Comprehensive Updates 1.4.0

The following changes are effective immediately:

Relevant Changes

"Their Turn ends" effects (10.2)**:** Updated 10.2c.1 to now fully skip "at the beginning of the next end phase effects." If the first available timing for such an effect is skipped, it will not attempt to trigger again.
Fabled (11.12): New rule for the rare situation in which a player controls two or more Fabled permanents with the exact same name. When they do, they must choose one and sacrifice the rest. This does not use the stack.

Section Updates

- **(1) Game Overview**
  - (1.1a.1)
    - Added clarification in 1.1a.1 that allied effects only apply to your side of the battlefield.
    - Added clarification in 1.1b that players on your team are referred to as Allied players
- **(3) Game Concepts**
  - (3.2) Playing a Card
    - Added clarification for 3.2d on the various terms used to describe playing a card such as summoning, building, or casting even when the cost is being ignored.
  - (3.5) Ownership
    - Added clarification for 3.5b that control is defined by whose side of the Battlefield that permanent is currently on.
  - (3.7) Token
    - Added new section 3.7a.2 to clarify that Tokens are not considered played.
  - (3.10) Range
    - Added new section 3.10c.2 to clarify that Range does not effects cards or effects that choose without targeting (e.g. Zeus Avatar Power "Deal 2 damage to a champion.").
- **(4) Card Info**
  - (4.1) Aspects
    - Updated 4.1a.2 to clarify that an Aspectless champion is one without an aspect icon.
  - (4.7) Champions

        - Updated 4.7c.1 and 4.7c.1a to match the new version of the Fabled Rules. Now clarifies that a champion must be the exact same name (including epithets) in order for the Fabled Rule to apply.
        - Added 4.7c.1b. If a player controls two or more Fabled Champions with the exact same name, they must choose one and Sacrifice the rest. Added 4.7c.1c as an example of cards with the same name but not the same exact name.
    - (4.10) Influence
        - Added 4.10c to clarify that Influence is neither a card nor a permanent.
- **(10) Additional Rules)**
    - (10.2) "Their turn ends" Effects
        - Updated 10.2c.1 to now fully skip "at the beginning of the next end phase effects." If the first available timing for such an effect is skipped, it will not attempt to trigger again.
    - (10.7) "Must attack" effects
        - Added new section to explain how forced attacks caused by cards like Siren or Beasts of the Field function.
- **(11) Glossary**
    - (11.12) Fabled
        - Updated 11.12a to clarify that the names of a Fabled permanent must be exactly the same in order for the rule to apply.
        - Added 11.12b for the rare situation that a player manages to get two Fabled Permanents with the exact same name under their control. If that occurs, that player must choose one and Sacrifice the rest. This does not use the stack.
    - (11.21) Survives
        - Updated to a clearer definition. When an Object survives, it checks if it is still on the battlefield.
    - (11.30) Reanimate
        - Clarified 11.30a that the Reanimate replacement effect is applied when that champion is summoned via Reanimate.
    - (11.43) Sacrifice
        - Added 11.43b to clarify that a card instructing a player to sacrifice a champion is not a card affecting a champion but instead a player. Added 11.43b.1 for an example. (Ma'at Manifest vs. Helm of Hades)
    - (11.64) Traverse
        - New keyword ability with Epic Journey.
    - (11.65) Trade
        - New keyword action with Epic Journey.
    - (11.66) Lifebind
        - New keyword ability with Epic Journey.

Card Errata

Odysseus' Bow

[OLD TEXT]
Whenever this champion deals nonstrike damage to an opposing champion, you may deal that much damage to another opposing champion.

[NEW TEXT]
Whenever this champion deals nonstrike damage to an opposing champion, you may deal that much damage to another opposing champion. Do this only once each turn.

Jade Purity, Primordial One

[OLD TEXT]
SUMMON — Search your deck for up to four Charms and cast them, ignoring their costs. *(You choose the order they are cast.)*

[NEW TEXT]
SUMMON — Search your deck for up to four Charms and void them. Until the end of this turn, you may cast those cards ignoring their costs.

Hapi, Abundant Flood

[OLD TEXT]
RUSH X: Pay any amount of flood counters. Then for each flood counter paid this way, retreat a champion.

