

Fwd:Outstanding Issues

"Gee Barger" <gee@archonarcana.com>

December 16, 2020 5:04 PM

To: gee@archonarcana.com

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From: "Aaron Haltom" <kfrules@fantasyflightgames.com>

To: "Gee Barger" <gee@archonarcana.com>

Sent: December 16, 2020 3:50 PM

Subject: Outstanding Issues

Hello again, Gee!

We looked at all of the Outstanding Issues. Thanks again for compiling this list and for pointing us to it! We weren't able to answer all of the questions yet, but we were able to answer MOST of them. I revised the wording on some of these, as well, to keep them in unified style when I add them to the FAQ.

Q: In my opponent's battleline, they have 3 creatures, with [Shadow Self](#) (with 6 damage) in the middle. I sacrifice [Special Delivery](#), and choose to do the damage to the left flank creature. Shadow Self's ability means the damage is dealt to Shadow Self instead, meaning Shadow Self is Destroyed. Is the Shadow Self purged due to Special Delivery's ability?

A: No, Shadow Self is not purged. You must choose a creature for Special Delivery, and the "that creature" in the text refers only to the chosen creature.

Q: I have [Dexus](#) in my battleline. In my opponent's battleline, they have two creatures of the same house. On their turn, they play [Code Monkey](#), resulting in both of the creatures going to their archive and leaving Code Monkey alone in their battleline (and hence on both flanks). Will Dexus' ability resolve here?

A: No. Dexus' ability will not be triggered by creatures that do not enter the battlefield on their opponent's right flank, even if Play: effects cause that creature to be on the flank after they resolve.

Q: My opponent has 5 æmber in their pool, Senator Shrix (WC 193) with 5 æmber on it, and a Keyfrog ([MM 369](#)). Their key cost is 6. If I destroy their Keyfrog, do they forge a key? If so, where does the æmber come from?

A: Yes, they forge a key. Forging is not optional if a player has enough æmber to forge, including æmber on cards like Senator Shrix that may be spent as if it were in their pool. As the active player, you make all necessary decisions unless otherwise specified, so you choose how much of the æmber they will spend from their pool and how much of it they will spend from Senator Shrix.

Q: In my play area, I have [Keyforgery](#) (WC 271). My opponent has [Keyfrog](#) ([MM 369](#)) in their battleline and has 6 Æmber. On my turn, I destroy Keyfrog, meaning my opponent would forge a key, so I begin to resolve Keyforgery. Since I'm the active player, does this mean that I choose the house as instructed by Keyforgery's ability?

A: Keyforgery is getting a small errata to prevent this strange interaction. After the next update, Keyforgery will only trigger when an opponent would forge a key on their turn.

Q: In my battle line I have [The Archivist](#). If I play [Mind Over Matter](#), does The Archivist's ability resolve and go into my archives face up, or is "Put into archives" a different effect from "Archive"? Also, what happens when [The Archivist](#) is put into its non-owner's archive by another card effect such as [Sample Collection](#)? Is the Archivist being face-up in the Archives a requirement for its ability to resolve?

A: "Put into your archives" is technically different from "archive" in the same way that "put into play" is technically different from "play." If a card effect puts The Archivist into either player's archives, it will go there face down like any other card, and its abilities will not be active.

Q: If I played Wild Bounty and a card with an Æmber, Damage, and Capture bonus icons, should it be Æmber, Damage, Capture, Æmber, Damage, Capture or Æmber, Æmber, Damage, Damage, Capture, Capture?

A: When resolving bonus icons "an additional time", do the additional time immediately after resolving that icon. So, in this case, the second order is correct (Æmber, Æmber, Damage, Damage, Capture, Capture).

Q: I have Sacro-Bot and Auto-Encoder in play. If I reap with Sacro-Bot, it's **Reap:** ability causes me to discard a card from hand, which allows me to resolve Auto-Encoder. Does the resolution of Auto-Encoder's ability happen at the same time as the "If you do", from Sacro-Bot (meaning the active player can choose the order to resolve them) or does Auto-Encoder have to resolve first?

A: Auto-Encoder has to resolve immediately after you discard a card, so when you reap with Auto-Encoder, you discard, then archive, then draw. These effects are not simultaneous, so the active player can not change their order.

