

## Luminary Strike: FAQ 5/20/2026

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Q (Avatar): **Khonsu, Crescent of the Cosmos**, can I activate the Rush ability multiple times in a turn?

A: Khonsu's Rush ability may be used multiple times per game but only once each turn. (6.2)

Q (Avatar): **Khonsu, Crescent of the Cosmos**, who activates the Avatar power chosen by its power?

A: The Khonsu player is the one activating the power and so gains its effects. The chosen player may still activate their avatar power as normal.

Q (Infusion): **Moon Cartouche**, can you activate your Avatar Power multiple times? Do you pay influence to activate the avatar power?

A: Moon Cartouche allows for multiple avatar activation. You still must pay influence cost to activate.

Q (Champion): **Wrathful Mannequin**, does it gain all abilities of a card with multiple DEATH ability?

A: Yes, gaining "the" DEATH ability gains all DEATH abilities given to and printed on a card. If gaining "a" DEATH ability of a champion with multiple, only pick one.

Q (Champion): **Chamiabac, The Rottenbone**, if you trigger its SUMMON effect multiple times to void multiple champions, does the DEATH ability summon all champions voided?

A: Yes.

Q (Champion): **Apep, Horizon's Nemesis**, what happens if you attempt to summon more than six champions into the Champion Zone?

A: From among the revealed cards, select up the number of slots you have open in your Champion Zone (in most cases, this will be up to six as Apep wipes the board), and shuffle those other champions back into your deck as they are "remaining cards"

Q (Spell): **White Lotus**, what does it mean to skip your influence phase?

A: By skipping the influence phase, you do not refresh exerted influence and do not gain an active influence.

Q (Spell): **White Lotus**, in a multiplayer format does White Lotus skip my teammates' turns as well?

A: It will not. "If a player's phase is skipped by an effect for an individual player, it will only effect that player and not the Team. That player will wait to start the next phase with their Team." (9.1a.1a)

Q (Champion): **Ruty, Protector of the Horizon**, do the copies also create copies?

A: Yes, the copies retain the game text in addition to being non-fabled allowing for each copy to generate a new copy on the START trigger. Copies are created without damage or conditions.

Q (Spell): **Eternal slumber**, how does perpetually stun work?

A: A champion who is perpetually stunned does not lose its stunned condition during the cleanup phase. (8.9b)

Q (Spell): **Underworld Surveillance**, Do DEATH abilities trigger if something is destroyed?

A: No, the champions do not die and thus you do not trigger any DEATH abilities.

Q (Champion, Avatar): **Witch of Thessaly, Selene, Aglaonice**, etc., who are considered the players and what does it mean when it says, “their turn ends”?

A: In 1v1, the number of players is 2. In 2v2, the number of players is 4. In 3v3, the number of players is 6. Once the turn ending condition is met, all cards and effects are removed from the stack and the afflicted team will skip their current phase all the way to the cleanup phase where they will resume their phases as normal. (10.2)

Q (Champion): **White Wolf**, what is a defending champion?

A: The “defending champion” refers to the champion who is being targeted by the White Wolf’s attack.

Q (Champion): **Mnevis, Roar of Ra**, after its START ability triggers, do I have to pay for the additional activation of my avatar power?

A: Yes.

Q (Champion): **Twilight Cultist**, for the **END** effect, if there are no valid targets what happens?

A: The **END** effect would fizzle if there are no valid targets; however, if Twilight Cultist itself has no Ikorr stored on it during the end phase, it can destroy itself.

Q (Champion): **Cuchumaquic, The Bloodhoard**, does it keep its stats permanently? Does it lose those stats when it leaves play?

A: Yes, if it remains in play, any champion that dies will have their stats given to Cuchumaquic. However, all stat gains are lost when Cuchumaquic changes zones.

Q (Champion): **Clymene, Renowned Wave**, what does it mean to “exchange control”.

A: Exchanging control means moving Champion A to the ally whose battlefield Champion B is on, and to do vice versa with Champion B. The new controller or receiver of the champion may choose where to place said Champion in their Champion Zone. Exchanging control of champions does not create new objects nor trigger **SUMMON** abilities. (3.18a.1a)

Q (Keyword): Can you use **Raze** to take Ikorr off an enemy champion even when if the **Razing** champion would die?

A: Yes. The **Razing** champion does not have to survive to remove the Ikorr.

Q (Champion): **Dazzling Chariot**, am I able to **Support** multiple times?

A: No. You choose the 4 supported champions all at the same time. However, if you have a card that allows it to **Support** an additional time, you could **Support** an additional 4 champions.

Q (Location): Player A controls **Sunlit Geshi** and targets the opposing Player B’s **Achilles, Determined Glory**. How does this resolve?

A: The owner of Sunlit Geshi will resolve a **SUMMON** effect of a permanent they target as if they controlled the permanent. If a champion has multiple **SUMMON** abilities (i.e., infusions), you choose one. Player B will reveal their hand followed by Player A choosing a champion for them to summon. Achilles will then strike that champion. (3.5b.1a)