Spellfire: The Antigonish Variant
Rules, Version 1.1 – December, 2021

The rules for the Antigonish Variant of Spellfire (henceforth abbreviated as TAV) are slightly different than those of standard Spellfire (henceforth referred to as "standard").

INTRODUCTION

The aim of every version of Spellfire, whether standard or TAV, is to build an empire of six *unrazed* realms. As each player builds their empire, other players try to destroy it. Players use fantasy champions (clerics, heroes, monsters, wizards, and others) to attack and defend their empire. Spells, magical items, artifacts, events, allies, and other special cards aid these champions. If the attack is successful, part of the defender's empire is *razed* (flipped over). It is now a *razed realm* and its special power no longer works.

Note: Six realms in play is a *completed formation*, but only six *unrazed* realms means victory.

THE CARDS

Each card has a similar look and layout. The horizontal cards are the realms that make up the player's empire. The rest of the cards are laid out vertically. In the upper left-hand corner is an icon that identifies the card type. The wizard champion icon and wizard spell icon have the same shape, but different colors. The same is true for the cleric champion icon and the cleric spell icon, the psionicist champion icon and the psionicist power icon, etc.

Seven of these icons belong to a single card type: champion. Clerics, heroes, monsters, wizards, psionicists, thieves, and regents are champions. Rules that discuss champions apply to all of these cards. There are some rules unique to individual types of champions.

Some of the icons have a number. Most champions have a number, which is the *level* of the card. The higher the level, the more powerful the card. Most cards have levels ranging from 0 to 9, though a few cards have much higher levels of power. Some champions and allies have a "?" for a level. This means that their base level won't be known until conditions on the card are performed.

Other card types have a number with a plus sign (+) or a minus sign (-) in front of them. These are *modifiers* that change the level of the champion by their plus or minus value.

WORLDS

At the bottom of the card is a marble box that contains four elements, the most obvious of which is a world logo. The logos are Advanced Dungeons & Dragons, Birthright, Dark Sun, Dragonlance, Forgotten Realms, Greyhawk, and Ravenloft. Only champions, artifacts, realms, and holdings have world logos, and these logos dictate how cards work together. For example, an AD&D champion can use only an AD&D artifact. AD&D realms can have only AD&D holdings attached to them.

SPECIAL POWERS

The marble box at the bottom of a Spellfire card contains its special power. This power is an ability or function that falls outside the normal rules of the game.

Racial and movement characteristics are not considered to be part of a card's special powers. An elf always remains an elf, a flyer always remains a flyer, and an undead champion always remains an undead champion. Cards that strip away a card's special powers never strip away these characteristics. Card powers that specifically strip away a champion's ability (such as flying, swimming, or another characteristic) work normally.

The Spellfire Reference Guides (volumes I, II, and III) also list clarifications that are not printed on the cards themselves. This grants characteristics to some champions, making them flyers, swimmers, undead, etc. These are called *blueline* rules, and they are not optional in Spellfire: TAV—they are officially part of the rules.

THE DECK

A Spellfire: TAV deck contains a mixture of realms, holdings, champions, allies, events, spells, magical items, artifacts, and other cards. The precise mix depends on the deck and the player. Each type of card has its own purpose and value in the game.

No individual card can appear more than once in a deck, unless that card states that multiples are allowed in the same deck (such as the Shaqat Beetles or War Party). A card is considered the same if it has both the same icon and the same name.

A Spellfire: TAV deck can have either 55 or 56 cards. The breakdown is as follows:

-0–3 Rule Cards
-8–15 Realms
-0–6 Holdings
-1–20 Champions totalling 90 levels or less
-0–10 Artifacts
-0–12 Magical Items
-0–10 Events
-any number of Allies
-any number of Blood Abilities
-any number of Spells
-any number of Psionic Powers
-any number of Thief Abilities
-any number of Unarmed Combat Cards
-any number of Wizard Spells
-0-1 Dungeons (optional)

Total cards: 55 or 56 (depending on whether a dungeon card is present or not).

The champions in a deck may not total to more than 90 levels. Use the number appearing in the icon on the card to determine a champion's level. If there is more than one number in the icon, use

the first one. If there is a question mark in the icon, the icon level counts as 0 for deck construction purposes. Note that each player can include one avatar in their deck for free; its levels don't count toward the 90-level maximum (but it still counts as a single champion).