Q: In my opponent's battleline, Master of the Grey (MM 169) is in play. If I play a card like Ensign El-Samra (MM 340), Reclaimed by Nature (MM 374), or Ultra Gravitron (MM 125), does the constant ability of Master of the Grey prevent the bonus icons from resolving or is the "as if you had played it" enough to get around Master of the Grey's ability to stop it?

A: Yes, the constant ability of Master of the Grey will prevent you from resolving bonus icons with Ensign El-Samra, Reclaimed by Nature, or Ultra Gravitron.

Q: I have a copy of Fandangle as a Maverick in Dis. Fandangle's ability says "While you have 4 Æmber or more, your non-Untamed creatures enter play ready." If I have four Æmber or more, does Fandangle enter play ready when I call Dis?

A: Yes.

Q: I have Scrivener Favian (MM 155) and an Amphora Captura (MM 215) in play. Can I use Amphora Captura's replacement effect to resolve a bonus icon as a capture, and then use Scrivener Favian's replacement effect to resolve that as a steal?

A: Yes. Both of these replacement effects would happen simultaneously, so you, as the active player, get to choose their order. You may choose to first treat the bonus icon as capture and then to treat that capture as steal.

Q: In my battleline, I have Reckless Rizzo in play. If I use the **Action:** ability and then upgrade Reckless Rizzo with Opportunist, is Reckless Rizzo's Elusive keyword activated again? If Reckless Rizzo had been upgraded with the Opportunist prior to using the Action ability, would the outcome be different?

A: After Reckless Rizzo uses their Action: ability, they have a lasting effect that causes them to lose elusive. New instances of the elusive keyword (in this case, from Opportunist) will be lost as soon as they are gained.

Q: In my opponent's battleline, they have Bulwark next to Shadow Self. In my battleline I have Gluttony. If I use Gluttony to fight Bulwark, how much damage does Shadow Self end up with? When Gluttony deals 6 damage, 2 of it is absorbed by Bulwark's armor, and then 4 gets redirected to Shadow Self, but does that damage go back through the dealing damage steps (resulting in 2 damage dealt to Shadow Self), or does Shadow Self's

replacement effect replace the damage dealing in step 4 of the Damage Timing Chart meaning Shadow Self's armor from Bulwark is not applied (resulting in 4 damage dealt to Shadow Self)?

A: Shadow Self will take 4 damage in this example. Your first interpretation is correct: 2 of the damage is prevented by Bulwark's armor, and once the remaining 4 damage is redirected to Shadow Self, the window for armor to prevent damage is already past and Shadow Self takes the remaining 4 damage.

Q: I have the The Pale Star (MM 049), Chonkers (MM 396), and Dark Æmber Vault (MM 001) in play. Chonkers has 1 printed power, one +1 power counter, and +2 power from the Dark Æmber Vault. If I sacrifice The Pale Star, how much power will Chonkers have? If I attack with Chonkers and it gains another +1 power counter this turn, how much power will it have then?

A: 1 Power in both cases. Restrictive ("cannot") effects overrule permissive ("may") effects, and The Pale Star is essentially saying "creatures cannot have power other than 1 and armor other than 0", So Chonkers will still only have 1 power this turn, despite any other counters or card effects that would usually increase its power, even if those counters are added after The Pale Star's ability has triggered.

Q: Can I play a creature that can be played as an upgrade (such as Explo-rover) as an upgrade if my opponent sacrificed Lifeward on a previous turn? If I have Matter Maker in play, can I play Explo-rover as an upgrade when Star Alliance is not my active house?

A: Yes and yes. You can choose to treat cards like Explo-rover as upgrades in all regards while you are playing them, even at the level of play restrictions.

Q: My opponent has Duskwitch in play. I play Cyber-Clone, and purge the Duskwitch. Does the Omega keyword from Duskwitch resolve ending my turn, or has the time for Omega to resolve already passed?

A: Cyber-Clone has already entered play by the time its Play: effect resolves, so the Omega keyword that it gains will not trigger, and your turn will not end.

Q: I've taken control of my opponent's Dark Harbinger. On my turn, I play Mimicry to copy a Shadows card from my opponent's discard pile. Does Dark Harbinger's ability resolve?

A: No. Mimicry was played as a copy of the Shadows action in your discard pile, so you have technically played a Shadows action, not an Untamed one.

