Riftbound Core Rules

Last Updated: 2026-06-18

000. Golden and Silver Rules

001. Golden Rule

002. Card text supersedes rules text. Whenever a card fundamentally contradicts the rules, the card's indication is what is true.

050. Silver Rule

051. Card text uses different terminology than rules. Card text should be interpreted according to these rules, not as though it were text within these rules.

052. **Card,** when written in card effects, is shorthand for "**Main Deck** card." Runes, legends, and battlefields are *not* considered cards when executing the abilities and effects of game objects. They are considered cards for the purposes of these rules.

053. Cards refer to themselves in the first person.

053.1. * Units and legends say "I," "me," etc.

053.2. * Gear and spells say "this."

053.3. * Battlefields say "here."

053.4. * Cards may refer to themselves by their name for clarity. This is shorthand for the above terms.

054. “Can’t beats Can”

054.1. Cards that forbid actions or effects, as a broad method of determination, supersede cards that allow or permit that same action or effect.

054.2. If a card specifies that an action can “only” be performed under certain circumstances, it cannot be performed under any other circumstances.

055. When executing card text, do as much as you can, ignoring impossible instructions.

055.1. If all of a card’s instructions are impossible, it is still played and resolved, but nothing happens.

056. Cards a player owns may never be placed into a non-Board zone belonging to another player.

056.1. Non-Board zones corresponding to a player include Main Deck, Rune Deck, Trash, Hand, Chosen Champion zone, and Banishment.

056.2. If a card would enter such a zone, it goes to its owner’s corresponding zone instead.

100. Game Concepts

101. Deck Construction

102. *Riftbound* is a Trading Card Game where a player must provide their own cards to play against other players.

103.	To play *Riftbound*, a player must have a **Main Deck,** a **Rune Deck,** a **Champion Legend**, and a number of **Battlefields** determined by the **Mode of Play.** These are collectively referred to as a player's deck.
103.1.	Cards in a player's deck or rules of a **Game Mode** may indicate additional choices to be made while building the deck. *Example:* A unit reads in part "If [Name] is in your deck, choose 3 different legends in addition to your starting legend." This decision is made while building the deck. *Example:* The rules of a game mode read in part "Choose an additional Chosen Champion with a different Champion Tag and Domain than your Champion Legend. Place it in the Champion Zone at the start of the game alongside your other Chosen Champion. Your deck's Domain Identity includes that additional Chosen Champion's Domain, if applicable." The Chosen Champion chosen this way is decided while building the deck.
103.2.	1 **Champion Legend**
103.2.a.	This is placed in the **Legend Zone** at the start of the game.
103.2.b.	This will dictate the **Domain Identity** of the deck.
103.2.b.1.	Cards included in your deck must abide by your **Domain Identity.**
103.2.b.2.	Your deck's **Domain Identity** is dictated by the domains of your **Champion Legend.** In the default card frame, these domains appear as symbols in the legend's upper left corner.
103.2.b.3.	If a card has a single **Domain**, then that card is permitted in the **Domain Identity** that corresponds to the same **Domain.**
103.2.b.4.	If a card has more than one **Domain**, then that card is permitted *only* in a **Domain Identity** that contains all of the indicated **Domains** on that card.
103.2.b.5.	If a card has no **Domain,** then that card is permitted in decks of any **Domain Identity.**
103.2.b.6.	Some **Game Effects** may allow a player to add cards to their deck irrespective of those cards' **Domains.** Those cards are considered part of their deck's **Domain Identity,** regardless of their **Domain.**
103.3.	**A Main Deck of at least 40 cards:** A Chosen Champion Unit, as well as Units, Gear, and Spells
103.3.a.	**Chosen Champion**
103.3.a.1.	This will be placed in the **Champion Zone** at the start of the game.
103.3.a.2.	Must be a champion unit with a champion tag that matches the tag on your **Champion Legend.** *Example:* Loose Cannon has the tag *Jinx*. Therefore, a player could choose Jinx, Rebel or Jinx, Demolitionist as their Chosen Champion, because they also have the tag *Jinx*. *Example:* Tibbers has the tag *Annie*, but it is a signature unit, not a champion unit. It cannot be your Chosen Champion, even if your Champion Legend has the tag *Annie*.
103.3.a.3.	A player's **Chosen Champion** is both the specific card chosen for this slot during Deck Building and also any **Champion Unit** with the same name as the specific card selected for this specific slot during the course of play. *Example:* A player chose Jinx, Rebel as their Chosen Champion. One copy of Jinx, Rebel starts the game in their Chosen Champion zone. Any additional copies of Jinx, Rebel in their Main Deck, their hand, their trash,

	or on the board also count as their Chosen Champion for any game rules and effects that care about Chosen Champion status during the game.
103.3.b.	Your **Main Deck** can include up to 3 copies of the same named card.
103.3.b.1.	This includes your **Chosen Champion.** *Example:* A deck could include Volibear, Furious as its Chosen Champion and still include 2 more copies of Volibear, Furious in their Main Deck.
103.3.b.2.	Cards have different names even if they represent the same character. *Example:* A deck could include 3 copies of Yasuo, Remorseful and 3 copies of Yasuo, Windrider, because they have different names.
103.3.c.	Subject to **Domain Identity.**
103.3.d.	Your deck may only contain 3 *total* **Signature** cards that have the same Champion tag as your **Champion Legend.**
103.3.d.1.	Regardless of name, a deck may only contain a sum total of 3 Signature cards.
103.3.d.2.	All of the Signature cards must have the Champion tag that corresponds to the **Champion Legend** of the deck.
103.3.d.3.	Signature cards are not Champion units and cannot be placed in the **Champion Zone**.
103.3.e.	Subject to card legality of the **Format** being played.
103.4.	**Rune Deck**
103.4.a.	12 **Rune Cards**
103.4.a.1.	Cards in the **Rune Deck** must be of the **Domain Identity** of your **Champion Legend.**
103.4.b.	Must be shuffled and kept separate from the **Main Deck.**
103.5.	**Battlefields**
103.5.a.	The number will be dictated by your **Mode of Play.**
103.5.b.	Subject to **Domain Identity** if applicable.
103.5.c.	Cannot include more than one of a **Battlefield** of the same name when there are more than one required for the deck.
104.	**Setup**
105.	Spaces
106.	The **Play Area** is a collection of logical **Zones** that are defined by their behaviors and relationships to **Players.** These **Zones** are grouped into **The Board** and **Non-Board Zones.**
107.	**The Board**
107.1.	**Bases**
107.1.a.	Each player has their own **Base.**
107.1.b.	Each Base is a **Location.** *See **rule 197. Locations** for more information.*

107.1.c.	**Permanents** and **Runes** controlled by a player reside in that player's **Base.**
107.1.c.1.	**Permanents** attached to **Permanents** controlled by a player may also be found in that player's **Base,** regardless of their controller.
107.1.d.	**Permanents** and **Runes** in **Bases** are **Public Information.**
107.2.	**Battlefield Zone**
107.2.a.	The **Battlefield Zone** houses multiple **Battlefields.**
107.2.b.	Each **Battlefield** is individually a **Location.** *See **rule 197. Locations** for more information.*
107.2.c.	**Battlefields** and permanents at **Battlefields** are **Public Information.**
107.3.	**Facedown Zones**
107.3.a.	Each Battlefield is associated with a sub-zone called a **Facedown Zone**, a single logical space that a card can be put facedown in through various **Game Effects.**
107.3.b.	Each **Facedown Zone** has a maximum occupancy of one card.
107.3.b.1.	The maximum occupancy of a **Facedown Zone** can increase or decrease.
107.3.b.2.	If the maximum occupancy of a **Facedown Zone** decreases to a number less than the number of cards currently located there, the controller of that **Facedown Zone** must put a number of cards equal to the difference in the trash from the **Facedown Zone.**
107.3.c.	Cards can only be placed in or occupy the **Facedown Zone** if the controller of the card also controls the associated **Battlefield.**
107.3.d.	If a player loses **Control** of a **Battlefield**, any cards in the **Facedown Zone** associated with that **Battlefield** are removed during the next **Cleanup.** *See **rule 318. Cleanups** for more information.* *See **rule 422. Hide** for more information.*
107.3.e.	Facedown Zones are not locations.
107.3.f.	Facedown Zones are **Public Zones,** though facedown cards located there are **Private.**
107.4.	**Legend Zone**
107.4.a.	The space for each player's **Champion Legend.**
107.4.b.	This is not a location.
107.4.c.	The **Champion Legend** here is a **Game Object.** *See **rule 119. Game Objects** for more information.*
107.4.d.	The **Champion Legend** cannot be removed, moved, or displaced from this zone.
107.4.d.1.	Some effects may add a legend card or token to the **Legend Zone.** These legends are not **Champion Legends.**
107.4.d.2.	Non-Champion legends may be removed from the Legend Zone. They cannot exist in any zone other than the Legend Zone or **Banishment.**
108.	**Non-Board Zones**
108.1.	**The Chain**