[NEW TEXT]
RUSH 0: Pay any amount of flood counters. Then for each flood counter paid this way, retreat a champion.

Frequently Asked Questions

Q: What does it mean to Trade N?
A: Trading is a keyword action that says, "Move N stored Ikorr from a permanent you control to another target allied champion."

Q: Do I have to trade Ikorr off the permanent doing the trading, or can I trade off of any permanent?
A: Any card that instructs you to Trade N is allowing you the player to Trade. You may trade from any permanent you control, to another target allied champion. This could include moving Ikorr from a Location onto the champion that caused the Trade to happen for instance.

Q: Trade N
A: Move N stored Ikorr from a permanent you control to another target allied champion.

Q: What does moving stored Ikorr mean?
A: Moving refers to removing Ikorr from one permanent and storing it on another permanent.

Q: When does trading resolve?
A: Once the Ikorr is stored on the target.

Q: With Tulum Seaport, what does it mean when only champions I control may trade to it?
A: When activating trade abilities, the champion causing the Trade to occur (Ex. A Roadside Bandit's ACTION ability) is considered the champion trading.

Q: What does Traverse mean?
A: Traverse is a keyword ability that means "During your turn, you may have another target allied player gain control of this champion. This champion may only traverse once each turn."

Q: If a champion has multiple instances of Traverse, may it Traverse multiple times?
A: No. A champion may only traverse once each turn unless they have an ability like Nimbus Cloud that says otherwise.

Q: Where do champions go when traversing?
A: A champion can traverse onto any slot of an allied player's champion zone.

Q: Can champions that traversed attack or raid as normal?
A: Champions that were not summoned this turn may attack or raid after using traverse, if able.

Q: May I traverse a Fabled Champion to a player that controls a Fabled Champion of the same name?
A: No. You may not resolve an effect that would result in a player controlling two Fabled Champions with the same exact name.

Q: Will Great White Turtle's effect "Whenever this champion traverses, you may have another target allied player gain control of any number of champions you control" trigger Blazing Path?
A: No. Cards like Blazing Path only care about when a champion Traverses through the Traverse ability.

Q: What does it mean to gain a Flood counter?
A: Flood counters are placed on a player. Certain card effects will add, spend, or care about the amount of Flood counters on a particular player.

Q: What does Lifebind mean?
A: Lifebind is a keyword that means "When this champion enters the battlefield, choose up to one adjacent

champion that is not lifebound. If the chosen champion would be attacked or targeted, you may have this champion be attacked or targeted instead."

Q: What does it mean to be Lifebound?
A: A champion is Lifebound when it is under the effects of the Lifebind keyword, either as the giver or receiver.

Q: If my champion with Lifebind is targeted, could I redirect it to the champion I chose with Lifebind?
A: No. Only the chosen champion may be protected via Lifebind. Lifebind is a one-way street.

Q: If a champion I control gains Lifebind while it is already on the battlefield, would it be able to choose a champion to become lifebound to?
A: No. If a champion would gain Lifebind while it already is on the battlefield, you cannot choose a champion to bind to.

Q: If a lifebound champion Traverses to an allied player, would it still remain lifebound?
A: Yes. Once a champion is lifebound, if either would lose adjacency from one another, they will remain lifebound.

Q: If my opponent targets a lifebound champion while the Lifebind champion is out of Range for the targeting, could I still redirect it?
A: No. All targets must be legal. That includes range.

Q: When would a champion no longer be lifebound?
A: Champions remain lifebound until either leaves the battlefield or the champion with Lifebind loses lifebind.

Q: Can you Lifebind to a champion that is already lifebound?
A: No.

Q: What happens if I redirect an attack or targeted effect into an invalid target (e.g. redirecting an attack into a champion that cannot be attacked)?
A: You are unable to redirect an attack or targeted effect to an illegal target.

Q: If my opponent triggers Blazing Path ("When this champion traverses, it deals 2 to an opposing champion) to deal 2 to a Lifebound champion, could I redirect it to deal 2 to my Lifebind champion instead?
A: No. Effects that do not target like Blazing Path cannot be redirected by Lifebind.

