTACKING

- * Attacking with your Creatures is done sequentially. You declare one attacker on one defender, resolve that battle, then go on to the next declaration. Playing Creatures are handled similarly. [TM 11/01/00]
- * Whenever a card refers to allowing attacks, or working with attacks (as in Will of Orothe, or Digging Goggles, etc.) it is understood that it refers to "attacks as normal," and doesn't grant special attack privileges to something that can't normally attack. For example, if you Burrow an Orothan Flyer ("can't attack"), and then play Digging Goggles, you can't suddenly attack with the Flyer. [TM 01/11/01]

- OK, let me simply reiterate. Gum-Gums can *NEVER* infinitely Slide anyway, per my ruling, and per older rulings as well. Any one instance of Slide can't be used more than once in any one attack. However, I'm going to spell out the ruling extremely plainly. If you don't deal with Weave or Gum-Gums much, this probably will never come up in your games anyway; don't stress.

Base Ruling:

Any one Effect activating when a specific Creature is either attacking or defending can activate only once for that specific Creature.

Implications:

1. If during an attack a Creature ceases to be involved any longer (i.e. the Creature loses the status of attacker or defender), this restriction is lifted. However, if the Creature regains such status, the restriction is also regained, and Effects cannot activate a second time. Example: Your Rudwot attacks my Speag. Speag gains 2e from Watch, and Watch is "used" for Speag. I can Weave Tactics to a Gum-Gum, Slide back to Speag, but Speag cannot gain 2e again for simply defending again in the same attack. Speag *can* gain an additional 2e from when the Gum-Gum is defending, however.
2. This ruling covers Effects that activate on Creatures outside of the attack as well. Simply put, an Effect can't activate twice with the same situation. Example: Your Gum-Gums Slide from Gum-Gum A to Gum-Gum B, then Gum-Gum B back to Gum-Gum A (which, by the way, can no longer use Slide again; see #1 above). Your Speag sitting on the sidelines gains 2e twice, not three times. The Speag gains 2e when Gum-Gum A is defending the first time, and then when Gum-Gum B is defending. When Gum-Gum A is defending the second time, Speag's Watch has already activated in that identical situation and cannot gain an additional 2e.

I'd like to explain some of the logic behind this ruling for those of you who are curious as to why such a simple ruling needs so much clarification. This ruling makes sense for all of the attack interactions that occur within the normal course of a Weave game. Take Quallon for instance. Quallon's Effect lets you essentially double the amount of energy moved when you use Weave. To say that Quallon's Effect is universally limited to one activation makes little to no sense - if Weave is legal multiple times, Quallon should activate that many times (which this ruling for the most part allows for). [TM 12/10/01]

CARD MEMORY

- * Creatures that leave play "forget" conditions on them while they were in play (unless otherwise specified, such as a card Recalled by Orwin), and are considered as if they were new cards when played again. Consequently, you could undream a Fog Banked Creature and it would no longer be Fog Banked when you played it again, even if it were on the same turn. [TM 01/02/01]

- * Cards that are removed from play do not retain anything, such as energy, tokens, Spell effects, attached cards, etc. These are all are discarded when their "host" card is discarded unless otherwise specified. [TM 02/03/01]

CARD TERMINOLOGY

- * In qualifying statements, the qualifier applies to everything after it (before the next period). For example, "all non-Orothe Creatures, Relics, and Magi" refers to all Creatures from non-Orothe regions, all Relics from non-Orothe regions, and also all Magi from non-Orothe regions. [DT 9/11/00]
- * Starting cards, cards obtained by searching your deck (e.g. O'Qua), cards moved to your hand from your discard (e.g. Twee), etc. are not considered to be acquired by the act of "drawing cards." Drawing cards specifically refers to the act of drawing a card from your deck and putting it in your hand when instructed to do so (whether it be during your Draw Step or via the actions of some other event, like Blu's Artifice).
However, the action at the beginning of your game where you draw up to a five-card hand is considered drawing cards, and is not considered to be part of searching for your first magi's starting cards. Keep in mind, however, that this action, as well as obtaining Starting Cards, occur before your first turn when dealing with your first Magi. This is important for some Effect which effect draws done within your turn. [SM 05/24/01]
- * References to a general type ("furoks," "pups," "balamants," etc.) refer to any of those related cards when discussing Powers, Spells, Effects, etc. However, starting cards are the actual names of the cards themselves, and as such they are specific. If a Magi starts with a "Xyx" as a starting card, you may not obtain a "Xyx Minor," but rather only a "Xyx." [SM 05/25/01]
- * There is a distinction between a regional restriction versus a regional penalty, which, while related, are not the same. A restriction disallows playing by specific regions while a penalty deals with extra cost(s) when played by specific regions. [TM 05/26/01]
- * If a Magi has a shared name, or has the Alternate keyword, it's considered the same Magi. So Sorrowing Ogar is Ogar, because they share the same name. Korg & Zet is both of them, because it has both of their names. The Dark Twins is neither by name, but they have the Alternate Hrada keyword, so they count as two Magi, one of whom is nameless and the other of whom is Hrada. [EB 08/20/01]
- If your opponent has no creatures and you do, you are considered to have more creatures than they do. You cannot have a creature larger than your opponent's largest, or have one smaller than any opposing creature, etc., if your opponent has no creatures in play.
Conversely, if you have no Creatures in play and your opponent does have Creatures in play, you have less Creatures in play, but you do **not** have a Creature smaller than your opponent's largest, larger than your opponent's smallest, wider than your opponent's tallest, etc.
And if neither of you has Creatures in play, well, then... nothing's satisfied, to say the least. [RT 11/09/01]

CONTROLLED CREATURES

- * Whoever controls the Creature when it is discarded reaps any benefits of the discard. The Creature is considered discarded from your side and then it goes to its owner's discard pile (or elsewhere, if specified). [RT 05/27/01]
- * Even if it does not explicitly say so, if you are controlling any cards that used to be your opponent's, it always goes back to their corresponding location whenever it leaves play (for example, an opponent's Creature you control that is Undertowed will return it's owner's deck. You will never have an opponent's card in your hand, deck, discard, or anywhere else besides in play.

[SM 03/28/01]

- * When a Creature is Possessed you gain control of the Creature and only the Creature. You do not gain control of any of the Spells of game effects currently affecting that Creature. [DT 12/08/00]
- * Unless there is specific text to the contrary, cards you gain control of are yours until they are discarded, removed from play, etc., etc. Whether or not the originally-controlling Magi is still in play or not is irrelevant. [SM 02/12/01]

COSTS

- So, Costs are defined as:
 1. Any specific energy costs associated with the Spell, Power, or Effect (such as the (2) listed in the front of a Power, or the energy cost as listed in the top-left corner of a Spell) as modified by other explicit factors (such as the Naroom Shadow Geyser costing less if played by a Naroom Shadow Magi);
 2. Any specific discarding of one or more of your cards, whether from play or your hand (e.g., the discarding of your non-Underneath creatures by virtue of setting off an Ormagon is not a cost, as it does not specifically single out 'your cards', but the discarding of your Warlum to use its Power is. Similarly, the discarding of cards from your hand by you playing a Storm of Fishes is not a cost, because it does not specifically single out you -- it affects all players globally, even if you end up being the only one to discard a card);
 3. Any additional costs as specifically defined by the card (for example, the Naroom Shadow Geyser also has the additional cost of discarding three Core Spells from your hand, as evidenced by the "In order to play this Spell, ..." part of the description).