108.1.a.	Cards and abilities are placed here as part of the process of being **played.** *See **rule 327. Chains** for more information.*
108.1.b.	Cards and abilities on the **Chain** are **Public Information.**
108.2.	**Trashes**
108.2.a.	Each player has their own **Trash.**
108.2.b.	This space is where cards are placed when they are killed or discarded, when they finish being executed as spells, when they are moved to the trash as an effect, etc.
108.2.c.	Cards in each player's **Trash** are **unordered.** Their sequence does not matter, and they may be reorganized.
108.2.d.	Cards in a player's **Trash** are **Public Information.** *See **rule 128. Privacy** for more information.*
108.3.	**Champion Zones**
108.3.a.	Each player has their own **Champion Zone.**
108.3.b.	The space each player puts their **Chosen Champion** at the start of the game.
108.3.c.	The **Chosen Champion** cannot be returned to this zone by normal means.
108.3.c.1.	If a **Chosen Champion** is instructed to be returned to this zone, it can only do so if there is not a card already in this zone.
108.3.d.	The **Chosen Champion** can be played from here as normal, following the rules of **Playing a Card.** *See **rule 349. Playing Cards** for more information.*
108.3.e.	Cards in a player's **Champion Zone** are **Public Information.**
108.4.	**Main Deck Zones**
108.4.a.	Each player has their own **Main Deck Zone.**
108.4.b.	The space for the player's **Main Deck.**
108.4.c.	Primarily houses the face-down **Main Deck** during gameplay.
108.4.d.	The number of cards in a player's **Main Deck** is **Public Information.**
108.4.e.	The order of cards in the **Main Deck** is **Secret Information** during the course of play. *See **rule 128. Privacy** for more information.*
108.5.	**Rune Deck Zones**
108.5.a.	Each player has their own **Rune Deck Zone.**
108.5.b.	The space for the player's **Rune Deck.**
108.5.c.	Primarily houses the face-down runes during gameplay.
108.5.d.	The order of runes in the **Rune Deck** is **Secret Information** during the course of play. *See **rule 128. Privacy** for more information.*
108.6.	**Banishments**
108.6.a.	Each player has their own **Banishment.**

108.6.b.	This space is where cards are placed when they are banished by a spell or effect.
108.6.c.	Represents cards that have been removed from play in a more difficult-to-recover way, ***or*** a temporary space to hold cards while effects are being processed.
108.6.d.	The cards in the banishment are **unordered.** Their sequence does not matter, and they may be reorganized.
108.6.e.	The cards in any player's **Banishment** are Public **Information.** *See **rule 128. Privacy** for more information.*
108.7.	**The Hand**
108.7.a.	Each player has their own **Hand.**
108.7.b.	This is the zone that cards go to when **Drawn.**
108.7.c.	The cards in a player's hand are **Private Information.**
108.7.d.	The cards in a player's hand are **Unordered.** Their sequence does not matter and they may be reorganized.
108.7.e.	The number of cards in a player's hand is **Public Information.**
108.7.f.	The hand can be targeted as a zone, and cards there can be affected by spells and effects when specified.
109.	All **Game Objects** in the collective **Play Areas** are **Public Information.** *See **rule 119. Game Objects** for more information.*
109.1.	Any player may view, or be provided with the details of the face-up information printed on the cards in the **Play Area.**
109.2.	The **State** of all **Game Objects** in the **Play Area** is also **Public Information.** *Examples:* If a **Unit** is **Buffed** If a **Gear** is **Exhausted** Etc.
110.	**Setup Process**
111.	Each player separates their **Champion Legend** and places it in the **Legend Zone.**
112.	Each player separates their **Chosen Champion** and places it in the **Champion Zone.**
113.	Each player sets aside their **Battlefields.**
113.1.	Your **Mode of Play** will dictate how these are used and placed into the **Battlefield Zone.** *See **rule 483. Modes of Play** for more information.*
114.	Each player shuffles their **Main** and **Rune Decks**, separately, then places them into their respective Zones.
114.1.	The **Main Deck** is placed in the **Main Deck Zone.**
114.2.	The **Rune Deck** is placed in the **Rune Deck Zone.**
115.	Determine **Turn Order** using any fair random method agreed on by all players.
115.1.	**Turn Order** is established as a repeating set of the players.
115.1.a.	The **Mode of Play** will specify how to determine a **First Player.**

115.1.b.	If not otherwise specified, **Seating** then determines the sequence, play proceeding clockwise from the **First Player.**
115.1.b.1.	The **First Player** is the player who becomes the **Turn Player** first.
115.1.c.	The **Turn Order** generates a looping queue of turns, starting with the First Player and repeating until the game ends.
115.2.	See the selected **Mode of Play** for any adjustments to each player's first turn. *See **rule 483. Modes of Play** for more information.*
116.	Players each draw 4.
117.	In turn order, players perform their **Mulligan.**
117.1.	A player may choose up to two cards in their hand. They set those cards aside.
117.2.	Then, that player draws as many cards as they set aside.
117.3.	Finally, that player **Recycles** the cards that were set aside. *See **rule 417. Recycle** for more information.*
118.	Begin play with the **First Player** taking their turn.
119.	**Game Objects**
120.	A **Game Object** is any game piece that can produce one or more **Game Effects** or grant prerequisites for players to take **Game Actions.**
121.	A **Game Object** does not include nor preclude any inherent properties beyond the ability to produce, or act as the prerequisite for, **Game Effects** and **Game Actions.**
122.	A **Game Object** can be a literal object or a logical object.
123.	**Game Objects** include, but are not limited to, the following: Main Deck cards in any zone Runes in any zone Legends Battlefields Tokens in any zone Abilities of any type on the chain Counters and other status markers
124.	A **Game Object** that changes zones to or from a **Non-Board Zone** becomes a new object for the purposes of tracking that object.
124.1.	Whenever a **Game Object** changes zones to or from a **Non-Board Zone**, all **Temporary Modifications** of all kinds cease to be tracked on it in all capacities. *Examples:* Damage is cleared. Counters are removed. Granted **Keywords** are no longer granted. Statuses are cleared.
124.2.	A **Game Object** can have any of the following statuses (non-exhaustive): Attached, Attacking, Buffed, Banished, Controlled, Defending, Empowered, Equipped, Exhausted, Facedown, Readied, Replaced, Revealed, Stunned, and any applied Layer effects.
125.	**Cards**
126.	*Riftbound* games are composed of players playing the cards in their respective decks.