Q: In my battleline I have no creatures. My opponent has First Officer Frane in their battleline. If I play Favor of Rex and target First Officer Frane, can I capture an Æmber from my opponent and put it on First Officer Frane? Does Favor of Rex's "as if you had played it" effect make First Officer Frane friendly for the purpose of resolving the effect (like it does with "as if you controlled it" in Nexus and Shard of Greed) or must I capture to a creature in my battleline?

A: Favor of Rex's "as if" text does make your opponent's First Officer Frane a friendly creature for the purposes of card effects (Similar to the Nexus/Shard of Greed ruling), however you do not gain control of that creature or move it to your battleline. Captured æmber must go onto a creature you control, so it cannot go on First Officer Frane.

Q: In my battleline I have Tantadlin (AoA 333) in play, as well as Creed of Nurture (WC 386). If I sacrifice Creed of Nurture and reveal Terrordactyl (WC 211), when I use Tantadlin to fight, will it do 2 damage (as Tantadlin says), 4 damage (as Terrordactyl says), or 6 damage (combining the damage of both Tantadlin and Terrordactyl)?

A: If two restrictions apply to the same card, follow the more restrictive of the two. So in this case, your Tantadlin would still only deal 2 damage when fighting (although it will also gain Terrordactyl's Before Fight: ability, which deals 4 damage to each of the attacked creature's neighbors).

Q: In Crucible Cast 17, it was clarified that if there were multiple cards under Jargogle, the active player could choose which one to play or archive. Since those cards are face down, is the Active Player allowed to look at those cards before making their choice?

A: When Jargogle is destroyed with multiple cards under it, if the active player is the controller of Jargogle, they can look at the cards beneath Jargogle and choose which one to play. If the active player is not the controller of Jargogle, they choose one of the cards under Jargogle at random and put it in its owner's archives, then all other cards under Jargogle go to their owner's discard pile(s).

Q: I have Gebuk in my battleline. On my opponent's turn, Gebuk is destroyed. Gebuk's **Destroyed:** ability is resolved and I discard Spartasaur, a creature. Are "After Gebuk Leaves Play" and "After a friendly Creature is destroyed" in the same window of the Timing Chart? If so, does Spartasaur's ability resolve when Gebuk leaves play or can the Active player order it so that Spartasaur's ability will not resolve?

A: When Gebuk is tagged for destruction, your opponent resolves its ability. Assuming they discarded a creature, Gebuk's ability then sets up a lasting effect where that discarded creature will be put into play immediately after Gebuk actually leaves play. This is a strangely timed card effect that happens during the game step that puts Gebuk into your discard pile and does not wait until the "After a creature is destroyed" timing point where Spartasaur's ability will trigger. So Gebuk's replacement will be put into play first, and then, assuming it is not a dinosaur, Spartasaur's ability will destroy that replacement along with all other non-dinosaurs.

Q: If I play United Action, even if I play no cards from another house, am I still unable to use creatures this turn? Or by choosing not to use the "may" portion (and everything that follows) would I still be allowed to use creatures this turn?

A: The "may" in United Action is allowing you to play cards from other houses, it does not extend to the last sentence. So whether you play cards from another house or not, you cannot use cards for the rest of the turn.

Q: I play Snekliifter and take control of a Spangler Box that is under the control of my opponent, making it a house Shadows artifact while under my control. I use Spangler Box, returning control to my opponent and Spangler Box's house to Logos. On a later turn, my opponent uses Spangler Box again and it returns to my control. Will Spangler Box's house return to Shadows due to the lasting effect provided by Snekliifter, or has something caused that effect to expire?

A: Snekliifter's lasting effect does not specify an ending for its duration, so it will last for the rest of the game or until that artifact leaves play. So yes, if your opponent takes control of Spangler Box, and then you take control of it again, Snekliifter's lasting effect will make Spangler Box belong to house Shadows again.

Q: How do Universal Recycle Bin and Spangler Box interact? If you archive a creature that was purged by Spangler Box, then play it, then it gets destroyed, and then somehow destroy the box, does the creature go back into play?

A: When a card purged by Spangler Box is moved to your archives, Spangler Box loses memory of having purged that card. If Spangler Box is later destroyed, the purged card will remain in whatever zone it is currently in.

Q: I have a Mars creature in my battleline. My opponent chooses house Dis and plays a [Collar of Subordination](#) on my creature, then finishes their turn. On my turn, I play [Hypnobeam](#) to take my creature back. However, since Collar of Subordination is a Constant ability versus the Play: ability of Hypnobeam, how do these two control effects resolve?