Costs cannot be modified, negated, or otherwise affected by something unless it specifically addresses costs. So, since Dryte Fiend does not explicitly state that it is effective against energy loss as a result of cost payment, it is not. [RT 09/10/01]

- Paying the energy at the start of the power and self-referential discarding are both costs. [DT 06/01/01]
- Costs: Anything that negatively impacts cards you control as a result of an action you took. "Negative" includes loss of energy, discarding of cards from play, and discarding of cards from hand. Exception: Actions that have the potential to negatively impact more than one player's card are not considered costs - for example, Ormagon does not discard your own (non-Underneath) Creatures as a cost. And the three energy lost by each of your Creatures when you play Flame Geyser is also not a cost. Paying costs does not activate modifiers. [TM 06/27/01]
- Since costs don't activate modifiers, your Vashp's cost of discarding a Creature ignores Resistance. So even your Core Vashp would be able to discard your Yarothis as a cost. Think of Resistance as a modifier that doesn't activate. [TM 06/27/01]

DIE ROLLS

- * If a card action requires you to roll a die, select any targets of that action after you roll the die, unless specified otherwise. [DT 9/18/00]

DISCARDING

- * "Discard a card" means from hand unless it says from play (or other zone, theoretically), or, with logical interpretation, it implies from a zone (i.e. the Creature says to discard it and obviously it is in play, not in your hand). [TM 10/09/00]

- * You can't decide to randomly discard a card unless something specifically allows you to. [TM 11/07/00]
- * If, through the actions of opposing players, you already have cards in your hand when you flip over your first Magi, you may still obtain your Magi's starting cards. After doing so, if you have more than five cards in your hand, you do not need to "even down" to a hand of five; you simply would not draw any additional cards. [TM 11/18/00]
- * Whenever a Creature goes from play to a discard pile, in any manner, it is considered discarded from play. [TM 03/22/01]
- * If you are required to discard multiple cards as a result of some single game effect (whether from your hand or from play), all those cards are discarded simultaneously. At that point any Effects that trigger upon those cards being discarded are activated. The same logic applies to a situation where multiple cards come into play as a result of a single game event. [DT 05/03/01]

DISCARD PILE

- * A player's discard pile is considered "public knowledge" and anyone can check to see the contents at any time, so long as they do not alter the order of the cards. [SM 03/28/01]
- * During your Draw Step, if you are required to draw one or more cards and there are none left in your deck, immediately shuffle your discard pile into your deck and draw the remaining cards as needed. You may only recirculate your discard into your deck in this manner once per turn. If you need to draw from an empty deck a second time during your Draw Step, or if you need to do so for any reason outside your Draw Step, you simply do not get to draw the needed cards. There is no penalty for not being able to draw in these situations, nor do any Effects that normally are activated upon drawing a card come into play. [RT 05/11/01]
- * You only reshuffle your discard pile back into your deck at the point at which you would be normally be required to draw a card from the deck. [TM 01/01/01]

DEFEATED CREATURES

- * Creatures defeated in combat due to damage caused by an opposing creature do not get discarded by some attack-based game mechanic, but rather because their energy has been reduced to zero. [TM 11/06/00]

DEFEATED MAGI

- * Players are perfectly capable of defeating their own Magi. If at any time (including during the player's own turn) the player's Magi has no Creatures and no energy, the Magi is defeated. [DT 9/11/00]
- * Magi are not subject to the instant death rule. You check a Magi after everything currently scheduled to resolve has resolved. [TM 11/07/00]
- * A Magi can use his or her last energy to play a Creature without being defeated. If your Magi uses his or her last energy to play a Spell or use a Power, finish all of the Effects of that Spell or Power and then, if the Magi still has zero energy with no creatures in play, discard that Magi (to the Magi stack, face-up, where it is considered defeated). Note that this is not the same as how a Creature is discarded immediately for reaching zero energy. [DT 9/12/00]
- * When a Magi is defeated, all cards in play controlled by that player are discarded. This included Creatures, Relics and Spells. [RT 05/27/01]

- * If multiple Magi are defeated simultaneously, then they leave play in Player Order (starting with the Active Player's Magi) and activating any 'when defeated' Effects as they do so. For example, take Sorreah versus Adis; both are defeated simultaneously by a Flame Geyser. If the active player is the player with Sorreah in play, then Sorreah's Suppress Effect ends first when her Magi is removed from play first, allowing Adis' Haunt Effect to activate as normal when Adis is subsequently removed from play. If Adis is the active player, then Adis' Haunt Effect is still Suppressed when she is discarded from play. [SM 05/01/01]

EFFECTS

- * The timing rules of Duel dictate that Effects are resolved in play order, and all of a player's Effects are processed before the next player gets to process any Effects. For instance, Player A has two Coral Hyrens in play. Player B has a Deep Hyren and a Sphor. If Player A uses a Tidal Wave to discard the Deep Hyren, the Sphor would not gain energy until after Player A adds an energy to each of his Coral Hyrens. This is because Player A gets to process their Effects before Player B. Note that each player gets to decide the order in which they resolve their own Effects. [TM 05/10/01]
- * Effects, unless they say they are only usable once per turn, can activate as many times as you can meet their conditions per turn. For example, if you could somehow get numerous creatures to be discarded from play during a single turn, your Sphor would gain 1 energy for each one discarded. [TM 12/12/00]
- Intensify sets up an Effect-like action, IMO. When a Spell is played, then, at the same time as when you process other Effects (Scroll of Fire, Blast Gloves, etc.) you'd process the Intensify "Effect."
With this interpretation, I would actually see multiple Intensifies stacking, as you just process their "Effects" in the order you want. Correct. All doubling effects and powers stack and are calculated in the order chosen by the controller. [DT 05/30/01]

ENERGY CHANGES

- * The term "restore" is considered energy addition if the total energy change is higher than the original amount of energy on the card, and energy removal if going down. Effects which are triggered upon adding or losing energy would be activated, as appropriate. If a creature is at the same energy level he was before the Restore, then it is considered neither addition nor subtraction, and no Effects activate as a result. [TM 12/18/00]
- * Regarding game events, the term "rearrange" (or some form thereof) does NOT trigger adding/subtracting bonuses. Anything else that adds energy as a result gets adding bonuses, and anything that subtracts energy as a result gets subtracting bonuses, with the only exception to this being in a situation where energy is merely rearranged. Now, for all such instances, the card must say "rearrange" in some form. [TM 04/29/01]
- The term "move X energy from A to B" is shorthand for (and operates identically to) the term "discard X energy from A and add X energy to B." Effects which trigger off of the addition or discarding of energy trigger as appropriate. [RT 10/26/01]
- Dryte Fiend does not remove three additional energy when a Creature uses a Power that involves an energy cost. Cards that reference energy loss, discard, or removal do not affect costs. [DT 06/01/01]

LEGAL CARDS

- * Playing with demo cards is only allowed when using opaque sleeves, because they have cardbacks that are visually distinct from the final printings. [DT 9/13/00]
- * In playing older Duel cards, unless otherwise instructed through these or other official sources of current rulings, use the text from the most current printing of the cards. This is known as the Most Recent Printing (MRP) Rule. [DT 9/13/00]
- * Each expansion will have a two week wait period from the time of release until it is sanctioned tournament legal. [DT 04/03/01]
- * Current policy on Promos is that they are legal for tournament play two weeks after the game expansion following them is released. [DT 04/03/01]
- "Cards are played as the most recent printing (MRP) of the card. Special preview cards are legal for play, as long as opaque sleeves are used. Cards from a new set are legal for tournament play two weeks after their release. Promotional cards are legal for tournament play two weeks following the release of the next set. Cards from revised base sets are legal immediately upon release." [?????]