DUNGEON CARDS

These special cards are considered a free card in deck construction; they don't count as part of a deck, thereby creating actual deck sizes of 56 cards when present. Originally introduced in the Dungeons expansion set, dungeon cards grant a player special advantages. Think of them as personal rule cards—a rule card that only affects its owner.

How Dungeon Cards Work

Players shuffle their dungeon card into the deck like they do a normal rule card. A player may play a dungeon from their hand on their turn, during phase 2. They may play a realm, a holding, and a dungeon during the same turn.

There are only three ways to remove a dungeon card. The first is by casting a Wish spell. If the Wish is successfully cast, the dungeon is placed into the discard pile.

Gib Kcir has a special power that allows it to place another non-realm card in the Abyss. This works on a dungeon as well (as would another similar champion power).

The final way to remove a dungeon card is by attacking the dungeon itself. This is performed in phase 4, instead of attacking an opponent's realm. In order for a dungeon card to be attacked, however, there must be a "path" to the dungeon (of razed realms). If the realms in front of the dungeon are unrazed, no attack on the dungeon can be launched. If the attack is successful and the dungeon card is "razed," it is placed into the discard pile. The attacker then draws a spoils. If the defender defeats the attacker, the defending player gets to draw a spoils. In either case, combat ends.

Spoils gained via combat involving a dungeon work exactly like spoils gained via realm combat.

STARTING THE GAME

To find out who goes first in a TAV game, each player cuts their deck to one card, noting the last digit of that card's number. The player with the highest number goes first. In case of a tie, the players who tied cut again until one of them draws a higher card. Each player then shuffles their deck thoroughly and places it face down on the table. The player to their right is entitled to cut the deck before the owning player can draw any cards. Each player has their own draw pile and never draws cards from any other draw pile. Each player draws five cards to form their starting hand.

All players always draw the indicated cards below during their first turn, regardless of any card that limits the number of cards an opponent can draw. For example, if player A plays the Taxation rule card before their first turn, all players still draw three cards for their first turn. After the first turn, normal rules apply (so everyone would follow the rule card after their first turn).

At the start of a player's turn, they draw three cards. Play proceeds clockwise around the table. At the end of a player's turn they can have only eight cards in hand; extras must be discarded during phase 5. Events are sent to the Abyss when discarded; all other cards go to the discard pile.

Two-Draw Mulligan

If a player has not played a realm and does not have a realm in their hand that they could play by the end of their second turn, stop the game and start over. No one wins or loses. The player calling for a mulligan must have played any helpful event cards that might give him a chance to get a realm, such as Good Fortune, and they must reveal their hand to prove they have no realms. It is possible for a player to draw a realm, but then be forced to discard it through card play. If, however, the player chooses to discard a realm of their own volition, they may not call a mulligan. The player can call for a mulligan as long as they never got the chance to play a realm card onto the table. If a player has realms in their hand, but other players have them all in play, they can still declare a mulligan.

A mulligan can only be declared by the same player once. On the second game, that player is forced to continue play with the cards they draw. When starting a new game as a result of a mulligan, players need to determine again who goes first.

VICTORY

A Spellfire: TAV game ends when one player has six unrazed realms in their formation. The first player to do this immediately wins the game. Note: the *event pause* rule allows a player to use an event (such as Cataclysm) to get rid of the sixth realm before the game ends.

GAME PLAY

Every player must follow this turn sequence. Phases 1, 5, and 6 must be performed. Phases 0, 2, 3, and 4 are optional.

PHASE 0: PLAY A RULE CARD

Perform any other actions that must happen at the beginning of a player's turn. For example, Marco Volo allows a player to look at an opponent's top card at the beginning of their turn (phase 0).

PHASE 1: DRAW THREE CARDS FROM THE DRAW PILE

Some cards allow a player to draw additional cards each turn. Unless another phase is specified, all cards that grant extra cards do so during this phase.

PHASE 2: PLAY A REALM , AND/OR HOLDING, AND/OR DUNGEON

Steps A, B, and C can be performed in any order.

A) PLAY, REBUILD, OR REPLACE ONE REALM.

You may do only one of the three options. If a realm is played, that player can't rebuild another realm by discarding three cards (other ways to rebuild a realm still work). For more details on rebuilding and replacing realms, see the section on Razed Realms below.

B) PLAY ONE HOLDING.

Holdings must be attached to realms from the same world. Once attached they cannot be rearranged unless another card allows this.

C) PLAY YOUR DUNGEON.

The dungeon must be placed below the "base" of your formation. Its power takes effect immediately upon its being played.