127.	**Ownership**
127.1.	For gameplay purposes, a card's **Owner** is the player who brought it into the game, either as their **Champion Legend**, one of their **Battlefields**, as part of their **Main Deck** or **Rune Deck,** or **Created** during the process of play. The legal owner of a card doesn't matter during gameplay. *Example:* Bo didn't bring a deck, so Alice loans him a deck. During the game, Bo is considered the owner of those cards, even though legally they belong to Alice.
128.	**Privacy**
128.1.	A card will always exist in one of the many **Zones** described during **Setup.**
128.2.	A card will have a different level of **Privacy** based on its state or where it resides at a given time.
128.2.a.	Unless specified otherwise by the state of the card, a card's **Privacy** is the same as the zone it is located in.
128.3.	**Secret:** This level of Privacy indicates that no player may read or look at the face of the card.
128.4.	**Private:** This level of Privacy indicates that only the controller of a card on the board or the owner of a card in any other zone may read or look at the face of the card. *Example:* Cards in a player's hand are owned by that player. Only that player may read or look at their faces. *Example:* If a player controls a facedown card at a battlefield, that player and only that player may read or look at that card's face, regardless of who owns that card.
128.5.	**Public:** This level of Privacy indicates that any player may read or look at the face of the card.
128.6.	A player cannot be compelled to perform an action on cards whose privacy is secret or private if that action specifies a type or quality of card. *Example:* A card effect reads, "Play a unit from your hand, ignoring its costs." Although the effect does not say "may", the player can choose not to perform the action even if they have a unit in their hand, because the effect specifies a card type.
128.6.a.	If an effect would compel a player to perform an action on cards whose privacy is secret or private, and if that effect specifies a type or quality of card, the player in question may choose to ignore that instruction. Ignored instructions are deemed impossible.
129.	**Back Side**
129.1.	The back side of a card is the side with the **Riftbound** logo.
129.2.	There is a unique pattern of back side for each of the three categories of card: **Main Deck** cards, **Rune Deck** cards, and **Battlefields** and **Champion Legends.**
129.3.	The back side of a card is presented to conceal information for **Private** and **Secret** information cards. For example, cards in the **Main Deck** and cards in hand have their back side presented.
129.4.	The term **facedown** is used to describe the state during regular play of having a card's back side presented on the Board. A facedown card's front side is considered **Private Information.**
130.	**Front Side**
130.1.	The front side of a card is the opposite of its back.
130.2.	This is also referred to as a **front face.**
130.3.	This can be identified in situations where the back is not easily discernible by the presence of the **Play Cost** in the upper left corner of the card.
130.4.	Cards, when played, are played with their front face presented.

130.5.	The term **face up** is used to describe the state during regular play of having a card's front face presented
130.6.	Cards are considered to be **Public Information** while in this state, even if obscured by other cards in a pile. *Example:* The Trash is **Public Information** because all cards there have their front face presented even while stacked.
131.	**Cost**
131.1.	**Main Deck** cards have a **Cost**, listed in the upper left corner of the front face of the card. *See **rule 165. Rune Pools** for more information.*
131.2.	**Energy** Cost
131.2.a.	The numeral listed in the **Cost** element in the upper left corner of the card.
131.3.	**Power** cost
131.3.a.	The symbols, listed vertically, in the **Cost** element in the upper left corner of the card.
131.3.b.	This section may not be present on every card.
132.	**Name**
132.1.	Each card has a name that identifies it uniquely.
132.2.	This is usually located in the middle of the card.
132.3.	Cards that are printed in different languages but represent the same card are considered to have the same name for the purposes of deckbuilding and gameplay. *Example:* Chemtech Enforcer in English and its counterpart in Chinese are considered the same card, despite the **Name** element on the card reading differently.
132.4.	Some cards have both a short name and a subtitle. For all purposes, including rules and deckbuilding, such a card's name is "[Short Name], [Subtitle]". *Example:* Kai'Sa, Evolutionary and Kai'Sa, Survivor both have the short name Kai'Sa, but they have different names. You can include 3 of each in your deck under normal deckbuilding rules. If one of them is your Chosen Champion, the other is not.
133.	**Category**
133.1.	A card can have one or more **Categories** and **Sub-Categories** based on the properties of its front and back sides.
133.2.	These **Categories** and **Sub-Categories** dictate the behaviors of the card during play.
133.3.	Spells and other effects can refer to categories, sub-categories, supertypes, card types, tags, and other characteristics inclusively or exclusively. *Example:* A "non-unit card" is any card that is not a unit. *Example:* A "unit" is any game object that is a unit, regardless of any other categories it belongs to.
133.3.a.	When characteristics are referred to in this way, it refers to any **Game Object** with the appropriate characteristic on the board, unless the zone is specified implicitly or explicitly by the effect doing the referring or the nature of the characteristic. *Example:* A "Yeti" refers to a game object with the Yeti tag on the board. *Example:* A "spell" refers to a spell on the chain, because spells cannot exist as game objects on the board. *Example:* A "spell in your trash" refers to a spell card in your trash because the effect specifies

	the zone in question.
133.4.	**Main Deck Cards** begin the game in the **Main Deck** or (in the case of a **Chosen Champion**) the **Champion Zone.**
133.4.a.	**Permanents**
133.4.a.1.	An umbrella sub-category encompassing **Main Deck** Game Objects that remain on the board after being played.
133.4.a.2.	**Unit** and **Gear** are permanent types.
133.4.b.	**Spells**
133.4.b.1.	A sub-category encompassing Main Deck cards with the spell type, which do not remain on the board after being played.
133.5.	**Rune Deck Cards** begin the game in the **Rune Deck.**
133.5.a.	**Runes**
133.5.a.1.	A sub-category encompassing cards with the rune type. These are **channeled** rather than played. They remain on the board after being channeled, but they are *not* permanents, as they are not **Main Deck** cards.
133.6.	**Other Cards** are not part of either the **Main** or **Rune Decks** and begin the game in a zone determined by their type.
133.6.a.	**Battlefields**
133.6.a.1.	A sub-category encompassing cards with the battlefield type. They are not played or channeled. They start the game on the board.
133.6.b.	**Legends**
133.6.b.1.	A sub-category encompassing cards with the legend type. They are not played or channeled. They start the game in the Legend Zone and cannot typically leave it during play.
133.7.	**Supertypes** are **Categories** that may apply to game objects of multiple types. They are listed before a card's type.
133.7.a.	**Champion** is a supertype that applies exclusively to units. It impacts the rules for deckbuilding. *See **rule 103.2.a. Chosen Champion** for more information.*
133.7.b.	**Signature** is a supertype that may apply to game objects of any card type. It impacts the rules for deckbuilding. *See **rule 103.2.d.** for more information about **Signature cards.***
133.8.	**Tags** are **Categories** that may apply to game objects of multiple types. They are listed after a card's type.
133.8.a.	**Tags** have no innate rules meaning, but may be referenced by game rules and card effects.
133.8.b.	**Tags** used to link **Legends**, **Champion Units**, and **Signature** cards are known as **Champion Tags.**
134.	**Domain**
134.1.	Most cards belong to one or more of six **Domains**, identified by one or more symbols in the lower right corner.