LEGAL TARGETS

- * An attack cannot be declared without a legal target. Facedown Magi are not legal targets for an attack. You cannot attack simply to reap benefits such as from Lava Balamant's Charge or similar Effects. [DT 9/11/00]
- * Similarly, Spells and Powers cannot be declared without a legal target. For example, you may not play a Spell that targets a Creature if there are no Creatures in play. [SM 01/24/01]
- * Unless the Creature or Relic specifies otherwise, it can target itself with an ability. [DT 9/18/00]
- * Face-down Magi cannot be the target of Spells, Powers, Effects or Attacks that are targeted specifically against Magi. [TM 11/03/00]
- * A Spell, Power or Effect that targets a particular sub-type of card will affect all of those cards in play. For example, a Spell that says "Add 2 energy to all pups in play" will add 2 energy to all Balamant Pups as well as all Quor Pups in play, both your's and your opponents'. Similarly, a Spell that says "Add 2 energy to all Balamants in play" will add 2 energy to both your and your opponents' Balamants, and also your and your opponents' Balamant Pups. [SM 03/11/01]

LIMITATIONS

- * If a limit is not specified, do not assume that there is one. For example, there are no limits to deck size, hand size, number of Creatures or unique Relics per player in play, etc. [TM 11/04/00]

MODIFIERS

- "Whenever a Spell, Power, or Effect modifies the amount of energy added or discarded by another card, the source of the total energy manipulation remains with the other card, and a new source is NOT created by the Spell/Power/Effect.
For example, Valkan's Pyromancy Effect causes an additional two energy to be discarded when he casts the Spell Fireball, which normally discards only two energy. However, you do not end up with a two-energy-discarding Spell accompanied by a two-energy-discarding Effect. For game purposes, what you end up with is a single Spell that discards a total of four energy. This is particularly important when other cards are preventing, say, Spells (in the Valkan case) from discarding energy. The entire four energy would be prevented, since the Fireball is discarding the energy, not Valkan's Effect.

[As most recently discussed (and the cause for this clarification) the Burrow Effect/Spell would limit the Fireball to two energy discarded (assuming the Fireball was the first source of energy discard that turn for the particular Creature) and the Creature would NOT lose an additional two energy to Valkan's Effect, even though Burrow doesn't protect Creatures from Effects. This is of course because the source for all the energy discarded is the Spell Fireball.]" [RT 06/19/01]

MULTIPLAYER

- Question: In a multiplayer game, if a player loses and is out of the game, yet he still has non-targetted 'lingering' spell effects (such as Tranquility), what happens to those? Do they remain in effect until the point where they would normally run out, as if the player were still in the game (for example, a Tranquility would last until the point where the casting player, if he were still in the game, would have had his turn)? Or should we make a ruling that when a player is out of a multiplayer game, all 'generic' spells and other game effects, physically-embodied or not, simply disappear? I suspect the latter ruling would be far less complicated and simpler to deal with. I think a ruling that lingering Spell effects (lowercase e) go away when the player who cast them expires is fine. [SM 06/15/01]

ORPHANED CREATURES

- * In rare cases, a Creature may be instructed to be put into play during a period in which their controlling player does not have an Active Magi. These Orphaned Creatures are treated the same in all cases as normal Creatures, and can perform as usual during their player's turn. Some game effects, however, are obviously incapable of being done without an Active Magi. For example, if an Orphaned Furok attacks and loses energy, it would not be able to put half of it's lost energy back on it's Magi, as there is no active Magi capable of accepting the energy. [RT 05/01/01]
- Orphaned Creature: Exactly. If you have one out during your attack step, good for you, attack with it ;) [DT 06/05/01]

PARTIAL EFFECTS

- * If a Power, Spell or Effect has multiple unconnected actions, and one or more of these actions cannot resolve, the remaining actions continue to take effect. [DT 9/1/00]

"PLAYING A CARD"

- * Anything that says "bring into play" or similar wording is considered the same as playing a Creature for all game purposes. For example, O'qua using her Conjure Power, Whall using Dream Twist or Hyren's Call bringing in a Leaf Hyren are all considered the same as if the Creature were played normally from the player's hand. That means all Effects or abilities that activate upon a Creature being brought into play (Wellisk, Robe of Vines, Staff of Hyren, etc.) are activated as normal. [TM 11/29/00]
- * The "move creatures starting energy from your Magi to your Creature" is only a device used to teach players the game with more ease. In actuality, it is a cost that is paid and then the Creatures starting energy is produced from the "grand ether of the Moonlands." [DT 05/03/01]
- * Shadow Magi are still from the Core Region, regardless of their former affiliation, and thus their Region is Core. They still have to pay the regional penalties when bringing in non-Core "shadowable" cards so a Naroom Shadow Magi still has to pay the region tax of 1e additional to bring in a Wasperine. In a similar manner, since they still have to pay region penalties on them, they by definition are out-of-region, and thus cannot be played when Rayje's Boots are out. [SM 03/03/01]

- A card is played if it goes from a region _not_ in play (such as your deck, discard or hand), and goes _into_ play, by any means -- it's pretty specific. A creature is put into play, Relics are put into play, and even Spells are put into play (albeit very briefly for most of them). Even Magi come into play, although they operate under some different rules due to their nature. [SM 05/29/01]

STARTING CARDS

- * When searching for starting cards, you look through your discard pile first. Only if the card you are looking for is not there, do you look through your deck. [SM 04/01/01]
- * If any of your starting cards are not in the discard pile, you may look through your deck, even without the intention of getting a starting card, and even only with the intention of just getting your deck shuffled. [TM 04/01/01]
- Starting Cards: All starting cards are searched for and drawn before the start of your turn. You also gain your starting energy before the start of your turn. This means that cards that you draw in your opening hand do not count against the limit imposed by Korremar. [DT 07/27/01]
- NOTE: as with all other "Any one X" reference to starting cards, you have to check your discard first to see if any cards in there match the criteria. It does not give you carte blanche to grab any card you wish. if you are looking for "any one creature" and you happen to have only a single Eebit in your discard, that card matches the criteria, and so that is the card you must take. Only if you find no cards at all matching the criteria at all do you search your deck. [RT Summer 01]

STARTING ENERGY

- Most definitely we should stick with the number on the card. That way when stuff refers to starting energy (Vim and Vigor, Ven, Ash Hyren, Forest Blessing, etc.) you don't have to try to remember exactly when/how the Creature came into play with what on it, etc, etc, etc. [TM 06/08/01]

TURN STEPS

- * "Beginning of your turn" is right before your Energize Step. The game pauses momentarily to check for any beginning of turn events. "End of turn" works the same: it occurs immediately after your Draw Step. [TM 04/29/01]

WIN STATES

- * A win is defeating all three of your opponent's Magi. A loss is having all three of your Magi defeated. A draw is a game in which neither player lost all three Magi. [DT 11/13/00]
- * If you take an action that defeats both your own and your opponent's last Magi, the game is a draw. [TM 12/13/00]

'X'

- * If a Spell or Effect as a base value discards 0 energy from a card, Effects that activate on energy removal are ignored. For example, if Valkan Tap Rooted for a total of zero energy discarded, then his Pyromancy Effect would not activate to discard an additional two energy. [TM 10/08/00]
- Something like the Dark Ayeabaw that says remove x+2 energy will still remove two energy as the 2 is not contingent on the X removing energy.