PHASE 3: PLAY CARDS INTO THE POOL AND USE SPELLS, PSIONICS, BLOOD ABILITIES, OR THIEF SKILLS

A player is not required to perform steps A & B of this phase in a set order; they can bounce back and forth between them. Only the player whose turn it is can perform these actions.

A) PLACE ANY NUMBER OF CHAMPIONS, ARTIFACTS, AND MAGICAL ITEMS INTO THE POOL.

Artifacts and magical items must be attached to champions. Once attached, they may not be rearranged. A single artifact can be placed on a champion from the same world; any number of magical items can be attached to any champion. A player can play multiple magical items and artifacts during this phase.

B) USE ANY PHASE 3 SPELL, PSIONIC POWER, BLOOD ABILITY, OR THIEF SKILL.

There must be a champion in the pool able to use the spell, power, ability, or skill. Other players may use cards to negate the cards that are being played. The player whose turn it is can only play Phase 3 cards during this time.

PHASE 4: ATTACK ONE REALM OF ANOTHER PLAYER

Once the realm is chosen, the attacker cannot switch the attack to a different realm unless a card specifically allows this. Champions for the attack can come from the player's hand or from their pool. For more details on attacking realms, see the Combat section.

PHASE 5: USE PHASE 5 CARDS AND ADJUST THE HAND SIZE

A) USE ANY CARD ALLOWED TO BE PLAYED IN PHASE 5.

There must be a champion in the pool able to use the card. Only the player whose turn it is can play cards during phase 5.

B) DISCARD CARDS FROM THE HAND UNTIL YOU'VE REACHED YOUR MAXIMUM HAND SIZE.

Some card powers may allow a player to keep more cards in your hand. Other cards may limit the number of cards players can keep in their hand.

PHASE 6: DECLARE THE END OF YOUR TURN

The player to the left may now take their turn.

RULE OF THE COSMOS

The *Rule of the Cosmos* states that only one of each champion, artifact, realm, and holding card can be in play at once. While one player has a specific champion, artifact, realm, or holding in play, no other player can bring that card into play. For example, if a player has Elminster in their pool or in combat, no other Elminster card can be brought into play.

If the card name and icon are identical, the Rule of the Cosmos prevents them from being played. Razed realms are considered to be in play and prevent another player from playing that same realm into their formation.

Champions in Limbo are not considered to be in play. For the effects of playing champions into your pool while another player's version is stuck in Limbo, refer to the Limbo section.

REALMS

Realms represent places that are loyal to the player. They are the focus for attacks and defenses.

During phase 2, a player can play one new realm. This new realm is played into the foremost empty space in the formation or on top of a razed realm; it can't replace an active (face-up) realm. A razed realm is discarded if a new realm is played over the top of it.

Empty places in the pyramid must be filled in a certain order. The "tip" of the pyramid (position A) must have a card, even if it is razed, before playing one in the middle (positions B and C) or last row (positions D, E, and F). The middle row must have cards in both of its positions before a card can be played in the last row. It doesn't matter which card in a particular row is played first.

If a player has no realms on the table (razed or unrazed), all champions in their pool are discarded at the end of the current turn. A player who has earned spoils of victory (see below) and draws a realm can save their champions from being discarded as long as they play the realm.

The Formation

As stated above, the realms played form a triangle with its base toward the player. This pyramid shape is called the *formation*. The first realm played is the top point of the formation. The second row must be filled before any realms may be played in the third row.

The formation is *completed* when it has six realms placed (razed or unrazed). No further realms can be placed except to replace razed or discarded realms (see below).

Each realm protects the realms behind it by shielding them from attack. A realm cannot be attacked if it is behind another unrazed realm, unless the attacking champion possesses a special power that allows him to attack there (flying or earthwalking, for example). A razed realm offers no protection to the realms behind it. These realms can be attacked normally.

RAZED REALMS
A razed realm is turned face down. It is not removed from its position in the formation or discarded. If a holding is attached to that realm, it is discarded when the realm is razed. During phase 2, a player can replace a razed realm with a new one. The razed realm is then discarded.

Once a realm has been razed, any special power the realm provided is eliminated. It is not considered to be a realm from any particular world, and it has no special powers (unless the special power activates as a result of the realm being razed). The only property that a razed realm retains is its name—the Rule of the Cosmos still prevents another realm of the same name from being played. A razed realm can be rebuilt (flipped rightside-up) if the player discards three cards from their hand during phase 2. The player can only rebuild one realm during each turn's phase 2, and doing so forfeits play of a new realm (unless a card specifically allows this). When the rebuilt realm is flipped back over, it has been unrazed and its special power is instantly reactivated.

