

Comprehensive Updates 1.2.1

Relevant Changes

Summoning Re-template: The following cards will be changed from “Summon it” to “Summon it, ignoring its costs”:

...Five Hundred More
Agamemnon, Resolute King
Apep, Horizon's Nemesis
Chamiabac, The Rottenbone
Curse of the Defiler
Grane Shrine of Izumo
Hachiman, Charge Forth!
Hun Came and Vucub Came, Lords of Xibalba Hun Hunapu
Izanagi, He Who Beckons
Izanami, She Who Heeds
Kindred Miracle
Kitsunebi
Kukulkan, Plumed Scales
Lamentation of Osiris
Onryō
Osiris Reborn
Osiris, Lord of Silence
Qebehseuef, The Keen-Eyed
Ritual Practitioner
Sap of the Severed Head
Typhon, Sire of Beasts
Vision Serpent
Wandering Tengu
Yomotsu Hirasaka

Developer Notes: Due to the game’s inherent usage of “summon” as both a triggered ability and keyword action, we wanted to further clarify the intention of these effects. It is evident that players are already resolving these effects as intended, but with more high level tournaments on the horizon, we wanted to make them as clear as possible. You will find this templating used more accurately on cards being printed later, so it was important that we retroactively adjusted preexisting templating to match.

Support Change (11.31): ACTION — Target Allied Champion gets +X attack **until the end of the turn**, where X is this Champion's attack. This Champion cannot attack or Raid this turn. Activate only if this Champion has not attacked or Raided this turn."

Developer Notes: The intent of Support was to grant an allied champion a temporary attack increase and not a permanent one.

Card Errata

Onryō

[OLD TEXT]

ATTACK — If this champion is destroyed by battle, summon it from your graveyard.

[NEW TEXT]

ATTACK — **This champion gains** "If this champion **dies from battle**, summon it from your graveyard **ignoring its cost**" **until the end of this turn**.

Great Sphinx of Giza

[OLD TEXT]

ACTION — Activate the effect of an allied location.

[NEW TEXT]

ACTION — Activate the effect of **another** allied location.

Horus, Revered Sky

[OLD TEXT]

[INFLUENCE 2]: Remove 1 Ikorr from a raiding champion.

[NEW TEXT]

[INFLUENCE 2]: Remove 1 Ikorr from **a champion that raided on its owner's previous turn**.

Forged by the Cyclopes

[OLD TEXT]

ACTION — Target champion with Support may support an additional time this turn.

[NEW TEXT]

Target champion with Support may support an additional time this turn.

Vulture Wahy

[OLD TEXT]

SUMMON — Destroy a champion in your hand. If you have no champions in your hand, reveal your hand, then add target champion from your graveyard to your hand.

[NEW TEXT]

SUMMON — **Discard a champion from your hand.** If you have no champions in your hand, reveal your hand, then add target champion from your graveyard to your hand.

Fierce Spearman

[OLD TYPE]

Champion | Maya | Spirit

[NEW TYPE]

Champion | Maya | **Human Warrior**

Inari, Prosperous Patron

[OLD TEXT]

ACTION — [INFLUENCE X]: Allied players draw a combined X cards. Any influence exerted this way does not refresh during your next refresh phase.

[NEW TEXT]

ACTION — [INFLUENCE X]: Allied players draw a combined X cards. Any influence exerted this way does not refresh during your next **influence phase**.

Curse of the Defiler

[OLD TEXT]

Summon target champion from your graveyard. It gains Swift. During the end phase, destroy it.

[NEW TEXT]

Summon target champion from your graveyard **ignoring its cost**. It gains Swift. **At the beginning of the next end phase**, destroy it.

Unrelenting Taskmaster

[OLD TEXT]

SUMMON — Target allied champion gains Fury. During the end phase, sacrifice that champion.

[NEW TEXT]

SUMMON — Target allied champion gains Fury. **At the beginning of the next end phase**, sacrifice that champion.

Drought of Envy

[OLD TEXT]

Players do not gain an influence during their next influence step.

[NEW TEXT]

Players do not gain an influence during their next **influence phase**.

Wahy Watcher

[OLD TEXT]

SECURE — You may target a champion in the void and add it to your hand.

[NEW TEXT]

SECURE — You may target a champion in **your** void and add it to your hand.

Ritual Practitioner

[OLD TEXT]

ACTION — [INFLUENCE X], Sacrifice this champion: Summon any number of target champions from the void with a combined influence cost of X.

[NEW TEXT]

ACTION — [INFLUENCE X], Sacrifice this champion: Summon any number of target champions from **your** void with a combined influence cost of X **ignoring their costs**.

...Five Hundred More

[OLD TEXT]

Each allied player who controls one or fewer champions may summon a champion from their hand.

[NEW TEXT]

Each allied player who controls one or fewer champions may summon a champion from their hand **ignoring its costs**.

Agamemnon, Resolute King

[OLD TEXT]

SUMMON — Search your deck for a champion named "Achaean Soldier" and summon it.

[NEW TEXT]

SUMMON — Search your deck for a champion named "Achaean Soldier" and summon it, ignoring its costs.

Apep, Horizon's Nemesis

[OLD TEXT]

SUMMON — Void all other permanents. Then each player reveals a card from the top of their deck for each permanent they voided this way. Each player summons all champions they revealed this way, then puts the remaining revealed cards on the bottom of their deck in a random order.

[NEW TEXT]

SUMMON — Void all other permanents. Then each player reveals a card from the top of their deck for each permanent they voided this way. Each player summons all champions they revealed this way **ignoring their costs**, then puts the remaining revealed cards on the bottom of their deck in a random order.

Chamiabac, the Rottenbone

[OLD TEXT]

DEATH — Summon the voided champion to the battlefield under your control.