- The variable X can be modified. Clarifying examples: Orthean Gloves does cheapen the Power on Leaf Hyren, which means for $X-1$ energy it will transfer X energy. Similarly, Robe of the Ages causes Burrow to cost only X and Syphon Vortex to cost $3+X$. [DT 9/18/00]

Magi Rulings

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AGRAM

- * If Sorreah enters play while Agram is active, Sorreah's Suppress Effect will effectively freeze Agram's Energize Rate at it's current number. He will not be reduced back down to 1. Should Sorreah then leave play, Agram's Effects simply resume where they left off -- he does not gain any extra Energize levels for the period that he was Supressed. [DT 04/23/01]

EIDON

- For Eidon, his Effect is not always "on" and doesn't check to add energy until after you've announced the Creature, at which time you had better already confirmed that Eidon has enough energy to play the Creature in the first place. [TM 06/02/01]

HARROK

- HarroK chooses her Effect's target immediately upon announcement of the Spell, and then chooses the Spell's targets. [TM 05/31/01]

KORG & ZET

- * If you have a Korg&Zet card as one of your Magi, you may not have either Korg nor Zet as your other playable Magi. Korg&Zet count as two Magi -- "Korg" and "Zet" -- for purposes of duplicate-named Magi. [DT 04/02/01]
- * Korg and Zet will go into a Magi stack with one other Magi and no other cards. One of the prices for playing them is that your opponent will always know that they are there. [DT 04/02/01]

KORREMAR

- Yes and no. He cannot deny you your starting cards, since they are not 'drawn', they are searched for and put into your hand. However, when you go to even up your hand to five cards after getting those starting cards... those he can restrict, because they are drawn. People tend to clump 'get your starting cards' and 'draw cards up to a hand of five' as a single event because they are always referred to together, although they are actually two seperate and distinct actions. Same goes for stuff like Hyren's Call, Twee's effect, O'Qua's Conjure, etc. -- none of those are 'drawing cards'. In fact, Korremar really only prevents excessive drawing of things that actually tell you to 'draw a card' such as Blu's artifice or during your draw step.
- Starting Cards: All starting cards are searched for and drawn before the start of your turn. You also gain your starting energy before the start of your turn. This means that cards that you draw in your opening hand do not count against the limit imposed by Korremar. [DT 07/27/01]

MORAG

- Morag: If Morag uses his Power with X=0, nothing happens. There is no end of turn if that turn does not happen. This means that Morag cannot bounce his own relics back into his hand. [DT 07/27/01]
- (thefting and thefled relic) Well, according to Morag's text, at the end of X turns the card goes back to the owners hand. So yes, you can use it on a relic that you previously gained control of, but at the end of the original number of turns, it goes back into the opponent's hand, no matter how long you extended it for. So basically, no you cannot extend a theft for anything useful. [DT 07/27/01]

- No, the Relics would return when they are supposed to return. The duration is set when he is uses his Power, and remains in force is independant of his continued existance of a Magi, so if he somehow manages to rotate out for another Magi (Turning a GP, as you suggested), nothing changes. The Relics are usable by the next magi until they are scheduled to return to their owner's hand. If the next magi is defeated before they return, they are discarded (and return to their owner's discard pile), because they only return to the owner's hand as a result of their time being up or Morag being defeated (neither of which occurred). In the meantime, they are treated otherwise just like any other Relics. [SM 08/22/01]

ORLON

- * Barls or Wellisks controlled by Orlon do not ignore the Effects of Spells residing on other Creatures, such as Burrow or Fogbank. The opposing Creature is granted special conditions by Burrow/Fog Bank, and while the Spell is indirectly affecting your Creatures, it is really the Creature that is empowered. [TM 11/12/00]
- * If a player controlling Orlon with Barls or Wellisks in play is targetted by a Will of Orothe Spell, Orlon's Anti-Magic removes Wellisks and Barls from the whole equation. You can't do anything about them attacking or not or whether they use their Powers. Other non-Barl and non-Wellisk Creatures controlled by that player are still affected, however. [TM 10/13/00]

ORTHEA

- * If Orthea and her creatures are all defeated by a single energy-removing event (such as a Flame Geyser) they all lose energy simultaneously. As a consequence, when her Effect is activated and tries to move that lost energy to a Creature, she finds there are no longer any Creatures in play, and is thus unable to strengthen them. [RT 02/02/01]

ORWIN

- * Players have the responsibility of providing adequate means of marking cards if they play with Orwin. A suggestion would be to turn them sideways in your discard pile if you've recalled them already. Also, when you recall a card, put it upside down in your hand. Co-operate with your opponent to make it easy to identify the recalled cards. You may wish to keep recalled cards in your hand separate from other cards (place them in a pile in front of you, maybe?). [TM 10/12/00]
- * If Orwin leaves play (say, by the use of Giant Parathin's Interchange), this resets all the Recalled cards. [TM 10/12/00]
- * Orwin's Recalled cards can be Recalled again if they somehow are returned to your deck, whether through recirculation, Orwin's Gaze, Undertow, etc. [DT 9/18/00]

O'QUA

- * For O'Qua, you aren't searching for a specific Creature when you use her Power. You don't say "now I'll Conjure an Abaquist," you say, "now I'll use Conjure." If you can't find what you were intending to get, you can still get another Creature. Keep in mind that you're not required to find something, however. If you only have one Creature left, for example, and you don't want it in play, you can just let Conjure fail and not get a Creature. [TM 01/01/01]

SORREAH

- * If a second Sorreah comes into play, then the first Sorreah's Effect takes precedence. [TM 03/03/01]
- Most definately. Yes, Sorreah can start with two Shockwaves. [TM 05/29/01]

STRADUS

- What it comes down to is that the Creature was involved in an attack (as an attacker or defender) when it was defeated. This is the most logical, simple interpretation of the phrase 'defeated in an attack'. The other way (the way that I think you're thinking of) would be 'defeated by the energy loss from the opposing Creature in the attack'. So yes, any 1e creatures that attack Stradus are 'defeated in the attack'.
Actually, Shteevie's interp was as I had ruled in the past. I can't remember where (it was about Eebit, I think), but it's in line with precedents, despite the fact that those precedents weren't logged anywhere. [TM 07/23/01]
- When a Parmalag uses shield (or a Vaal for that matter) and attacks a creature controlled by Stradus, Does it still lose one energy from the effect or is the effect counted as part of the attack? The Effect is not part of the attack. Stradus takes an energy off of the Parm. [TM 06/01/01]

TONY JONES

- * Read Tony Jones' Favors Power as the following: "Power - Favors: (2) Put any one Relic from your hand into play, regardless of region." [RT 05/24/01]
- The different here is that Tony's Effect deals with regional penalties and is calculated as part of the cost of the Creature you play. Say Tony wants to play a Weebo. Tony cannot announce the Weebo if he is at 1e. He can announce it if he's at 2e (or more). Eidon can only announce a Weebo if he's at 2e (or more).
Basically, Tony's Effect is always "on" and basically cancels regional penalties for non-Universal Creatures, even when you're looking to see if you can legally announce them. [TM 06/02/01]

TRUG

- * Trug is, essentially, a reset button. All cards in play are discarded. A Colossus is discarded, as Trug's Power does not specifically affect Creatures, but rather affects all cards. [DT 9/12/00]
- * Note that even if there are Creatures in play that would normally be unaffected by Cataclysm, they will still end up discarded as a result of Trug's Power. This would occur not because they are discarded along with the rest of the cards, but rather they would automatically be discarded when their controlling Magi is defeated. [SM 05/27/01]

VEN

- * Ven's Vitalize Power uses the "restore" directive to add or subtract energy from a Creature, bringing it back to its starting energy. The discarding of energy from the Creature is included in the "restore" instruction, as is the adding of energy. Which you do depends on where the Creature's energy is currently. [TM 05/22/01]

WARRADA

- Q. Does Warrada's Dark Blooming Effect activate the same turn she is brought into play? A. Yes.