DISCARDED REALMS
If card play forces a realm to be discarded, it is placed in the discard pile or abyss, as indicated by the card that caused it to be discarded. There will then be an empty spot in the formation which the discarded realm once occupied. If the empty spot is in the lead position of the formation when there are realms in the second row, or in the second row when there are realms in the third row, new realms must be played into the empty spot first.

THE POOL
The *pool* is a place on the right side of the formation. In phase 3 of their turn, a player can put any number of champions into the pool from their hand. they can also attach artifacts and magical items to these champions. The cards in the pool remain until they are used in battle or until card play forces them to be discarded. If a champion is sent to the discard pile or the Abyss, all of their attached cards are placed in the discard pile.

IN PLAY
A card is considered *in play* when the card is either in the pool, in the formation, or involved in a battle. Rule cards that are on the table, dungeons, and events or spells with a stated duration are also cards considered to be in play. A card that is removed from play is typically sent to the discard pile, unless a card's power specifically sends it somewhere else, such as to Limbo or to the Abyss. A card that is not in play no longer has any effect on the game.

LIMBO
Limbo is a place to the left of the player's formation. Limbo is a special place that cards are sometimes sent to, either as a result of losing combat or through the power of some realms, events, and other cards. While a variety of cards can be sent to Limbo, only champions can typically

emerge; all other attached cards are discarded. The exception to this is that if a champion is sent to Limbo outside of combat, all of their attachments return with him.

All cards in Limbo are not in play. If a champion is in Limbo and another player brings an identical champion into their pool, the champion in Limbo is immediately sent to the discard pile when it leaves Limbo, along with its attached cards. The champion cannot use its special power before being discarded. Players cannot choose to leave their champions in Limbo to avoid them being discarded.

Unless otherwise specified, any champion sent to Limbo remains there until the end of their owner's next turn.

THE ABYSS

The Abyss is a place where events are placed if they have been discarded without having been played. In addition, some spells, realms, holdings, and other cards can place a card in the Abyss. Once any card is sent to the Abyss, it cannot be brought back into the current game except by cards that state they can retrieve cards from the Abyss, such as the Gatekeeper or Karlott the Shaman.

THE VOID

Events that have been played go to *the Void*. Cards can never return from this pile.

Some cards specify that a card is to be removed from the game. These cards are also placed in the Void.

COMBAT

During phase 4 of a turn, the acting player can attack one realm of another player. All attacks against a single realm are known as a battle; each champion that comes forward during the battle constitutes a single round of *combat*. An attack follows this sequence:

A) THE ATTACKER INDICATES WHICH REALM IS BEING ATTACKED

It must be a realm they are able to attack, either because it is a front realm of the formation or because the champion has a special movement power allowing them to attack it. A player can choose to attack any other player's realm except their own.

B) THE ATTACKER SELECTS A CHAMPION FROM THEIR HAND OR POOL AND PRESENTS IT AS THE ATTACKING CARD

The player may not add any artifacts, magical items, or other cards to the champion at this time. However, if the attacking champion came from the player's pool, they may already have some attached cards. There is typically only one round of combat in TAV games, unless a card's special power states otherwise.

C) THE DEFENDER SELECTS A CHAMPION FROM THEIR HAND OR POOL AND PRESENTS IT AS THE DEFENDING CARD

The player may not add any cards to the defending champion at this time. However, if the defender came from the player's pool, they may already have some attached cards.

If there is no defender put forward, the realm is razed.

D) THE ATTACKER'S SPECIAL POWER AND ATTACHED CARDS ACTIVATE FIRST, FOLLOWED BY THE DEFENDER'S SPECIAL POWER AND ATTACHED CARDS

Refer to the Order of Activation section for the precise order that cards activate. If an attacker wins the round of battle through use of their special power (before the defender gets to activate their special power), the defender is discarded and combat ends. The realm is razed.

E) COMPARE THE TOTAL LEVELS OF EACH SIDE

Take into account any realm, holding, magical items, artifacts, events, spells, etc. that affect the combat. The side with the largest total is winning. A tie means the defender is winning.

F) THE PLAYER THAT IS LOSING CAN PLAY ONE CARD

Compare the total levels again. The losing player keeps playing cards one at a time until they are winning. The winning player can play only events or "play-at-any-time" cards. Card play goes back and forth like this until the player that is losing either
cannot or refuses to play another card. This round of combat is over. The winner does not have the option to play any more cards, no matter how badly they may want to.