134.2.	Each Domain has an associated color, a unique symbol, and a shorthand used to represent that symbol in written text.
134.2.a.	**Fury** is associated with the color red and represented by a circular symbol with three projecting points. Its shorthand is [R].
134.2.b.	**Calm** is associated with the color green and represented by a symbol resembling a leaf. Its shorthand is [G].
134.2.c.	**Mind** is associated with the color blue and represented by a symbol resembling a sun and moon. Its shorthand is [B].
134.2.d.	**Body** is associated with the color orange and represented by a blocky diamond-shaped symbol. Its shorthand is [O].
134.2.e.	**Chaos** is associated with the color purple and represented by a hexagonal symbol with swirls emanating from its center. Its shorthand is [P].
134.2.f.	**Order** is associated with the color yellow and represented by an angular winged symbol. Its shorthand is [Y].
135.	**Rules Text**
135.1.	All cards have a section that describes how they affect the game. This section is known as the **Rules Text** of the card.
135.2.	This section may contain:
135.2.a.	**Abilities**
135.2.a.1.	Abilities are discrete pieces of text that describe what a card may or must do. *See **rule 360. Abilities** for more information.*
135.2.a.2.	They may appear on any card.
135.2.b.	**Instructions**
135.2.b.1.	Instructions are a type of text that appears on spells and within abilities.
135.2.b.2.	They describe actions to be performed by one or more players.
135.2.b.3.	Instructions will self-describe when they are to be executed. If there is no timing described, they will execute during resolution. *Example:* An instruction says “as you play me, kill a unit as an additional cost.” That instruction will execute as the card is being played. If the card is given Repeat and the Repeat cost is paid, this instruction will not execute because the Repeat execution does not happen until resolution of the spell, after this instruction has executed.
135.2.b.4.	Instructions can usually be recognized by the way they are written. An instruction is written in the imperative mood, using the base form of a verb and omitting the subject unless necessary.
135.2.b.5.	A single instruction is made up of a game action and its complement.
135.2.b.5.a.	The complement of a game action is made up of the players or **Game Objects** that perform that game action, that that game action is performed on, the condition under which it is performed, and the duration for its effect to last. Some game actions omit a complement entirely. *Example:* Void Seeker is made up of two instructions. The first is “deal 4 to a unit at a battlefield.” Here “deal 4” is the game action,

	while “a unit at a battlefield,” is its complement. The second instruction, “draw 1,” has no complement. *Example:* Teemo, Strategist’s defend trigger reads “When I defend, choose an enemy unit here and reveal the top 5 cards of your Main Deck. Deal 1 to that unit for each card with Hidden revealed this way, then recycle the revealed cards.” There are four instructions here: “choose an enemy unit here,” “reveal the top 5 cards of your Main Deck,” “deal 1 to that unit for each card with Hidden revealed this way,” and “recycle the revealed cards.”
135.2.b.5.b.	If a conditional clause appears in instructions prior to one or more clauses with multiple instructions, that condition applies to all instructions in subsequent clauses in the same sentence. *Example:* A spell reads in part “If you’ve gained a point this turn, draw 1, then discard 1.” In order for either of the instructions that follow the “If you’ve gained a point this turn,” conditional clause to execute, the condition must be true. *Example:* Rogue Assassin is a legend that reads in part “[Action][>] [E]: If it's your turn, move a friendly unit in a showdown to base and if I'm [Empowered], ready it.” The first conditional clause in the activated ability applies to all subsequent instructions in the same sentence. The second conditional clause, “if I’m [Empowered],” only applies to the instruction that immediately follows it.
135.2.b.6.	Instructions do not include trigger conditions or the events or actions that a replacement effect defines as being eligible to be replaced. *Example:* An ability reads “When you play me, draw 1.” The trigger condition for this ability is not an instruction. “Draw 1,” is the only instruction included in the ability. *Example:* An ability reads “If a unit would die, banish it instead.” The text “If a unit would die,” is not an instruction of the ability. *Example:* An ability reads “As I’m revealed from your Main Deck, Add [2].” The text “As I’m revealed from your Main Deck,” is not an instruction of the ability.
135.2.b.7.	Instructions of a spell or ability may reference actions taken during **Finalization.** They will do so by checking whether “you” performed those game actions. These instructions check whether the game action was performed, not by whom. If another player gains control of the spell or ability after the game action was performed during finalization, it will still be considered true for the purposes of these instructions. *Example:* Rampage is a spell that reads “As you play this, you may pay [C] as an additional cost.” and “Choose a friendly unit and an enemy unit. If you paid the additional cost, give the friendly unit +2 [Might] this turn. They deal damage equal to their Mights to each other.” If another player gains control of Rampage, although they are not the one who paid the cost, the “if you paid the additional cost,” condition will still be fulfilled. *Example:* Back Off is a spell that reads in part “If you played this from your hand, draw 1.” On resolution, Back Off checks if it was played from hand. If another player gained control of Back Off, as long as the card was played from hand, the condition will be true and the controller of the spell will draw 1.
135.2.c.	**Keywords**

135.2.c.1.	Keywords are short words or phrases that represent longer abilities or instructions. *See **rule 800. Keywords** for more information.*
135.2.c.2.	Keywords may or may not have reminder text.
135.2.d.	**Reminder Text**
135.2.d.1.	Reminder text appears in italics and parentheses.
135.2.d.2.	Its purpose is to summarize relevant rules, including keywords and other rules.
135.2.d.3.	The presence, absence, or exact wording of reminder text has no effect on game function.
135.2.e.	**Symbols**
135.2.e.1.	Rules text sometimes contains symbols that express game concepts. Each symbol also has a shorthand used to represent it in written text.
135.2.e.2.	The cost of **Exhausting** a **Permanent** is represented by the "exhaust symbol," which resembles a card turning sideways. Its shorthand is [E]. (Some previous rules information has given its shorthand as [T].)
135.2.e.3.	**Might** is represented by the "Might symbol," which resembles a sword and shield. Its shorthand is [M]. (Some previous rules information has given its shorthand as [S].)
135.2.e.4.	**Power** of a specific **Domain** is represented by its domain symbol and the corresponding shorthand. *See **rule 134. Domain** for more information.*
135.2.e.5.	Power of any **Domain** is represented by a swirling rainbow symbol. Its shorthand is [A].
135.2.e.5.a.	When required as a cost, [A] can be paid by **Power** of any **Domain**.
135.2.e.5.b.	When **Added** to a player's **Rune Pool,** [A] can be spent to pay a **Power** cost of any **Domain.**
135.2.e.6.	Power of a domain corresponding to a card's own **Domain** is not represented by a symbol, but appears in these rules similarly to other symbols. Its shorthand is [C].
135.2.e.6.a.	When a [C] shorthand is printed on a card as reminder text, it assumes that card's usual **Domain**, but it still means "one Power of this card's **Domain**."
135.2.e.6.b.	A [C] shorthand on a card with no **Domain** is processed as [A] instead.
135.2.e.6.c.	A [C] shorthand on a card with multiple **Domains** is processed as any power of that card's **Domains.** *Example:* Defiant Dance is a Calm and Chaos spell. Its cost is [1][C]. The power component of that cost can be paid with either [G] or [P]. *Example:* Tibbers is a Fury and Chaos Unit. If Tibbers is granted the Accelerate keyword, the power component of the optional additional cost can be paid with either [R] or [P].
135.2.e.7.	A keyword associated with an ability is indicated by the [>] symbol.
135.2.e.7.a.	This could be a dependent keyword like [Legion][>] or [Level][>], a