WHALL

- * If you use Whall's Dream Twist Power to bring in a non-Orothe Creature, you do not need to pay a regional penalty for it. Any such penalty is subsumed in the cost of the Power to begin with. [TM 11/16/00]

- * A Creature coming into play through Whall's Dream Twist Power is still considered to be "entering play" as normal, and would activate any Effects associated with that (such as Staff of Hyren, Wellisk, etc.). [SM 01/24/01]

ZANNAH

- In Zannah's Charm Effect, the phrase "one of Zannah's Creatures" means *only* one of her Creatures, not one or more. [RT 10/05/01]

Creatures Rulings

Last Updated: 11/15/01

GENERAL CREATURE RULINGS

- The starting energy on a Creature is, plain and simple, the number listed on the top left. Effects that add (or discard) energy from the Creature when it is played do not affect this starting energy. [TM 06/08/01]

AYEBAW

- * When Ayebaw is brought into play by Yaki, their Double Strike Effects are one and the same and are not cumulative. Your Creatures don't get to attack four times a turn, just twice. [TM 10/19/00]
- Just so I don't forget, we need to make an FAQ entry that remind people that Ayebaw doesn't get a double bonus from things like Solar Flare (probably need to generalize the ruling and use this as an example). [TM 04/30/01]

CHAOS JILE

- (regarding the demo deck printing of it): This is NOT an MRP. This is a mistake. Chaos Jile can be played by Naroom Magi. Sorry about that. [DT 07/30/01]
- when using stealth on chaos jile...does the jile's rebound effect kick in before or after the opposing creature's remaining energy is removed from it? thanks!
"after energy is removed" is actually shorthand for the part of the attack when energy is removed - that is, nearly the last step when processing attacks.
Now, Stealth makes the Jile remove energy earlier in the process. However, this doesn't mean that the Jile's Effect will go off earlier - it is still keyed to trigger after the "normal point of energy removal." [TM 11/07/01]

COLOSSUS

- * Colossus is not protected from any of your opponents' energy-discarding actions, just Creature-discarding actions. [TM 03/20/01]

DARK AYEBAW

- The ruling on Dark Ayebaw was reversed. You can pay 0 for X and still discard 2 energy. [TM 06/28/01]

DRYTE FIEND

- Energy loss, energy removal and energy discard are all the same thing. Dryte fiend does not work when a creature uses it's power that has a cost. Energy gain and energy addition are synonymous. [DT 05/30/01]
- Treat Dryte Fiend as if it reads: "Effect - Condemn: At the beginning of each of your opponent's turns, you may choose any one Creature in play. Until the end of that opponent's turn, each time the chosen Creature loses energy as a result of Powers, Spells, or attacks, discard three energy from that Creature." [RT 06/01/01] **ADD TO MRP LIST**

ERGAR

- * If two Ergar are in play, all Cald Creatures in play have two copies of the Power "Spark" and can use both Powers once per turn. [DT 05/25/01]
-

FUROK GUARDIAN

- * When a Furok Guardian saves a Creature by use of it's Terra Rebirth Power, the Creature is considered to be played as normal when it returns to play, and as such it would trigger such Effects as a Robe of Vines, Wellisk, etc. [DT 05/20/01]
- * If you use Terra Rebirth to save a Creature, and your Magi is defeated before the end of the turn, the Creature will still come into play as an Orphaned Creature. [DT 05/23/01]
- Whenever any of your Creatures gets discarded, through any means, you can use the Furok Guardian to "save" the Creature (at end of turn). It's quite good with Giant Parathin, and even your attacking Colossi that dies in the attack. [TM 07/05/01]
- Yes, you can use the Furok Guardian to save Ormagon, because the Ormagon is discarded before the Power discards all non-Underneath Creatures. [TM 07/09/01]

GIANT PARATHIN

- * Interchange brings in the next Magi in your Magi stack. You must have an undefeated Magi in your Magi stack in order to use Interchange.
- * The Magi that goes back to your Magi pile is placed there face down and is not considered defeated, nor are any Effects that rely on Magi Defeat activated. The new Magi can use any Relics left by the old Magi, even if they are from a different region. [TM 12/13/00]

GIANT PARMALAG

- * The Withdraw Power prevents Giant Parmalag as being chosen as the defending Creature during an attack. However, other Effects may cause it to become the target, such as a Gum-Gum using its Slide Effect to redirect the attack to the Giant Parmalag. [TM 01/19/01]

HEPPESWIP

- Heppeswip's Unravel Effect activates as any normal Effect -- as a response to an action. It does not prevent that action, but rather 'punishes' the opposing Creature for using their Power. [RT 11/12/01]

J'LITH

- * If you have a J'lith in play and your last Relic is swapped out for another (for example, through the use of Gia's Unearth Power), the J'lith will not be discarded when the Relics swap out. [DT 05/01/01]

KARAK

- * If a Karak steals a Relic using its Steal Power, the Orpus' Relic Guard Effect would not be activated, since the Relic has not technically left play, only made inaccessible. [TM 10/13/00]
- * If Karak uses it's last two energy to Steal a Relic, it will be discarded when it is reduced to 0 Energy, and the Relic will remain where it is, since there will no longer be a Karak to place the stolen Relic under. [TM 05/27/01]
- * If Trug's Cataclysm Power is used while Karak has a Relic underneath it, the Relic is discarded along with all the rest of the cards; it does not return to its owner's hand. [DT 05/01/01]
- Treat UNLIMITED KARAK as if: "Power - Steal: (2) Choose any one opposing Relic in play. Gain control of the chosen Relic and place it under Karak. You may not use the stolen Relic, and it

is unaffected by Spells, Effects, and other Powers. Your opponent may not play Relics with the same name. When Karak leaves play, return any Relics under Karak to their owners' hands." [TM 06/16/01] **THIS NEEDS TO BE ADDED TO THE MRP LIST**

- So Karak operates similar to Morag in that you can't use it on a Relic you already control. [TM 06/13/01] **OVERRULED? COMPARE AND CONTRAST**

KORRIT

- * Multiple Korrits on the attacking side can all activate to Pack Hunt off of one attacking Creature. It is not legal for them to Pack Hunt off of each others' Pack Hunts. [TM 11/07/00]
- * Korrits remove their energy simultaneously with the Creature they Pack Hunt with, and as such, it is considered only a single (if larger) "attack" on the defending Creature as far as Effects and other activated abilities are concerned. [TM 12/07/00]
- * Any Effects or activated abilities that would affect the Attacking Creature will also affect any Korrits that are Pack Hunting along with the attacking Creatures. For example, a Bwill attacked and defeated by a Vulbor and a Pack Hunting Korrit will discard both attacking Creatures as a result of its Karma Effect. [TM 12/07/00]
- * Korrits may not use Pack Hunt when the Creature they are Pack Hunting along with is attacking a Magi directly, only when attacking another Creature. [TM 01/19/01]
- * Korrits may only opt to join in an attack with Pack Hunt when the initial attack is declared. You cannot Pack Hunt later in the attack sequence. [SM 02/29/01]
- * If you attack a Gum-Gum and you have one or more Korrits Pack Hunting along with it, they also Slide when Gum-Gum activates its Effect. Although the Slide Effect means the attacking Creatures now have a new target, this does not now allow a Korrit to Pack Hunt in the attack if he wasn't already involved. [SM 02/29/01]

Going off your Binding/Lascinth commentary over on M-Pire, you could Belt Lascinth's Hungry Effect to allow you to disregard the need to attack each turn, correct? Since the Belt is not preventing him from attacking, just allowing him to attack as a normal card might (which, of course, includes the option to not attack at all if you so desire).

LASCINTH

- Lascinth's Reflexes Effect allows it to remove its energy from its opponent first, as opposed to simultaneously (as is normally done). If Lascinth removes all the opponent's energy as a result of this early shot, then the creature immediately dies before getting the chance to do its own damage in return. [RT 11/12/01]
- It is possible to Lockdown the Hungry Effect with Rayje's Belt. This does not actually prevent the Lascinth from attacking, but rather simply removes the requirement that it attack each turn. As a result, it may simply attack or not attack as would a normal Creature. [TM 11/08/01]

LOVIAN

- * Lovian's Resistance Effect protects it from all Spell actions, including any that don't directly target it (e.g. Typhoon). [DT 9/11/00]

OROTHAN FLYER

- * Although it has an Energize rate, an Orathan Flyer is not a Magi. Your opponent does not have to defeat all your other Creatures before attacking the Flyer, and if the act of using the energy from

an Orathan Flyer to bring in a new Creature reduces the Flyer to zero energy as a result, the Flyer is discarded as normal. [TM 11/01/00]