G) THE PLAYER WITH THE HIGHEST ADJUSTED LEVEL WINS THAT ROUND

The defender always wins ties.

H) THE WINNER PLACES THEIR CHAMPION, WITH ALL OF ITS ATTACHED CARDS, BACK INTO THEIR POOL

All allies, spells, and other non-permanent cards used in the combat are discarded. Magical items and artifacts remain.

I) THE LOSER DISCARDS ALL THE CARDS THEY USED IN THE BATTLE

Including their champion and all its attached cards.

J) THE PLAYERS HAVE NOW COMPLETED ONE ROUND OF BATTLE

If the attacker won the round, the battle is over. The realm they attacked is razed, unless the realm's special power says it must be defeated twice in order to be razed. In that case, the attacker may select another champion and attack again. They may not use the same champion to attack more than once in their turn, unless that champion's special power allows this. They must also attack the same realm—they cannot switch the attack to a different realm. The defending player likewise must choose a new defender if choosing to defend.

If the attacker lost the round, the battle is over.

K) AFTER THE BATTLE IS OVER, ONE OF THE PLAYERS MAY BE ELIGIBLE TO DRAW SPOILS OF VICTORY

Spoils of victory (commonly referred to as a *spoils*) is one card from the player's draw pile. The attacker draws spoils if the realm they was attacking was razed or discarded during the battle by any means. The defender draws spoils if the attacking champion was defeated in combat

and discarded (sent to Limbo, the Abyss, or the Void). The spoils can be played immediately if it is a realm, holding, champion (including Avatars), rule card, magic item, artifact, event, or dungeon. Spells, blood abilities, allies, thief skills, unarmed combat cards, and psionic powers cannot be played when drawn as spoils, unless the card says "may be cast at any time". If not, these kinds of spoils are added to the victorious player's hand.

A few champions (such as Rikus and Gorynych) allow for attacks against two or even three different realms in one turn. Each attack follows the order of steps above.

In such a case, multiple spoils cards can be gained during the same turn.

ORDER OF ACTIVATION

When the combat round begins, cards activate in a particular order. The list below details the precise order in which cards activate.

1) RULE CARD
2) DUNGEON CARD
3) REALM POWER
4) HOLDING POWER
5) SPELLS, PSIONIC POWERS, AND OTHER CARDS IN PLAY BEFORE BATTLE (in the order played)
6) POWERS THAT ACTIVATE "BEFORE COMBAT"
7) ATTACKING CHAMPION'S SPECIAL POWER AND ANY ATTACHED:
    a) Artifacts
    b) Allies
    c) Magical items
    d) Blood abilities
    e) Thief skills
    f) Unarmed combat cards
    g) Psionic power cards
    h) Spells
8) DEFENDING CHAMPION'S SPECIAL POWER AND ANY ATTACHED:
    a) Artifacts
    b) Allies
    c) Magical items
    d) Blood abilities
    e) Thief skills
    f) Unarmed combat cards
    g) Psionic power cards
    h) Spells

CHAMPION POWERS

Champion powers (and attached cards) activate fully when moved into combat. This includes all cards that adjust the level of the attacking or defending champion (such as the Triumvirate realms or magical items like the Banner of the One-Eyed God). Cards whose special powers actually

bring another card to the battle (like Gib Aklem, who can use another champion as an ally) can only activate those powers when it is legal for the player to play a card into the battle—usually this means when losing.

Some cards allow other cards to be played immediately outside of the realm of the Order of Activation. These cards have text which supersedes this rule.

ENDING THE BATTLE

The battle ends if the defender's realm is razed or discarded, or if the attacker's champion is defeated or discarded. However, there are some special circumstances. All possible results for a round of combat are listed below.

• If the defender defeats an attacking champion during a round of combat, the battle is over. The attacker may not put forward another champion to continue the attack. The defender earns spoils of victory if the attacking champion was discarded.

• If the attacker wins a round by defeating the defending champion, the realm is razed. The victorious champion returns to the attacker's pool and the player draws a spoils.

• If the defender ever declines to defend the realm, the realm is razed and the battle is over. The attacker draws a spoils.

• If card play causes the attacked realm to be razed or discarded (such as a player using the Cataclysm event) during combat, the battle is over. The attacking player gets spoils of victory and both attacker and defender return to their respective pools. Both champions must be selected (and their special powers must have activated) before combat is considered to have started.