Q: If my opponent sacrifice's Azure Lion, Drowner of Kings to Malicious Cultivation would I still draw 1?
A: No, since Azure Lion will replace the sacrifice with Retreating. The "if they do" clause will not be fulfilled.

Q: If my opponent targets 2 of my champions with Calypso, Vain Recluse, and one is Lifebound to the other champion being targeted, can I redirect Calypso to target the Lifebind champion twice?

A: No. Targets must remain legal to redirect through Lifebind.

Q: If I copy an infusion with a SUMMON ability with Tawny Lion's SUMMON ability, would I get the trigger?
A: No, since Tawny Lion was already summoned, it would not be able to use the copied SUMMON ability.

Q: After I build The Nile River under my control, if I summon another champion can I choose what side of the Nile River it ends up on?
A: Yes. Whenever a champion is summoned, you choose what slot it enters in and thus what side of the Nile River that champion will be on.

Q: If Player A controls The Nile River and Player B to the right of Player A summons a champion, what happens?
A: Since Player B's champion is summoned to the right of The Nile River, they would get a SUMMON triger to gain a flood counter.

Q: If I summon Guǎngmù Tiānwáng, The West while being 1 Ikorr away from winning the game, would I instantly win?
A: Yes. Once Guǎngmù Tiānwáng, The West has entered play, its effect is immediately active.

Q: If I turn my champion into a copy of a champion with an infusion with Inari Ōkami's avatar power, does the copy also have the infusion?
A: Yes. When copying another champion, the base stats, abilities, and infusion abilities are copied. Any status effects like stun, temporary effects like I Am Nobody, or permanent effects such as Form of the Astral Titan will not be copied.

Q: If I turn my stunned champion into a copy of another un-stunned champion, would my copy still be stunned?
A: Yes. The same is true for other effects that are applied to the physical card, such as I am Nobody or Form of the Astral Titan.

Q: If I summon a Charming Kitsune as a copy of Lotus-Eater, would I be able to trigger its SUMMON?
A: Yes, since Charming Kitsune is entering as a copy of Lotus-Eater it would have the SUMMON ability in time to trigger.

Q: If I infuse a Charming Kitsune with Shakujō (SUMMON — Void target Beast.) and have it enter as a copy of another champion, would I still get the SUMMON ability from the infusion?
A: No. Charming Kitsune will enter as a copy of the chosen champion, meaning it will not have any other ability from the original card.

Q: If I infuse Charming Kitsune with a cost reducer like Master's Cassock, and I want to copy a champion with Kitsune's ability, do I still get to benefit from the discount?

A: Yes. The Charming Kitsune would still consider any influence cost reduction abilities it has while you are paying for it, as this is before you choose what it is entering as.

Q: If I turn my champion into a copy of a Lotus-Eater with Inari Ōkami's avatar power, would it trigger the SUMMON ability of Lotus-Eater?
A: No. That champion does not change zones, nor is it resummoned when it becomes a copy of Lotus-Eater.

Q: If a champion I control that was copying a champion with "DEATH — Draw a card" dies, would I still draw a card when it dies?
A: Yes, the copying champion would still trigger any DEATH effects it had when it died.

Q: If a champion I control that was copying a champion with Reanimate dies, would it still summon ignoring its costs at the end of turn?
A: Yes. At the beginning of the next end phase, the original card will be summoned ignoring its costs and gain the Reanimate replacement effect, regardless of if it still has Reanimate when it returns.

Q: If I use Roaring Aegis to make Inari Ōkami's power cost 0, would I be able to choose the value of X when I activate the power?
A: No. Since the power is set to cost 0, it will be activated for X = 0.

Q: If I use Wepwawet to make Inari Ōkami's power costs 2 less to activate, could I activate the power for free and still choose a champion with cost 1?
A: Yes. Effects that reduce the cost of effects with X in their cost apply the cost reduction to the value of X.

Q: If I discard a card that costs 0 to Zeus, Fickle Fury, can I destroy an influence?
A: No. Influence cards are not considered a permanent. Permanents include Champions and Locations.

Q: If I play Six-Hundred Men, would abilities that trigger when that champion strikes trigger if the champion dies?
A: Yes. All champions that strike through Six-Hundred Men would trigger, even that champion would have died from a previous strike. All strikes caused by Six-Hundred Men are simultaneous.