	triggered ability with a keyworded trigger condition like [Deathknell] or it could be a permissive keyword associated with an ability like [Action][>] or [Reaction][>].
135.2.e.7.b.	Whatever instruction or ability comes after the [>] is modified by the keyword that comes before the [>]. It will either be inactive, in the case of a dependent keyword; the trigger effect, in the case of a keyword triggered ability; or it will receive the permission granted by the keyword in the case of a permissive keyword.
135.3.	Rules text can be blank.
135.4.	A card's printed **Rules Text** is **Inactive** while that card is **Attached** to another card. *See **rule 716. Attachment** for more information.* *See **rule 720. Inactive** for more information.*
135.4.a.	The presence of text, rules, **Keywords**, and other effects can still be referenced and detected by other game effects, even while **Rules Text** is **Inactive.**
135.4.b.	Any granted or appended **Rules Text** on a card is still **Active** even if that card is **Attached** to another card.
136.	**Effect Text**
136.1.	Some cards have a separate section of text below the **Rules Text**. This is referred to as the **Effect Text**.
136.2.	**Effect Text** can contain additional **Abilities.**
136.2.a.	**Effect Text** can be blank.
136.2.b.	**Effect Text** is **inactive** unless the card with the **Effect Text** is **Attached** to another card. *See **rule 716. Attachment** for more information.* *See **rule 720. Inactive** for more information.*
136.2.c.	The abilities in the **Effect Text** section of a card are appended to the **Rules Text** of the card to which the card with the **Effect Text** is **Attached.**
136.2.d.	**Effect Text** may refer to "this" or to the name of the **Attached** game object that appended the **Effect Text.** Doing so refers to the **Attached** game object and not the **Top-Most Card,** even if the **Top-Most Card** shares a name with the **Attached** game object. *Example:* Guardian Angel's effect text reads "If I would die, kill Guardian Angel instead. Heal me, exhaust me, and recall me." *Example:* Brutalizer's effect text reads "If this was attached to me this turn, I have an additional +2 [M]." The "this" in the effect text refers to the attached Brutalizer.
137.	**Might Bonus**
137.1.	Some cards have a **Might Bonus** in their lower right corner, expressed as an operator plus an integer.
137.2.	A card's **Might Bonus** can be **+0.**
137.3.	A card's **Might Bonus** modulates the **Might** of the card to which the card that has the **Might Bonus** is **Attached**. *See **rule 716. Attachment** for more information.*
137.3.a.	The **Might Bonus** is applied while **Attached** and stops applying as soon as the card with the **Might Bonus** is no longer **Attached.**
137.3.b.	If the card to which a card with a **Might Bonus** is **Attached** has no **Might** value, the **Might Bonus** is ignored.

138.	**Flavor Text**
138.1.	Flavor text is text that appears at the bottom of some cards to provide aesthetic enjoyment. It conveys no gameplay information. *Example:* The card Void Seeker features a quote from the character Kai'Sa. It does not have the Kai'Sa tag and has no gameplay connection to the Champion unit Kai'Sa.
138.2.	Flavor text is located at the bottom of the section provided for rules text, usually in a shaded bar. It appears in italics.
139.	**Illustration**
139.1.	Each card has an illustration. It conveys no gameplay information.
140.	**Units**
141.	**Unit is**:
141.1.	A **Game Object**
141.1.a.	While on **the Board**:
141.1.a.1.	**Units** are at one of several **Locations** while on **the Board**: a **Battlefield** or their **Base.**
141.1.a.2.	**Units** and their details are Public Information while on **the Board.**
141.1.a.3.	**Units** can be chosen, affected, or manipulated by spells, affects, or game actions that specify **Units.**
141.1.a.4.	**Units** can be **Killed.** *See **rule 429. Kill** for more information.*
141.1.b.	While in the **Trash:**
141.1.b.1.	**Units** are treated as **Cards**, similar to when in the **Hand.**
141.1.b.2.	They retain the properties of being a **Unit**, but are not on **the Board** and thus cannot take actions or be affected by spells, abilities, or game actions that target **Units** on **the Board.**
141.1.b.3.	Units can be affected by spells and game effects that target **Units** in the **Trash.**
141.2.	A Card Type
141.2.a.	This is a unique identifier that some spells or abilities will use to restrict what they can choose or affect.
141.2.b.	The card type is relevant in all zones.
142.	**Damage** is a marked value that is applied to **Units.**
142.1.	**Damage** is not a **Game Object.**
142.2.	**Damage** is a value tracked per-Unit.
142.3.	**Damage** is marked on Units by players.
142.3.a.	The player responsible for the **Deal** action that caused the **Damage** to be marked is the player who marked that **Damage.**
142.3.b.	**Game Effects** may refer to that player's **Damage.** This means the **Damage** marked by that

	player. *Example:* A unit reads in part "Your damage can't be prevented." This refers to the damage marked by that player.
142.4.	**Damage** tracks how close a **Unit** is to being **Killed.** *See **rule 429. Kill** for more information.*
142.4.a.	**Lethal Damage** is the amount of marked **Damage** that will cause a unit to die in a cleanup.
142.4.b.	**Lethal Damage** for a Unit is a non-zero amount greater than or equal to that Unit's **Might.** *Example:* A unit has 5 [M] and 3 damage marked on it. Frigid Touch is played targeting that unit. When it resolves, the unit's Might becomes 3, and it will have lethal damage marked on it. *Example:* A unit has 0 [M]. In order to have lethal damage marked on it, it must have at least 1 damage marked on it.
142.4.c.	Some effects may alter this amount. These effects will refer to the amount of damage needed to kill a unit. *Example:* Elder Dragon's passive ability reads "Any amount of your damage is enough to kill enemy units." This alters the **Lethal Damage** value for enemy units that have damage marked by you.
142.5.	**Damage** can be **Healed.** *See **rule 419. Heal** for more information.*
143.	**Units** have multiple **Intrinsic Properties** unique to them:
143.1.	**Tag:** A **Unit** has zero or more **Tags** representing one or more champions, regions, factions, or species it belongs to.
143.1.a.	These have no intrinsic rules or behaviors by themselves.
143.1.b.	Spells, abilities, and game actions can reference these types as part of their execution.
143.2.	**Might**: The combat statistic of a **Unit**. Used to determine a **Unit's** contribution to **Combat**, as well as when it is **Killed** by damaging effects.
143.2.a.	A **Unit's Might** can be referenced by cards and effects in one of three forms: A **Unit** has a **Printed Might**, that is the value in the top right corner of the unit card/token; a **Base Might,** that is a trait that is alterable by effects in the Trait-Altering layer; and an **Effective Might,** that is the value calculated in the arithmetic layer including all **Might** altering **Game Effects.** *See **rule 475. Layers** for more information.*
143.2.a.1.	Card text may refer to the latter two of these three forms. When cards or these rules refer to a **Unit's Effective Might,** they will do so by simply referring to that unit's "Might." *Example:* A card reads in part "Choose a unit. Its base Might becomes 5 this turn." This applies an effect in the trait-altering layer. *Example:* A card reads in part "Choose a unit. Increase its Might to 5 this turn." This applies an effect in the arithmetic layer.
143.2.b.	If a **Unit** ever has nonzero damage marked on it equalling or exceeding its **Might**, it is **Killed.**
143.2.c.	If a unit's **Might** is ever less than 0, it is treated as 0 when referenced by spells and abilities, and when summing **Might** to be assigned as damage in the **Combat Damage Step**. *See **rule 467. The Combat Damage Step** for more information.*
143.2.c.1.	Although the unit's Might is treated as 0, it is not 0. Effects that calculate Might increases and decreases use the actual value of the unit's Might.

143.3.	**Units** can have damage marked on them.
143.3.a.	When spells, abilities, or other game effects deal damage, **Units** mark that damage on them temporarily. This can be tracked with coins, dice, or other markers, or by memory.
143.3.b.	**Damage** is **Healed** from **Units** at two specific times:
143.3.b.1.	At the end of each player's turn. *See **rule 317.2. Ending Phase** for more information.*
143.3.b.2.	During a **Combat Cleanup.** *See **rule 468.1.** for more information about **Combat Cleanups.***
143.4.	**Units** enter **the Board exhausted.**
143.4.a.	This can be altered by **Accelerate** or similar game effects. *See **rule 805. Accelerate** for more information.*
143.5.	**Units** cannot be **Attached** to other permanents. *See **rule 435. Attach** for more information on the attach game action.* *See **rule 716. Attachment** for more information on attachment.*
143.5.a.	If a **Unit** would be **Attached** to a permanent, nothing happens.
143.5.b.	If a non-**Unit Game Object** that is **Attached** becomes a **Unit** through any means, it detaches as it becomes a **Unit.**
144.	**Units** have the **Inherent Ability** to perform a **Standard Move.**
144.1.	This action is limited in when it can be performed.
144.1.a.	This action can be done any time during a player's **Main Phase.**
144.1.b.	This action cannot be performed during a **Closed State**.
144.1.c.	This action cannot be performed during a **Showdown** or **Combat.**
144.2.	**Exhausting** the **Unit** is the **Cost** for this action.
144.3.	Players may perform multiple **Units'** standard move simultaneously. This is treated as one game action performed on multiple **Units.**
144.3.a.	When a **Move** like this is declared by a player, the units' **Destination** must be the same.
144.3.b.	When a **Move** like this is declared by a player, the **Origins** do not need to be the same.
144.3.c.	The **Costs** of **Exhausting** the **Units** are also paid **Simultaneously.**
144.4.	The Destinations where **Units** can **Move** to with their **Standard Move** are restricted:
144.4.a.	**Units** may move from their **Base** to a **Battlefield.**
144.4.a.1.	**Units *cannot* Move** to a **Battlefield** that already has units from 2 other players present, or where a **Combat** is ongoing that has 2 other players as participants. *See **rule 449.2.** For more information on valid destinations for movement.*
144.4.b.	**Units** may move from a **Battlefield** to their **Base.**
144.4.c.	**Ganking** is a unique ability that affects a **Unit's Standard Move**
144.4.c.1.	**Units** with **Ganking** may use their **Standard Move** to **Move** from **Battlefield** to **Battlefield.** *See **rule 810. Ganking** for more information.*