• If card play causes both champions to be discarded (both champions being monsters and treasure being played). The battle ends without a winner or loser. No spoils is drawn.

• If card play causes an attacking champion to be discarded during combat, the battle is over. The defending player gets spoils of victory. An example would be playing the Treasure event while defending your realm against a monster champion.

Note that some cards actually cause an opponent to be discarded *after* combat. These cards have no effect on altering a successful attack or defense. Examples include Iuz the Evil and the Aurak Draconians. Some cards even discard a successful attacking champion, but these effects occur outside of the battle and don't alter spoils of victory (unless stated on the card itself).

ICON ABILITIES

Icons are symbols found on the upper left corner of Spellfire champions. For example, wizard champions have a book icon and clerics have a shield icon. Every champion type (except monsters) has a special ability that is bestowed upon them by their icon. Wizards, for instance, have the ability to cast wizard spells, psionicists can use psionic power cards, regents can use blood abilities, and so on.

Any card that removes a champion's special power does not negate the champion's icon ability. Any card that changes the champion type of the champion, however, actually changes the icon ability of the champion as well. Such a champion loses the icon ability they had before the change.

Casting Spells

All spells are either offensive (meaning that they directly affect the opponent or their cards) or defensive (only affect the casting champion, their owner, or other friendly cards). While some champions are immune to offensive spells, very few are immune to defensive spells.

Spells can be cast only during the *phases* listed on the card during a player's turn. Some spells can be played at any time, this will be noted on the card. In addition, all spells must have a target. For example, a champion cannot cast Dispel Magic if there is nothing to dispel.

Wall Spells

If card play prevents an attacking champion from continuing in combat, that champion is defeated but returns to its pool and the battle is over. Since the champion was not discarded, the defender does not get spoils of victory. Examples include the Wall of Fire, Wall of Iron, Wall of Stone, Wall of Force, and Wall of Thorns spells. If a defender plays a wall spell, the attacking champion always has the opportunity to play a single card that will enable him to continue the battle, such as the Fly spell.

If an attacker plays a wall spell, the defending player is not prevented from continuing the battle. The bonus on the wall spell is added to the attacker's level and the battle continues normally.

Dispel Magic, Spell Turning, and Reflection

These spells can be cast at any time in response to the casting of another spell. Spell Turning and Reflection work only on offensive spells, while Dispel Magic is effective against offensive or defensive spells. The special power of Reflection (to continue to reflect all spells back at the caster) works only if it is cast in phase 4. Otherwise it works exactly like a Spell Turning.

Wish Spell

The Wish spell is one of the most powerful spells in the game. It ignores all immunities to spells, unless the card states it has a specific immunity to the Wish spell. Otherwise, regardless of a champion's immunities or special powers, Wish can affect it.

INSTANT-DEFEAT CARDS (also called Instant-kill or Instant-win cards)

Certain cards in Spellfire instantly defeat other cards of a specific type. Examples include the Lovely Colleen's ability to kill monsters, the Living Scroll's ability to defeat heroes and clerics automatically, etc.

Any time an instant-win is indicated during combat (phase 4), the player about to suffer the defeat can play an event in an effort to avoid defeat. This *event pause* occurs no matter who is winning or

losing.

IMMUNITIES
A champion whose special ability grants him an immunity to any card is immune only to the offensive powers of that particular card unless a defensive immunity is noted. For most cards, this is a simple matter of glancing at the card's notation (Off or Def).

Some artifacts, magical items, and other cards complicate matters by granting their attached champion an immunity or special movement power in addition to the card's other special powers. In these instances, any level bonus gained from the item is lost, but the special movement power and immunity remains. In short, *if the power or ability only affects the attached champion, it is not negated by an opposing champion's immunity*.

A champion's immunities are always active, regardless of the order in which cards activate (detailed above). This applies to all cards that are in play, but not to cards that are in Limbo, the Abyss, or in a player's hand. A champion immune to offensive magical items is always immune to such items, regardless of whether attacking, defending, or sitting in their pool.

BORROWING CARDS
Some champions (as well as other cards) have the special power to *borrow* cards from other players. Borrowed cards are always returned to the original source at the end of the round of combat that they are borrowed. The only exceptions to this are if the card specifically states that the card is not returned, or if the borrowed card is discarded during combat.

COPYING POWERS
When *copying* the special power of another card, the exact text on the card is copied. "Blueline" powers are gained as well, as are any racial characteristics. The ability to copy happens immediately after the card is played.