Q: If I have a Tōkaidō, Road to Prosperity and summon a Sun Wukong, Disciple of Subodi under my ally's control, who would get the SUMMON ability?
A: Your ally would trigger the SUMMON ability, as it is being summoned under their control.

Q: If I play Cacao Exchange and use an "ACTION — Trade 1" ability from a champion with Quetzel Feather, would I refresh still?
A: Yes. The trade will fully complete, and then you will refresh 1 from Quetzel Feather and secure the

Traded Ikorr.

Q: How does Ek Chuah's RUSH ability interact with Cacao Exchange?
A: Both effects are triggers that secure the Ikorr traded. After trading, the effects go onto the stack with the first one successfully resolving and securing the Ikorr and the other one resolves with no effect because there is no Ikorr left to secure.

Q: Does Kuzunoha's SUMMON ability copy itself?
A: Due to the Fabled rule, you would not create a token copy of Kuzunoha, nor any other Fabled champion if it would result in a copy with the same name.

Q: If my champion with a Banana Leaf Fan deals battle damage to an opposing champion with a DEATH ability, would it trigger when it gets shuffled into their deck?
A: No. DEATH effects only trigger if the champion is put into the graveyard from the battlefield. However, if the champion with Banana Leaf Fan does battle damage equal to or greater than the opposing champion's health, the opposing champion will die while Banana Leaf Fan's trigger is on the stack.

Q: If I turn my Tiresias, Sightless Seer into a copy of a non-Fabled champion with Fushimi Inari-taisha, can I play another Tiresias? What happens at the end of turn when my original Tiersias is no longer a copy?
A: Since the effect would not result in you initially controlling two champions named Tiresias, Sightless Seer you could summon another Tiresias. At the end of turn when the copy effect wears off, you will have to choose one and sacrifice the rest with the exact same name since you control 2 or more Fabled champions with the exact same name,.

Q: If I turn a champion I control into a non-Fabled copy of Tiresias, Sightless Seer with Fushimi Inari-taisha and could I then play Body Beyond the Body to create two more non-Fabled copies of Tiresias?
A: Yes. You would create two more non-Fabled copies of Tiresias. They do not revert back unlike the champion you originally chose with Fushimi Inari-taisha.

Q: If Sun Wukong, Seven Times Immortal is my only champion and my opponent targets me with Malicious Cultivation, would I have to sacrifice it?
A: Yes. Sun Wukong, Seven Times Immortal is not protected from effects that affect the player like Malicious Cultivation.

Q: If my opponent controls Apep, Horizon's Nemesis and I summon Sun Wukong, Seven Times Immortal, would its summon ability still trigger?
A: No. Apep's ability "Opposing players cannot trigger SUMMON abilities" affects the player, meaning that Sun Wukong, Seven Times Immortal's SUMMON ability would not trigger.

Q: If a champion I control with a DEATH trigger dies to Dust to Dust, would the repeated damage resolve

first or my DEATH trigger?
A: Your DEATH triggers would go onto the stack after Dust to Dust has fully completed resolving.

Q: If I play a White Lotus and play my one remaining card for the turn, can I still activate Yù Huáng to create a Jade Warrior?
A: Yes. Tokens are not cards, nor are they played.

Q: Is SUMMON, DEATH, ACTION, and other such abilities considered keywords for Niú Mówáng's avatar power?
A: No. Niú Mówáng is looking for Keyword abilities such as Swift, Lethal, Quick Strike, Support, Lifebind, Traverse, Raze, Reanimate, and/or Fury. Keyword actions such as Scrap, Trade, or Discard or triggered effects like SUMMON, DEATH, or END are not considered for Niú Mówáng.

Q: With Pútí Zǔshī's RUSH ability, do you still have to pay the influence cost of whatever spells you void?
A: You must pay for any spell you choose to cast.

Q: How long does a spell remain a Charm when under the effect of Taoist Temple?
A: The spell will be a Charm while it is being cast, and while it is resolving. Once it enters the graveyard or another zone, it will no longer be a Charm.

Q: With Áo Guǎng, would the chosen champion keep its original abilities and Infusion?
A: Yes. That champion will have all of its original abilities, infusion included, with the additional ability provided by Áo Guǎng.