[NEW TEXT]

DEATH — Summon the voided champion to the battlefield under your control **ignoring its costs**.

Grand Shrine of Izumo

[OLD TEXT]

If an allied champion would retreat, its controller may void that champion instead. Summon it at the beginning of your next turn.

[NEW TEXT]

If an allied champion would retreat, its controller may void that champion instead. Summon it **under your control ignoring its costs** at the beginning of your next turn.

Hachiman, Charge Forth!

[OLD TEXT]

RUSH 3: Summon a Warrior from an allied graveyard to the battlefield under your control. Until the end of this turn, it gains Swift and can both attack and raid this turn.

[NEW TEXT]

RUSH 3: Summon a Warrior from an allied graveyard to the battlefield under your control **ignoring its costs**. Until the end of this turn, it gains Swift and can both attack and raid this turn.

Hun Came and Vucub Came, Lords of Xibalba

[OLD TEXT]

[INFLUENCE 3]: Until your next turn, the next time an allied nontoken champion dies, summon it ignoring any SUMMON abilities. It is a Demon in addition to its other types.

[NEW TEXT]

[INFLUENCE 3]: Until your next turn, the next time an allied nontoken champion dies, summon it **ignoring its cost** and any SUMMON abilities. It is a Demon in addition to its other types.

Hun Hunahpu, Wellspring

[OLD TEXT]

RUSH 3: Search your hand, deck, and graveyard for champions named "Hunahpu" and "Xbalanque", summon one and add the other to your hand.

[NEW TEXT]

RUSH 3: Search your hand, deck, and graveyard for champions named "Hunahpu" and "Xbalanque", summon **one ignoring its costs** and add the other to your hand.

Izanagi, He Who Beckons

[OLD TEXT]

RUSH 3: Choose an allied player. That player summons a champion with an influence cost of 6 or less from their hand.

[NEW TEXT]

RUSH 3: Choose an allied player. That player summons a champion with an influence cost of 6 or less from their hand **ignoring its costs**.

Izanami, She Who Heeds

[OLD TEXT]

RUSH 3: Until the end of this turn, whenever you summon a champion from your hand, you may summon target champion from your graveyard with the same influence cost.

[NEW TEXT]

RUSH 3: Until the end of this turn, whenever you summon a champion from your hand, you may summon target champion from your graveyard with the same influence cost **ignoring its costs**.

Kindred Miracle

[OLD TEXT]

Destroy target allied champion. Then summon that champion from its owner's graveyard to the battlefield under your control.

[NEW TEXT]

Destroy target allied champion. Then summon that champion from its owner's graveyard to the battlefield under your control **ignoring its costs**.

Kitsunebi

[OLD TEXT]

SUMMON — Void another target champion. At the beginning of the next end phase, its owner summons it.

[NEW TEXT]

SUMMON — Void another target champion. At the beginning of the next end phase, its owner summons it **ignoring its costs**.

Kukulkan, Plumed Scales

[OLD TEXT]

RUSH 3: Allied champions gain "When this champion dies, summon it, but void it the next time it would leave the battlefield" until the end of this turn.

[NEW TEXT]

RUSH 3: Allied champions gain "When this champion dies, summon it **ignoring its costs**, but void it the next time it would leave the battlefield" until the end of this turn.

Lamentation of Osiris

[OLD TEXT]

The next allied champion that dies this turn is summoned from its owner graveyard stunned at the beginning of their next end phase.

[NEW TEXT]

The next allied champion that dies this turn is summoned from its owner's graveyard stunned at the beginning of their next end phase **ignoring its costs**.

Osiris Reborn

[OLD TEXT]

Summon target champion from your graveyard.

[NEW TEXT]

Summon target champion from your graveyard **ignoring its costs**.

Osiris, Lord of Silence

[OLD TEXT]

RUSH 3: Each Allied player summons a champion from their graveyard.

[NEW TEXT]

RUSH 3: Each Allied player summons a champion from their graveyard **ignoring its costs**.

Qebhsenuuf, The Keen-Eyed

[OLD TEXT]

SUMMON — Look at target player's hand and choose a champion from it. That player voids that champion, then summons a champion from their graveyard at random.

[NEW TEXT]

SUMMON — Look at target player's hand and choose a champion from it. That player voids that champion, then summons a champion from their graveyard at random **ignoring its costs**.

Sap of the Severed Head

[OLD TEXT]

Sacrifice a champion. Then search your deck for a champion with an influence cost equal to the sacrificed champion's influence cost and summon it.

[NEW TEXT]

Sacrifice a champion. Then search your deck for a champion with an influence cost equal to the sacrificed champion's influence cost and summon it **ignoring its costs**.

Typhon, Sire of Beasts

[OLD TEXT]

RUSH 3: Search your hand, deck, and graveyard for any number of Beasts with a combined influence cost of 6 or less and summon them.

[NEW TEXT]

RUSH 3: Search your hand, deck, and graveyard for any number of Beasts with a combined influence cost of 6 or less and summon them **ignoring their costs**.

Vision Serpent

[OLD TEXT]

Summon target champion in an allied graveyard to the battlefield under your control. Stun that champion. During the end phase, void it.

[NEW TEXT]

Summon target champion in an allied graveyard to the battlefield under your control **ignoring its costs**. Stun that champion. **At the beginning of the next** end phase, void it.

Yomotsu Hirasaka

[OLD TEXT]

Whenever one or more champions you control secures Ikor, you may sacrifice a non-Yōkai. If you do, summon a Yōkai from your graveyard.

[NEW TEXT]

Whenever one or more champions you control secures Ikor, you may sacrifice a non-Yōkai. If you do, summon a Yōkai from your graveyard **ignoring its costs**.