Whenever a card states that it can copy another card's special power, the owner chooses a new card to copy each turn during phase 3, unless otherwise stated on the card. The copied card lasts for the stated duration on the card. If no duration is stated, it lasts until phase 3 of the owning player's next turn.

USING "ALL" OR "ANY" CARDS
Some champions and allies grant the ability to use cards of a particular type. The ability to use a particular card type permits the champion to use all types of cards, even those that have additional restrictions (such as "only usable by heroes"). For instance, a hero who has the ability to "cast any spell" can cast the Dragon's Calm spell, which normally can be cast only by dragons.

ORDER OF PLAY
In intense TAV games, it can sometimes feel like it's a race to play cards down first. Always remember, however, that whenever a card is played all players have a chance to respond (event

pause, counter-effect card, etc).

A player who is activating a card already in play on their turn gets priority over other players. Their card was already in play, so its activation comes first. If two cards are played at the same time, the player whose turn it is always gets to activate their card first.

RUNNING OUT OF CARDS

When a player's draw pile is depleted, the game continues. Their discard pile is reshuffled to form a new draw pile at the end of their turn. Note that cards in the Abyss, Limbo, or the Void are not reshuffled. Cards which are supposed to be drawn during a time when the player doesn't have any cards are lost.

SPOILS OF VICTORY

If the realm being attacked is razed or discarded during combat, the attacker gets to draw one card from their draw pile. This is true even if card play other than combat causes the realm to be razed or discarded. The spoils can then be played immediately or held in the hand. The ability to play a spoils allows the player to play a magic item, artifact, champion, holding, rule card, or dungeon that normally can't be played. The only restriction with playing a spoils of victory applies to playing an avatar into the pool. While the avatar *can* be played as spoils, the cost associated with bringing the card into play must also be met.

Spells, psionic power cards, blood abilities, thief skills, and unarmed combat cards drawn as spoils cannot be played immediately unless the card states “can be played at any time”. If not, the spoils card is added to the player’s hand.

If the attacker is defeated and discarded during combat, the defender gets to draw a spoils card from the top of their draw pile. Once again, this is true even if the defense itself did not cause the champion to be discarded.

BRINGING AVATARS INTO PLAY

An *avatar* is a champion of exceedingly high level and high power. These champions have conditions which must be met before they can be brought into play (for example, Remnis can only be brought into play by discarding 16 levels worth of flying champions from your pool). A player may only bring an Avatar into play during phase 3 of their own turn, unless drawn as a spoils. Very few exceptions to this rule exist, such as the Great Mother and Gib Drawesmaj.

All conditions that are required to bring out an avatar (as stated on each individual avatar card) must be followed each and every time the avatar is brought into play. The only exceptions to this are the event Titans Walk the Earth, the rule card Avatar's Edict, the cleric Nenioc, etc. These cards allow a player to circumvent the normal costs associated with playing an avatar.

FLYERS, SWIMMERS, AND EARTHWALKERS

A *flying* champion can attack any realm, regardless of its position. If it attacks a protected realm (such as a realm in position B when the realm in position A is still unrazed), all allies of that champion must be flyers, swimmers, or earthwalkers in order to reach it. A champion’s ability to

fly, swim, or earthwalk is not automatically conferred to its allies.

A *swimming* champion is able to attack any realm that shows a coastline, even if it is protected. Realms that do not show coastlines can only be attacked by swimmers if they are exposed (such as in the A position or behind razed realms). Rivers and ponds don't count as coastline.

An *earthwalking* champion can move underground to reach realms that are otherwise protected. Earthwalking is a special power that allows that champion to attack any realm that doesn't have special movement requirements or is limited by champion type (such as a power that "only clerics can attack" or "only swimmers/flyers/monsters can attack").

A flyer cannot choose to not fly. A swimmer cannot choose to not swim. An earthwalker cannot choose to not earthwalk. If a realm cannot be attacked by a flyer, a champion designated as a flyer cannot attack it, even if the realm is exposed and they need not fly to get to it. The same is true for swimmers, earthwalkers, or any other champion of this type. Any type of champion and ally can defend against flyers, swimmers, and earthwalkers.

EVENTS

Most event cards can be played at any time, even during another player's turn. Those that cannot state specifically when they can be played. In general, events take effect in the order they are played. Event cards are either *harmful* or *helpful*. A harmful event can be ignored by a player if they plays the Calm event or discards Delsenora from their pool. An ignored event still works against other players in a multiplayer game. A negated event affects no one and is placed into the Void.