- * Not being able to attack doesn't mean the Orathan Flyer doesn't participate when attacked by an opponent's Creature. It still removes energy from the attacking Creature as normal. [TM 11/01/00]
- * You may play Creatures with the energy from Orathan Flyer during the same Bring In New Creatures step in which the Flyer itself was brought in. It's Summon ability is an Effect, not a Power, and thus can only be used when it is activated, which is during it's controller's Bring In New Creatures step. [TM 11/01/00]
- * When using energy from the Orathan Flyer to bring in new Creatures, all activated effects, penalties, etc. still apply. For example, regional penalties would still apply as per your Magi, and a Robe of Vines would still add one energy as normal regardless of whether you brought a Naroom Creature into play using energy off your Magi, or energy off an Orathan Flyer. [TM 10/06/00]

ORPUS

- * If you have both a Relic Mirror and an Orpus in play, you may choose which Effect activates first in order to save the Relic. [TM 10/13/00]

PHRUP

- * Any number of means -- such as the playing of a Creature from your hand during your Bring In New Creatures Step, O'Qua's Conjure or even Hyren's Call -- can bring a Creature into play, and Phrup is effective against all of them. However, when Phrup refers to "Any energy that was used is returned to that player's Magi," it is referring to energy that was actually spent off the Magi to be placed on the Creature, such as when you play a Creature during your Bring In New Creatures Step. If you use Hyren's Call to bring in a Creature, which then was responded to by Phrup, the energy used to pay for the Spell would not be returned to your Magi, since it was already spent to fuel the Spell in the first place. Once underway and paid for, the Spell essentially brought the creature in for free. The affected Creature card would still be returned to the owner's hand, however (even if the card originally came from some other region, such as their deck or discard). [SM 05/01/01]

- Literally speaking, Phrup does a number of specific things:
 1. Discards itself.
 2. Returns the card to your hand.
 3. If you used any energy from your Magi to play the card, that energy goes back to your Magi.
 4. Prevents you from playing cards with the same name again this turn.
 - (5. It's assumed that Phrup cancels any actions of the played card.)Now, as worded, this is how Phrup interacts with cards like Hyren's Call, O'Qua, Whall, etc. All these cards use another card to facilitate playing of the card you'll Phrup. Now, did you spend any energy to put that Colossus in play with Whall? Technically, no, that 12e came from the "ether" as Steve puts it. So no, you don't get any energy back. Similarly, that Hyren's Call cost you 6e, but the Hyren was "free." So the Phruped Hyren doesn't give you back any energy. And Conjure cost O'Qua 4e to use as a Power, but the Conjured Creature got 4e for free. O'Qua didn't use 4e to play the Creature, she used 4e to play Conjure. [TM 06/05/01]

- Phrup is used after all costs are paid. Discarding the cards for Implosion is a cost. Phrup does not give you back the cards, of course, and you're stuck with only getting the one energy and the Implosion back. [TM 07/27/01]

TREE HINKO

- * With regards to Tree Hinko, the phrase "Your Magi" is actually referring to the player ("The player's Magi"), and is not referencing a specific active Magi. As such, even if you lost another Magi immediately after activating the Hinko, your next face-up Magi would benefit when he next energized. [SM 05/05/01]
 - Tree Hinkos are cumulative and still apply the bonus even if they're discarded from play in the meantime. [TM 05/30/01]
 - Tree Hinko works on the next time any one of your Magi energizes. It doesn't care whether it's the Magi that actually played the Tree Hinko, no. [TM 07/03/01]
-

TWEE

- * If you control a Twee originally owned by an opponent (say, it was Possesed by an Abaquist), then when the Twee is discarded from play, it hits your discard pile, allowing you to gain the otherwise-topmost Creature from your discard pile into your hand. However, as soon as that happens, the Twee is then returned to it's original owner's discard pile (with no further Effects activating as a result of that transfer). [TM 10/30/00]
-

WELLISK

- * Wellisk's Dream Barrier Effect can be played whenever a player is playing a Creature by any means, be it from their hand, their deck or wherever. [DT 12/14/00]

Spell Rulings

Last Updated: 11/15/01

GENERAL SPELL RULINGS

- * If a Creature changes controllers (for example, if an Abaquist Possesses it), any Spells that may have been on the original Creature are still "controlled" by the Magi that played the Spell in the first place. For example, a Fog Banked Creature that changes controllers still retains the original definition of "opponents" according to the Magi that originally played the Fog Bank. [DT 12/08/00]
- * If a Spell specifically affects a chosen Magi, and then the Magi somehow leaves play (for example, the Giant Parathin's Interchange Power or by being defeated), then the Spell no longer applies, and will not affect the next incoming Magi. Careful, though, as some Spells affect players, not Magi. Those Spells will continue to have their Effect irregardless of who the player's active Magi is. [TM 02/12/01]
- * When a Magi is defeated, any Spells that the Magi played are also discarded from play. This refers only to physical cards (such as Fog Bank) and not to "ongoing" Spell effects that may be unresolved and in play but not actually tied to a physical card (such as Entangle). [RT 05/26/01]
- I'm afraid not, Dr. Bob. Spells work similar to Powers, and once you start the step sequence, which begins with announcing the Spell, you must follow the steps to completion. I guess that hasn't been made clear before. [TM 05/29/01]
- 2. What happens if you cast a spell that has no effect? For example, last night I cast Solar Flare even though none of my Arderial Creatures had successfully defeated an opposing Creature. Did I just waste 4 energy, or would this spell have been prevented? 2. The spell has no effect. You wasted 4 energy. [DT 06/01/01]
- You can't announce a Spell or Power or Creature if you can't pay the cost, simply to gain some side benefit. [TM 06/02/01]
- The description of "spell" in the current rulebook (where it refers to spells being discarded when a Magi is defeated) is a little vague, because it unfortunately does not make the distinction between a spell (i.e., the card itself) that is still in play and a spell's effect that may still be ongoing. When Magi is defeated, all cards in control of that Magi are discarded from play, and that includes spell cards that are attached to other Creatures, such as Fog Bank, Nightmare Channel, etc. They are all discarded and their effect ceases to be when their controlling Magi is defeated. This occurs regardless of who's Creatures they happen to be attached to. However, spell effects are not necessarily cancelled when their casting Magi is defeated. As an example, if you cast an Entangle on your opponent, only to end up defeating your own Magi immediately thereafter, the effects of the Entangle do not disappear -- your opponent will still not be able to play spells on his next turn. [SM 06/23/01]

ANARCHY

- The Creatures with Resistance are not affected by either Gloom or Doom. And cannot be chosen for Anarchy, among other things. [TM 06/20/01]
- Anarchy is worded so that it cannot be played if any player cannot chose a Creature. [DT 06/21/01]

BOIL

- Cald Magi may play Boil when it has been Entombed. [RT 07/13/01]

BURROW

- * "Burrow" is a specific game mechanic which transcends just the existence of the Burrow Spell. That card text (and others that refer to Burrowing) are simply redundant descriptions of the game mechanic. As such, specific card text may override the Burrow game mechanic, even if they are enacted after the Burrow Spell is already in effect. [SM 02/12/01]
- * If a Creature is Burrowed, that does not affect how much energy is removed in return when it is the subject of an attack by something else. A Burrowed Creature with 7 energy will still remove 7 in return if something attacks it. [SM 12/10/00]
- * For multiplayer, don't forget: "X" turns means it's however many turns TOTAL, not just 'your turn' or 'your opponent's turn' unless specified otherwise (i.e., Fogbank). So a Burrow for three turns in a four-player game would burrow for the remainder of Player A's turn, all of Player B's turn, and all of Player C's turn. Player D and beyond are free and clear to attack and damage as they see fit. [SM 12/10/00]
- If you burrow using the spell for five turns and for ten on the same turn the two spells start counting down at the same time and you are double burrowed for 5 turns and then single burrowed for the 5 turns after that. [DT 07/27/01]