145.	**Units** may have **Activated Abilities.**
145.1.	**Activated Abilities** are **Game Effects** that are written as **Costs** followed by a ":", and then succeeded by an effect. *See **rule 376. Activated Abilities** for more information.*
145.2.	The **Activated Ability** of **Units** may be executed at any time during the controlling player's **Main Phase** during an **Open State**, and not during a **Showdown.**
145.2.a.	This follows the same process as playing a card. *See **rule 349. Playing Cards** for more information.*
145.2.a.1.	This behaves, once activated, like a spell without an associated card.
146.	**Units** have a **Location.**
146.1.	A **Unit's Location** is the **Base** or **Battlefield** it currently occupies. *See **rule 197. Locations** for more information.*
147.	**Gear**
148.	**Gear** are:
148.1.	A **Game Object**
148.1.a.	While on **the Board.**
148.1.a.1.	**Gear** can only be played to a player's **Base** unless an effect specifies otherwise.
148.1.a.2.	**Gear** and their details are Public Information while on **the Board.**
148.1.a.3.	**Gear** can be chosen, affected, or manipulated by spells, effects, or game actions that specify **Gear.**
148.1.a.4.	**Gear** can be **Killed.** *See **rule 429. Kill** for more information.*
148.1.b.	While in the **Trash**
148.1.b.1.	**Gear** are treated as **Cards** before **Game Objects**, similar to the **Hand.**
148.1.b.2.	They retain the properties of being **Gear**, but are not on **the Board** and thus cannot take actions or be affected by spells, abilities, or game actions that affect **Gear** on **the Board.**
148.1.b.3.	**Gear** can be affected by spells and game effects that affect **Gear** in the **Trash.**
148.2.	A Card Type
148.2.a.	This is a unique identifier that some spells or abilities will use to restrict what they can choose or affect.
148.2.b.	The card type is relevant in all zones.
149.	**Gear** have several **Intrinsic Properties** unique to them.
149.1.	**Gear** enter play **Ready.**
149.2.	**Gear** can only be played to a player's **Base** unless an effect specifies otherwise.
149.3.	If an unattached non-**Unit Gear** is at a **Battlefield** or in another player's base for any reason during a cleanup, then it is recalled to its controller's **Base** as a corrective action.

	*See **rule 456. Recalls** for more information.* *See **rule 318. Cleanups** for more information.*
150.	**Gear** can have the **Equipment** tag.
150.1.	These **Gear** are referred to as **Equipment.**
150.2.	**Equipment** have effect text and a Might bonus. *See **rule 136. Effect Text** for more information on effect text.* *See **rule 137. Might Bonus** for more information on Might bonuses.*
150.3.	**Equipment** can have the **Equip** or **Quick-Draw** keywords. *See **rule 818. Equip** for more information on the Equip keyword.* *See **rule 819. Quick-Draw** for more information on the Quick-Draw keyword.*
150.4.	**Equipment** are still **Gear** and have the same intrinsic properties and rules that **Gear** do.
150.5.	**Equipment** and whether a **Gear** has the **Equipment** tag is a characteristic of the **Gear** may be checked or referenced by other **Game Effects.**
151.	**Gear** may have **Activated Abilities.**
151.1.	**Activated Abilities** are **Game Effects** that are written as **Costs** followed by a ":", and then succeeded by an effect. *See **rule 376. Activated Abilities** for more information.*
151.2.	The **Activated Ability** of **Gear** may be executed at any time during the controlling player's **Main Phase** during an **Open State**, and not during a **Showdown.**
151.2.a.	This follows the same process as playing a card. *See **rule 349. Playing Cards** for more information.*
151.2.a.1.	This behaves, once activated, like a spell without an associated card.
152.	**Gear** have a **Location.**
152.1.	A **Gear's Location** is the **Base** or **Battlefield** it currently occupies. *See **rule 197. Locations** for more information.*
152.2.	**Non-Unit Gear** cannot normally become located at a **Battlefield** unless by some special means. *Example:* Gear are played to Base unless an effect specifies otherwise. A gear played from Facedown, which is specified to be played to the Battlefield it was played from, will enter at that Battlefield. Gear can also become located at a Battlefield if they are attached to a unit who becomes located at a Battlefield. A Gear that is a Unit can move to a Battlefield. *See **rule 811. Hidden** for more information.* *See **rule 716. Attachment** for more information.*
153.	**Spells**
154.	Spell is a card type.
155.	A spell can be played during an **Open State** outside of **Showdowns** on its controller's turn.
156.	A spell is controlled by the player who played it.
157.	A spell creates a game effect according to its instructions and is then placed in the **Trash** of the player who owns it.
158.	When a spell is successfully played, a player executes the rules text of the spell. This is called **Resolving** the spell.
158.1.	Spells have their rules text executed from top to bottom when they are **Resolved.**

158.2.	If a later part of a spell applies a **Replacement Effect** that alters earlier parts of the spell, apply those replacement effects as appropriate. *Example:* A spell says "Choose a unit. Kill it the next time it takes damage this turn." and "[Legion] — Kill it now instead." If the Legion condition is satisfied, the unit is killed immediately and the instruction to kill it the next time it takes damage is negated, even if the unit remains on the board somehow. *See **rule 367. Replacement Effects** for more information.*
158.3.	While a spell or ability on the chain is **Resolving**, no other spells or abilities can be finalized on the chain or resolved, including triggered abilities or game effects that would occur as a result of the execution of the spell.
158.3.a.	Finish resolving *all effects* of a spell before addressing any chain items or Tasks the spell may have added or made outstanding through execution.
159.	Certain **Keywords** on spells are not executable rules text, but instead intrinsic properties of the spell.
159.1.	These determine inherent properties and behaviors of the spell before being played or while on the chain.
159.2.	These keywords are:
159.2.a.	**Action**
159.2.a.1.	This indicates that, in addition to being able to be played during an **Open State**, this spell may *also* be played during **Open States** during **Showdowns.** *See **rule 806. Action** for more information.*
159.2.b.	**Reaction**
159.2.b.1.	Grants all cases and rules of **Action.**
159.2.b.2.	In addition to all prior cases, may *also* be played during **all forms of Closed State.**
159.2.b.3.	This will result in this spell resolving before spells and abilities that are already on the chain. *See **rule 813. Reaction** for more information.*
160.	**Runes**
161.	**Rune** is a **Card Type.**
161.1.	A **Rune** is not a **Main Deck** card.
161.1.a.	This means, despite remaining on **the Board** until **Recycled** or otherwise removed from the board, it is *not* a **Permanent.**
161.2.	**Runes** are kept in the **Rune Deck.**
161.2.a.	Exactly 12 **Rune** cards chosen during Deck Construction. *See **rule 103.3. Rune Deck** for more information.*
161.2.b.	When a **Rune** is **Recycled** it is returned to the **Rune Deck**, not the **Main Deck.** *See **rule 417. Recycle** for more information.*
162.	**Runes** produce the resources needed to pay costs.
163.	**Runes** produce **Energy** and **Power.**
163.1.	**Energy** is used to pay numeric **Energy costs.**