Helpful events only affect the player who played them. They can still be negated by other players through use of Limited Wish, Intercession, by discarding Helm from the pool, etc. (note: the Caravan event might be undesirable for opponents, but it's still considered a helpful event).

Played event cards are placed in the Void. They can never be returned to a player's hand. Events that are discarded from the hand before having a chance to be played (such as from a Transformation event) are sent to the Abyss, where cards like Karlott the Shaman have a chance to recover them.

No player can play the Caravan event until the end of the first "turn cycle". Once everyone has had one turn, the Caravan event can be played.

The Event Pause

The moment an event is played, the event-player must give other players a chance to respond. This is called the *event pause.* During the event pause, other players can:

- Negate the event.
- Duplicate the event.
- Calm the event.
- Deflect the event.

The decision to Calm or negate an event begins clockwise from the event-player. Once the player has been passed, they can't choose later to Calm or negate an event.

An event that has been negated cannot also be *duplicated*.

Once an event has been played, the first action a player does must apply to the event or the event occurs normally. For example, a player with the Bell of Might in their pool is the subject of a Cataclysm event. The player can either choose to Calm or negate the Cataclysm, thereby nullifying it, or choose to duplicate the event against someone else. They cannot do both—they are only entitled to a single action.

A player who attempts to negate an event can still choose to Calm it if their method of negation fails. Likewise, a player who has both a Limited Wish and an Intercession in their hand can make two attempts to negate the event (since if another player dispels their Limited Wish, they still haven't performed their action against the event—their spell never occurred). Even if all methods for negation fail, the player is still allowed to Calm or duplicate an event. Actions performed by a player to stop an event that are themselves stopped don't count as an action.

Events and Calm

An event that is Calmed still exists for other players. For example, if a player Calms the Bronze Dragons event, then the Bronze Dragons have no effect on that particular player. The Bronze Dragons still prevent other players from attacking.

The Wish Spell

The Wish spell is not a counter-effect spell like Limited Wish. It cannot be used to negate most events. It can only be used to negate an event with a stated duration (like events that last "until the player's next turn"). It can't be used to stop events like Caravan or Cataclysm, since those cards' effects are instantaneous.

SPECIAL POWERS & CONFLICTS

Many realms, champions, and allies have special combat powers. These take effect only when that card is involved in a round of battle, unless the card states otherwise. Realm and holding powers usually only take effect when that realm is attacked.

Occasionally, there is a direct conflict of powers where one ability completely contradicts the other. In most cases, careful thought by the players can figure out what the results should be. If no solution presents itself, the first card played gets to use the power first. In the case of champions in combat, the attacker gets first use, since they is pushed forward into combat first. The same is true of the attached magical items and artifacts that are brought into combat from a player's pool.

COUNTER-EFFECT CARDS

The standard rule for all versions of Spellfire is that the effects of cards played activate in the order they are played. In other words, when a card is played, all of its powers and effects are dealt with before the next card can be played.

There is one notable exception to this rule. Some cards, such as Calm, are specifically designed to be counter-effect cards. When a counter-effect card is played, it negates the effects of a card that was played before it. In all cases, it must be the next card played by the affected player. For example, if a player lays down a Cataclysm, whichever realm they target is discarded. However, the Calm event will negate the Cataclysm before the realm is discarded.

ONCE-PER-TURN ITEMS

Certain cards have abilities that can be used "once per turn." Some cards have to wait for another action before their powers can activate. For example, the Bell of Might can be used once per turn to duplicate the effects of an event. In this instance the item can be used one time, provided there is an event to duplicate. Turns gained from playing the Caravan event or by razing Ancient Kalidnay allow you to use these items an additional time (since each use occurs on a separate turn).

Items that duplicate the powers or abilities of another champion or card must be selected before combat (before phase 4 of the current turn) if the champion is in the pool, or immediately when played from the hand during combat.

DUPLICATED EVENTS AND SPELLS

Spells and events that are duplicates of just-played cards are treated like normal spells and events and carry the full benefits and drawbacks of the original spell or event. They can be dispelled, spell-turned, Calmed, and negated as usual. Treat each effect as a separate card for gameplay purposes.

THE TAV BANNED LIST

The following cards are illegal in Spellfire: TAV games.

- Poor Oriental Lord (Dungeons chase 20/25).
- Wealthy Oriental Vassal (Millennium 81/99).