A: Hypnobeam's **Play:** effect sets up a lasting effect, which is also a constant ability for its duration. When two constant abilities would both take control over a card, the most recent constant ability takes precedence. So, in this case you will retain control of your creature despite Collar of Subordination, until that creature leaves play or your opponent plays another effect to take control of it.

Q: I have 4 Æmber in my pool and my opponent has 6. If I play Crassosaurus (WC 217), do I HAVE to capture 10 total Æmber onto Crassosaurus, or can I choose not to capture from myself and let Crassosaurus get purged?

A: Do as much as you can. In this case, if there is 10 or more Æmber total in all players' pools when you play Crassosaurus, you must capture 10 Æmber onto Crassosaurus.

Q: Should Symon be considered as an Elf or an Alien?

A: Alien. The previous version with the "Elf" trait was a printing error.

Q: I have Fangtooth Cavern in play. In my battleline, I have Jargogle with Ghosthawk underneath. As my turn ends, Jargogle is destroyed, and I play Ghosthawk. Would the neighbors of Ghosthawk be able to reap, even though it is outside Step 3? Or would Ghosthawk still deploy, but I would be unable to reap because I can only use cards in Step 3?

A: While creatures normally wouldn't be able to reap outside of Step 3, because of the golden rule (card text overrides rules text), Ghosthawk's ability will allow you to reap with its neighbors if you choose to.

Q: When playing Relentless Assault, do I choose the three creatures I am going to ready and fight immediately after playing the card, or can I resolve the first ready and fight with one creature then decide if I want to continue?

A: Because Relentless Assault specifically instructs you to resolve the fights one at a time, you resolve the first fight before you must decide whether or not to do the second fight, and you resolve the second before you must decide whether or not to do the third.

Q: My opponent put a Scowly Caper on each side of a Dextre in my battle line. At the end of my turn, if I have no other creatures in my battle line, will I destroy both one of the Scowly Capers and Dextre, or does Dextre get tagged for destruction by both Scowly Capers?

A: Correct, Dextre and one of the Scowly Capers will be destroyed. When the first Scowly Caper you choose to resolve destroys Dextre, Dextre's Destroyed: ability will immediately remove it from play, causing the Scowly Capers to become neighbors, and then the second Scowly Caper destroys the first.

Q: I have a Duskwitch and Mars Ambassador in play. If I reap with Mars Ambassador, and play a Mars creature (coming in ready because of Duskwitch), can I use the Mars creature as a part of the Ambassador's ability?

A: No. The "play or use" text on Mars Ambassador means you have to choose to either play or use that card, not both.

Q: I have chosen Dis as my active house for the turn. I play [Exhume](#) and choose to play a [Helper Bot](#) from my Discard Pile. If the next card I play is a card from house Dis, does that use up the Helper Bot's ability, or am I still allowed to play a future card from my 3rd house?

A: Helper Bot grants you permission to play one non-Logos card at any point on your turn. The first time you play a non-Logos card, that permission is used up. So, in this case you could play a card from your 3rd house with Helper Bot's ability only if you do so before you play any more Dis cards.

Q: My opponent has an Autocannon in play and I play Duskwitch. Does the Autocannon kill the Duskwitch? If so, does the Omega keyword effect still apply?

A: Yes, Autocannon will destroy Duskwitch, and yes, the Omega keyword will still apply. Playing Duskwitch causes Omega to trigger, and that ability will finish resolving even if the creature is destroyed immediately upon entering play.

Q: If I play a Unlocked Gateway and have Jargogle in play with a Wild Wormhole under it. Does Jargogle's Destroyed: ability allow me to play Wild Wormhole? What if Wild Wormhole causes a creature to be played from my deck, does it survive the Unlocked Gateway?

A: Yes, Jargogle's Destroyed: ability will fully resolve before Omega causes the step to end, allowing you to play the card underneath of Jargogle, and even allowing you to play another card via Wild Wormhole. If you play a creature this way, it will survive, as all creatures were already tagged for destruction by Unlocked Gateway.

I hope that helps! Let me know if you have any concerns or any follow-up questions about any of these.

Thanks!

-Aaron Haltom (he/him)

Card Game Designer

Fantasy Flight Games

kfrules@fantasyflightgames.com