163.1.a.	**Energy** has no Domain.
163.1.b.	**Energy** has no type.
163.2.	**Power** is used to pay Domain-associated **Power Costs.**
163.2.a.	**Power** has a Domain.
163.2.a.1.	**Power**'s Domain usually corresponds to the Domain of the **Rune** that produced it.
163.2.b.	Some **Power** is **Universal** and can be used to pay for costs of any Domain.
164.	**Basic Runes**
164.1.	There are six **Basic Runes**, each with a Domain corresponding to its name: Fury Rune Calm Rune Mind Rune Body Rune Chaos Rune Order Rune
164.2.	A **Basic Rune** always has the following two **Abilities**:
164.2.a.	[Reaction][>] [E]: Add [1].
164.2.b.	[Reaction][>] Recycle this: Add [C].
164.2.b.1.	The **Power** added this way corresponds to the **Domain** of the **Rune** that is being **Recycled.**
165.	Rune Pools
166.	The **Rune Pool** is a conceptual collection of a player's available **Energy** and **Power** available to pay **Costs.**
166.1.	When a card adds **Energy** or **Power,** it is added to the controlling player's **Rune Pool**.
166.2.	Players must add **Energy** and **Power** to their **Rune Pool** in order to be able to spend it to play cards or pay for **Abilities** with costs.
166.3.	**Energy** and **Power** do not have a physical marker or tracker, although players may wish to use a physical tracker if they are retaining unspent **Energy** and **Power** over the course of their turn.
167.	Every player's **Rune Pool** empties at the start of each player's Main Phase and the end of each player's turn.
167.1.	Any unspent **Energy** or **Power** are lost.
168.	All **Abilities** that include the action "**Add**" are abilities that are adding **Energy** or **Power** to the **Rune Pool.** *See **rule 430. Add** for more information.*
169.	**Battlefields**
170.	**Battlefields** are **Game Objects.**
170.1.	**Battlefields** are **Owned** by a player.
170.2.	**Battlefields** are not shuffled into Decks at the start of a game.
170.2.a.	**Battlefields** are not played during the course of regular play.
170.2.b.	**Battlefields** are established at the start of a game and remain in place for the duration of regular play.

170.3.	**Battlefields** cannot be **Killed** during the course of regular play.
170.4.	**Battlefields** cannot be **Moved.**
170.5.	**Battlefields** are **Locations.**
170.5.a.	**Battlefields** can be **Origins** of moves.
170.5.b.	**Battlefields** can be **Destinations** of moves.
170.6.	Any number of **Units** can be present at a **Battlefield.**
170.7.	**Battlefields** can be targeted by spells or game effects.
170.8.	**Battlefields** can have **Passive Abilities.** *See **rule 363. Passive Abilities** for more information.*
170.9.	**Battlefields** can have **Triggered Abilities.** *See **rule 382. Triggered Abilities** for more information.*
170.10.	**Battlefields** can have **Activated Abilities.** *See **rule 376. Activated Abilities** for more information.*
170.11.	**Battlefields** can be referenced in different states in card text:
170.11.a.	**Battlefields** can be “occupied.” This means they have a **Unit** present.
170.11.b.	**Battlefields** can be “uncontrolled.” This means no player controls them.
170.11.c.	**Battlefields** can be “open.” This means they are unoccupied and uncontrolled.
171.	**Battlefields** are not **Permanents.**
172.	The number of **Battlefields** on **the Board** is determined by the **Mode of Play.**
173.	**Legends**
174.	**Legends** are **Game Objects.**
174.1.	**Legends** are **Owned** by a player.
174.2.	**Legends** are not shuffled into Decks at the start of a game.
174.2.a.	**Legends** are not played during the course of regular play.
174.2.b.	**Legends** are established at the start of a game, and remain in place for the duration of regular play.
	Legends may be **Created** during the course of play. They will be **Created** ready unless the effect specifies otherwise.
174.3.	**Legends** cannot be **Killed** during the course of regular play.
174.4.	**Legends** cannot be **Moved.**
174.5.	**Legends** can be targeted by spells or game effects.
174.6.	**Legends** can have **Passive Abilities.** *See **rule 363. Passive Abilities** for more information.*
174.7.	**Legends** can have **Triggered Abilities.** *See **rule 382. Triggered Abilities** for more information.*

174.8.	**Legends** can have **Activated Abilities.** *See **rule 376. Activated Abilities** for more information.*
175.	**Legends** are not **Permanents.**
176.	**Legends** may have one or more **Domains.**
176.1.	The **Champion Legend** determines the **Domain Identity** of cards its owner can include. *See **rule 101. Deck Construction** for more information.*
177.	**Multiple Types**
178.	**Game Objects** can have multiple types.
178.1.	A **Game Object** that is more than one type has the properties of all of their types, except where they are mutually exclusive.
178.1.a.	Regardless of a **Game Objects'** other types, there are some properties that are true of **Game Objects** of certain types. These properties take precedence when properties are mutually exclusive.
178.1.a.1.	If a **Game Object** is a **Unit,** regardless of its other types, it has Might, can have damage marked on it, enters exhausted, and can be played to any valid location.
178.1.a.1.a.	It will not be recalled to base from a **Battlefield** in step 5 of a cleanup.
178.1.a.2.	If a **Game Object** is a **Rune,** regardless of its other types, it will be recycled to the **Rune Deck.**
178.2.	A **Game Object** that is more than one type maintains all of the permissions of all types.
178.2.a.	If a **Game Object** is a **Unit,** it has the standard move inherent ability.
178.2.a.1.	It can move and become located at a Battlefield.
178.3.	A **Game Object** that is more than one type can be affected by Game Effects that modify or interact with any of its types. *Example:* A unit that is also a gear can be affected by spells and abilities like the Ruination or Thermo Beam that say "Kill all units," or "Kill all gear." A unit that is also a gear can be targeted by spells and abilities like Vengeance or Rocket Barrage that say "Kill a unit," or "Kill a gear."
179.	**Tokens**
180.	**Tokens** are **Game Objects** created by spells and abilities during play.
181.	Tokens can be represented by anything. Printed tokens are included in **Riftbound** booster packs, but they are not required to play a token.
182.	A token's **controller** is the controller of the spell or ability that created it, unless the token's type innately determines control or that spell or ability specifies that a different player is the token's controller.
183.	A token's **owner** is the player who controlled the effect that created it.
184.	The effect that creates a token may specify the conditions or circumstances under which it enters the board. These stipulations may alter the usual steps for playing a card if the token is played.
184.1.	The effect may state that the token enters ready or exhausted, if that state is contrary to the default for the token's type.
184.2.	The effect may restrict the location to which the token may be played.