CATACLYSM

- A Cataclysm will not discard Nara's Ergars, Barqua's Bubbled Creature, and a Fird Stone can be used to save a Furok. All of these do not affect Cataclysm itself, but rather prevents or mitigates the effects of the Spell. [RT 11/08/01]
- Cataclysm does not "specifically discard creatures." As such, both Collosus and Crystal Parmalag, who are only protected against specific creature discards, are discarded by Cataclysm. Orlon's Anti-Magic'd Barls and Wellisks, however, are protected, since they are unaffected by any opposing spells. [SM 11/12/01]

CRY OF THUNDER

- Was it the intent of this card to discard the creatures you summoned after the Attack step, that weren't in play when the spell was played? Yes [DT 05/29/01]

DEADFALL

- Without the card texts right in front of me, I'd say yes. It's a Spell, it's discarding energy, Valkan triggers. Pretty good combo. [TM 07/27/01]
- Deadfall discards the energy once the Creatures are already in play, so, yes, Wings would prevent two energy loss from each Creature affected. [TM 06/28/01]

INTENSIFY

- * Using Hubdra's Spear in conjunction with Intensify removes all energy from a Magi, as long as that Magi has at least 2 energy to start with. The Spear is removing energy from the Magi, so that energy loss is doubled with Intensify, even though that energy loss is variable. [DT 05/16/01]
- Card intent was cumulative. Activates on announcement of the spell. [DT 05/30/01]

NIGHTMARE CHANNEL

- But a NM channel would be different, right? If they interchange after you target them w/ NM channel, their next magi is unaffected, right? Correct. [TM 06/26/01]

RESONATE

- Player A has guard wings in play and a 1e creature. Player B wishes to use Resonate to destroy the Wings and kill the 1e creatures. Can he do so? No. Everything Resonate does happens simultaneously, and since the Wings doesn't leave play (and thus lose its Effect) until the Resonate has tried to discard energy from the Creature, the logistics don't pan out. [TM 06/30/01]

SHOCKWAVE

- * A Shockwave does not cause the creature to lose energy to the point at which it reaches zero. What it does is bodily remove the card from play and move it to the discard pile, without affecting the energy on it at all. You only then get rid of the energy on the creature because it's already been discarded from play, and you don't keep counters, energy, tokens, etc., on any cards that have left play. [SM 04/30/01]

SHADOW RAIN

- * If the Creature you used Shadow Rain upon is removed from play before the end of the turn, you still get to draw a card. It is not dependant on the Creature's continued existence for that to occur. [DC 03/06/01]
- * If Shadow Rain is used during the second P/R/S step, all of the energy from the chosen Creature is returned to your Magi at the end of your Attack step on your next turn. [DT 05/25/01]

TAP ROOTS

- * You may choose to discard or add 0, 1 or 2 energy idependantly from each other. For example, you may choose to discard 0 from one Creature and add 2 to another. [TM 11/09/00]

TIDAL WAVE

- * If you are casting this as an out-of-region Spell, you don't need to pay another regional penalty for the bonus removal cost. Optional costs don't incurr the penalty. [TM 11/10/00]
- OK - that leads to an interesting question. Can you, with a 10E tidal wave, actually target the SAME creature twice? Thus eliminating the possibility of a single Ummm... No! from cancelling it? Nope. Tidal wave specifically mentions that the second target is a different one: "For an additional four energy you may choose and discard a second Creature from play." [SM 06/12/01]

TRANQUILITY

- Treat as if: "Until the beginning of your next turn, if a Spell, Power or Effect would discard energy, that portion of the Spell, Power or Effect has no effect. Draw one additional card during your Draw Step this turn." **ADD TO MRP LIST**
- (with regards to Raxis) Very, very different. Gilded Cage and Underlords Shield look at the outcome. Tranquility looks at the potential. Raxis is not in the category of a Power that "... would discard energy ...". It is in the category of a Power that "... may discard energy ...". It is not a sure thing and so is not prevented by Tranquility. Tranquility prevents Powers/Spells/Effects that are going to remove energy. Raxis may or may not discard energy. Underlords Shield checks to see if the discarded cards were cause by a card of the opponent's, which they were in the case of Giant Vulbor, not if a Power defiantly did or did not discard cards. [DT 06/01/01]

- Raxis works under tranquility. Raxis does not fall under the category of "would discard energy." [DT 06/01/01]
- You would have to choose to add energy and not discard any energy for both Lightning and Tap Roots. [TM 06/11/01]
- For Ogar, if the die roll would discard energy, it instead does nothing (Tranquility prevents you from discarding the energy from your Creatures as well.) [TM 06/11/01]

UMM...NO!

- Treat as if: "Play Umm... NO!! when an opponent plays a Spell that would discard one or more of your Creatures from play. Choose one of your Creatures that would be discarded. The chosen Creature is not discarded by the opposing Spell. You may play Umm... NO!! on your opponent's turn." **ADD TO MRP LIST**
Bottom line: if choices are made, you get to cancel one choice. If no choices are made, then you get to just protect one of your Creatures which otherwise would kick the bucket.
So even if a Spell does more than discard just one of your Creatures, Umm...NO!! can protect a Creature of your choice. Note that this means a full 10e Tidal Wave will still discard one Creature if you play Umm...NO!! You do, however, get to pick which Creature to save. [TM 06/11/01]

WILL OF OROTHE

- * Will of Orothe grants control of attacks during the attack step and doesn't lock in the current in-play Creatures when it is cast. When the chosen opponent's Attack Step comes around, the player of Will of Orothe decides what attacks will be done with the Creatures that opponent currently controls, whether it be fewer or more than when the Spell was initially cast. [TM 01/11/01]
- (with regards to energy band and WoO): Energy Band would force you to choose that Creature to attack one of your Creatures (or your Magi if you didn't have any Creatures).
Will of Orothe lets you act as "Executor of the Attack" but doesn't let you override text in action. For example, you can't use Will of Orothe to make an opponent's Orothan Flyer attack, since normally it can't. And if for some reason it would benefit you, you could choose for an opponent's Creature controlled by Yaki to attack twice. [TM 05/29/01]
- A Lovian (due to Resistance) or a Barl or Wellisk controlled by Orlon are not subject to having their attacks determined by a Will of Orothe, as they cannot be affected by the Spell. Similarly, a Shadow Cloaked Core Creature would also be unaffected by the Spell. [RT 08/01/01]

Relic Rulings

Last Updated: 11/15/01

GENERAL RELIC RULINGS

- * The ruling on Relics specifies that Magi cannot play Relics from other regions. There isn't anything inhibiting them from using the Relics as long as they can get them into play somehow. [TM 12/20/00]
- * Players do not pay a regional penalty when playing relics that are not of their region. For instance, Warrada may play Essence of Naroom without paying any energy. [DT 05/25/01]

ABWYN'S QUILL

- * The use of an Abwyn's Quill is triggered when a player announces that they are playing a Spell or using a Power. For example, when your opponent announces that they are playing Submerge, you then may use the Quill to change "Orothe" to "Arderial." In such a case, they would now have to choose an Arderial Creature in play, if there is one. They cannot choose another Creature and have the Submerge voluntarily fail. The whole Spell will only fail if there are no legal choices to make when a choice needs to be made. [TM 05/26/01]
- * If your Magi is Shadow O'Qua (created by Nagsis), it would be possible for a player to use an Abwyn's Quill to allow her Conjure to bring in Core Creatures. [SM 05/08/01]
- No, it just changes one instance of a region name per Spell or Power. If you changed the first "Core" to "Cald," Blight would read: "Discard two energy from each non-Cald, non-Bograth Creature and Magi in play. Add one energy to each Core and Bograth Creature and Magi in play." [SM 07/05/01]
- That last part (lasting all turn) is really only referring to stuff that stays in play (Powers and a very few Spells), since once stuff leaves play it loses card memory. And Quill is only referring to the one instance of Spell or Power that you Quilled - if that Spell is retrieved from the discard pile and then played again that same turn you could Quill it again because in essence it's a new Spell, and would not have retained the region change. However, if a Power somehow could be played twice in one turn, the second time it would retain the region change, since it remained in play. Once per Spell or Power only restricts you from changing more than one region in a Spell or Power. The intention is not to restrict you from Quilling a second instance of the same Spell or Power; rather, Quill can't be used twice on, say, Boil, to change two regional references. [TM 06/28/01]
- Only regions from which there are cards released (or in the case of tournaments, legal for play) would be allowed by Abwyn's Quill; it'd otherwise be too ripe for abuse by scurilous players by declaring the "Pickle Region" or some such made-up name ("Honestly, I got an email from Dan, really! He says it's slated for late 2003. I swear, really.") Note that since Awakening was released with both a Kybar's Teeth and a Weave creature each, you can use either of those as legal regions for the Quill. [SM 07/04/01]

BLAST GLOVES

- Not unless the Thunderquake or Flame Geyser only discarded energy from a single Creature. As Blast Gloves specifies, it only can be used in those situations. [TM 06/26/01]

CLIMBING STAFF

- Climbing Staff can be used whenever a Power, Spell or Effect has an influence on your Magi or hand, whether that be when you first get hit by the PSE or later on, when some ongoing effect is

still affecting your hand/Magi. [TM 10/29/01]

- Climbing Staff cannot be used to counter Korremar's Mind Shock, as that Power affects a player, and not a Magi or hand. [DT 10/29/01]

ENERGY BAND

- * Attacking "if able" is only a restriction applied in the Attack Step by the Energy Band. That means that you can use it in the first Powers/Relics/Spells Step regardless of whether the Creature will be able to attack, and then deal with that later, in the Attack Step. At which time the Creature attacks if it can, and doesn't if it can't. [TM 04/22/01]

FIRD STONE

- Last week or so, the issue of timing with stuff such as Fird Stone came up. The issue was in timing interpretation; on one count, you had the Fird Stone somehow 'predicting' the future to prevent something from affecting your Furoks, while on the other count you had it reversing an effect that already occurred. Neither was really appropriate as to how it (and similar situations) operates. So to correct that so that the timing sequence is accurate, we are introducing a new mechanic (or rather, bringing an old term back from the grave in a new form): "As". This isn't actually something new created for this instance, because this timing element will see heavy use in several future cards. In fact, we're jumping the gun a bit with this, as we know this question will arise once Dream's End is out. :-)
Basically, "As" is a situational term that will depend on the context, and describes a procedure whereby you can interrupt an event at a specific point.
In the case of Fird Stone, the rewritten Fird Stone would be worded something like this (this is approximate; I don't know how the exact wording would be):
"Effect - Fird Favor: As a Spell or Power is affecting one or more of your Furoks in play, you may discard two energy from your Magi. If you do, the Spell or Power does not affect any of your Furoks in play."
This essentially allows you to 'short-circuit' the affecting circumstance as it occurs. Like I said, you get the general idea of how it's supposed to work (and we'll integrate it a little better and more formally soon). [RT 09/10/01]
- Fird Stone will not be able to rescue anything should Trug's Cataclysm Power be used; when the Magi is discarded from play, all cards controlled by him is discarded as well. [RT 05/01/01]

GILDED CAGE

- * Gilded Cage and Underlord's Shield look at the outcome of an opposing action to determine whether or not they activate. Since the Giant Vulbor, through energy manipulation, caused you to discard card(s), GC/US would activate. While you are making a choice, your choice is prompted by the Giant Vulbor. [DT 05/03/01]
- Most certainly. Discarding Gilded Cage to a Vulbor when you have a choice not to will still draw you their hand's worth of cards. [TM 06/28/01]
- If I have a Gilded Cage in my hand and an opponent use a Storm of fishes to discard spells. How many cards do I have to draw? When Gilded Cage activates, everyone has already discarded their cards, so you'd only get six cards, not eight. [TM 07/27/01]

GORGLE'S GLASSES

- 1) Can you draw multiple cards with Gorgle's Glasses if a single Spell/Power removes all the energy from several creatures at once? Yes. If you use Thunderquake to discard three opposing creatures, you draw 3 cards. [SM 07/04/01]

GRIM GOBLET

- * If Grim Goblet is removed from play as a result of your Magi being defeated, it's Effects does not cause you to discard your hand, as it is not your opponent who is discarding the Relic, but rather the game mechanics themselves. [SM 03/03/01]
- 2) Stealing a Grim Goblet: This is of course usable immediately by the new controller, correct? Yes. In most cases, the goblet would not likely have been put in play by your opponent that same turn you gain control of it anyway. [SM 06/18/01]

HOOD OF HIDING

- * If a Hood of Hiding is removed from play after it has been activated, it's Power will continue to operate, since it's not the simple existence of the card or a continuous Effect that is preventing the attack, but rather it is the consequence of an already-activated Power that is providing the protection. As such, the Power will continue along merrily even if the originating object is gone. [SM 12/07/00]

HUBDRA'S CUBE

- 1) I use Relic Subversion (Hubdra's Cube) to take control of my opponent's Energy Band. 2) I use Lockdown (Rayje's Belt) on Relic Subversion (Hubdra's Cube). 3) I use Pound Pound Pound (Relic Stalker) to discard my Hubdra's Cube. 4) My opponents Energy Band stays in play under my control even though Hubdra's Cube is discarded. Except that the Cube's Power sets the condition when you use it; Belting that Power does not remove this condition. It's as if the Cube's Power added the non-Power/non-Effect line to Cube when you use the Power. Because technically, if you had a Relic that could somehow "jump on" other Relics, and it jumped on Hubdra's Cube, and you hadn't used the Cube at all, the "Jumped On" Relic would remain in play if the Cube left play. This is because the Power sets up the discard catch as a one-time condition that applies after you use the Power, but is not part of the Power persay and cannot be "turned off" by turning off the Power. [TM 07/24/01]
- Belting Cube's Power would not get you your relic back, since the relic is under your opponent's control (e.g., the cube's Power isn't 'holding' it there) The only way to get your relic back is to steal it back. [SMc 10/31/01]

MAELSTROM FLASK

- Read as: "Uncork: Discard Maelstrom Flask from play. Reveal the top four cards of your deck. You may choose any one revealed Spell. If you do, discard all other revealed cards and play the chosen Spell for half of its energy cost, rounded up. If the chosen Spell has an X in its cost, X must equal zero. If you do not choose a Spell, discard all revealed cards." [RT 10/07/01] **ADD TO MRP LIST**

MIRROR PENDANT

- * If a Magi's Power has a base cost of 0, a Mirror Pendant may still copy it. It will cost 2 energy (0+2=2) to activate in that situation. [TM 11/10/00]
 - We need to keep in mind that Mirror Pendant is misworded in UL: as is it lets you play the Power from your Magi even if you don't have any energy to pay for the Power. Basically, it should read: "Power - Auralection: Choose any one Power on your Magi. You may discard energy from your Magi equal to the chosen Power's cost, and discard an additional two energy. If you do, play all actions of the chosen Power." **ADD TO MRP LIST**
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RAYJE'S BELT

- * When a Power or Effect is named, it affects all Powers and Effects by that name, even if they are unrelated -- the name is what the Belt reacts off of. For example, if you name "Crushing Sweep" as what will be suppressed by the Belt, it will suppress both any Powers that are named that as well as any Effects that are named that. [TM 05/02/01]

SCROLL OF FIRE

- * Although it has the same name as a Spell, Grega's Thermal Blast is a Magi's Power, and not a Spell nor a Creature's Power, and so is thus not affected by a Scroll of Fire. [TM 11/12/00]
- * Scroll of Fire should read "Whenever a Spell you play or a Power of one of your Creatures removes energy from one or more Creatures, remove one additional energy from each of those Creatures." **ADD TO MRP LIST** [TM 12/02/00]