184.3.	The effect may grant temporary abilities or modifications to the token.
185.	Tokens are not cards.
185.1.	"Token" is an intrinsic category of **Game Objects,** in the same way "card" is.
185.1.a.	Token **Game Objects** cannot lose their token nature by any means.
185.1.b.	Card **Game Objects** cannot become tokens by any means.
185.2.	Tokens have some properties in common with cards.
185.2.a.	Tokens can be **played** by their owner if their card type is played, following all the applicable steps for playing a card plus any restrictions or modifications from the effect that created the token. *See **rule 349. Playing Cards** for more information.*
185.2.b.	Token units have a **Might**.
185.2.c.	Tokens may have one or more **tags**.
185.2.d.	Tokens have a **type**. They follow all rules for their type unless otherwise specified. *Example:* A token unit is a unit. It enters exhausted, can take the standard move action, deals damage equal to its Might in combat, is destroyed if it takes damage equal to or greater than its might, can be chosen or otherwise affected by spells or abilities that choose or affect units, etc.
185.2.e.	Tokens inherit the recycle destination of their type. *Example:* Token runes will be recycled to the Rune Deck. Token units, gear, and spells will be recycled to the Main Deck. Token battlefields and legends can't be recycled.
185.3.	Tokens differ from cards in some ways.
185.3.a.	Tokens do not have **costs**.
185.3.a.1.	Although tokens do not have costs, their cost is treated as being 0 for all purposes.
185.3.a.2.	Tokens can have costs appended to them via applied Layer effects. *Example:* Deceiver's conquer effect creates a 0 [M] Reflection unit token and applies a copy effect to that token. The copy effect will append all copyable traits, including the cost of the unit to be copied. This appends a cost to the Reflection token.
185.3.b.	Tokens do not have **domains**.
185.3.b.1.	Tokens can have domains appended to them via applied Layer effects. *Example:* A card reads in part "As you play this, pick a domain. All units and gear are that domain." If that card is in play, any unit and gear tokens will have the chosen domain appended to them.
186.	Tokens are **Created** on the board or the Chain and cannot exist elsewhere.
186.1.	If a token is put into any **Non-Board Zone** besides the chain, it ceases to exist immediately after moving to its new zone.
187.	The spell or ability that **Creates** a token specifies some of its characteristics. It may have other characteristics, as listed below.
187.1.	A **1 [M] Recruit token** is a domainless unit token with 1 Might and the Recruit tag.
187.2.	A **3 [M] Sprite token with Temporary** is a domainless unit token with 3 Might, the Fae tag, and the

	Temporary keyword. *See **rule 816. Temporary** for more information.*
187.3.	A **2 [M] Sand Soldier token** is a domainless unit token with 2 Might and the Shurima tag.
187.4.	A **3 [M] Mech token** is a domainless unit token with 3 Might and the Mech tag.
187.5.	A **Gold gear token** is a domainless gear token with "[Reaction][>] Kill this, [E]: [Add] [A]."
187.6.	A **0 [M] Reflection token** is a domainless unit token with 0 Might.
187.7.	A **1 [M] Bird token** is a domainless unit token with 1 Might, the Bird tag, and the **Deflect** keyword. *See **rule 809. Deflect** for more information.*
187.8.	A **Brush battlefield token** is a domainless battlefield token with "Bird, Cat, Dog, Poro, and Ivern units here have +1 [M]" and "When you score here, you may replace this with the battlefield it replaced."
187.9.	The **Baron Pit battlefield token** is a domainless battlefield token with "Units can move here from anywhere."
187.10.	A **1 [M] Tentacle token** is a domainless unit token with 1 Might and the Bilgewater tag.
187.11.	A **0 [M] Shadow Clone token** is a domainless unit token with 0 Might and "When I attack, you may banish a unit from your trash. If you do, give me [Assault 4] this turn." *See **rule 807. Assault** for more information.*
187.12.	A **Bomb gear token** is a domainless gear token with "[Deploy]" and "[Deathknell][>] Deal 2 to an enemy unit here and kill all other Bombs you control here." *See **rule 830. Deploy** for more information.*
188.	**Control**
189.	**Control** is the concept of a player having influence of a **Game Object** and applies differently to different card types.
190.	**Battlefields**
190.1.	**Control** is established over **Battlefields** through the course of play.
190.2.	**Control** is a binary state for **Battlefields** and an **Identifier** for players.
190.2.a.	A **Battlefield** is **Controlled** or **Uncontrolled.**
190.2.b.	A **Battlefield** is **Controlled** by a specific player or **Controlled** by no one.
190.3.	**Control** can be **Contested** through the course of play.
190.3.a.	**Contested** is a temporary status applied to a **Battlefield** when a **Unit** controlled by a **Player** who does not currently **Control** that **Battlefield Moves** or otherwise becomes present there.
190.3.a.1.	**Units** moving to or being played to a battlefield apply **Contested** status if that **Battlefield** is not already **Contested** and that **Unit**'s controller does not already control that battlefield.
190.3.a.2.	A **Unit** changing controller while located at a **Battlefield** will also apply **Contested** status to that **Battlefield** if it isn't **Contested** and if the new controller doesn't control that **Battlefield.**
190.3.b.	Once a **Showdown** or **Combat** begins at a **Battlefield,** it remains **Contested** until **Control** is established or re-established.
190.3.b.1.	If a player who applied **Contested** status to a **Battlefield** controls no **Units** there

	and there is no ongoing Showdown or Combat at that **Battlefield,** then **Contested** status is removed in the following Cleanup.
190.3.c.	The state of a **Battlefield** being **Contested** is used to determine when **Combat** should occur and when a **Non-Combat Showdown** should occur.
190.3.d.	At this time **Game Effects** cannot reference this status.
190.4.	**Control** is established by having **Units** at a **Battlefield** at the end of a Showdown or Combat after applying the contested status.
190.4.a.	If a player controls **Units** at a **Battlefield,** outside of **Combat,** they maintain **Control** of that **Battlefield** for as long as they have **Units** at that **Battlefield.**
190.4.b.	While a **Combat** or **Showdown** is ongoing at a **Battlefield**, **Control** of that **Battlefield** cannot change until instructed by steps of the **Combat** or **Showdown**.
190.4.c.	If a player has no **Units** at a **Battlefield** and the turn is in an **Open** state, they lose **Control** of that **Battlefield** in the following cleanup unless there is a **Combat** or **Showdown** ongoing there.
190.5.	**Control** is a constant state.
190.6.	**Control** of a **Battlefield** determines **Control** of its **Abilities.**
190.6.a.	While a **Battlefield** is **Controlled**, its **Controller** controls its **Abilities** unless that ability indicates another player does. The controlling player takes responsibility for adding them to the **Chain** if applicable, and makes all choices required by them unless otherwise specified.
190.6.b.	While a **Battlefield** is **Uncontrolled**, its **Abilities** are also **Uncontrolled** unless that ability indicates a player controls it. If there is no such indication, the **Turn Player** takes responsibility for adding them to the **Chain** if applicable, makes all choices required by them unless otherwise specified, and is treated as their **Controller** if any game rule or effect requires one. *Example:* The Arena's Greatest is a battlefield that reads "At the start of each player's first Beginning Phase, that player gains 1 point." This ability will usually trigger while the battlefield has no controller. If it does, the Turn Player goes through the steps of adding the ability to the chain and receives priority after doing so, exactly as if they controlled the ability.
190.6.c.	If an **Ability** of a **Battlefield** indicates that a specific player makes a choice, that player is the Ability's controller. They take responsibility for adding it to the chain if applicable and make all choices required by the ability. They and only they control the ability, regardless of who controls the **Battlefield.** *Example:* Abandoned Hall is a battlefield that reads "When a player plays a spell, they may give a unit they control here +1 might this turn." The ability indicates that the player who played the spell makes the choice, so that player takes responsibility for putting the ability on the chain and makes all choices. They control the triggered ability.
190.6.d.	"You" in a battlefield's abilities refers to the battlefield's **Controller**, as does the implied "you" in instructions that don't specify a player like "draw 1." If the battlefield has no **Controller**, "you" refers to no one, and all such instructions are ignored.
191.	**Everything Else**
191.1.	Players control their own **Champion Legend.**
191.2.	When a player **Plays, Hides,** or **Creates** a **Card** or other **Game Object**, they are established as that **Game Object's Controller.**
191.3.	For **Spells**, they are the **Spell's Controller.**

191.3.a.	That player chooses targets.
191.3.b.	That player chooses modes.
191.3.c.	That player pays costs.
191.4.	For **Permanents** and **Runes**, when they **Enter the Board**, that player is assigned as that **Game Object's Controller.**
191.4.a.	That player may make decisions about the **Game Object's Inherent Abilities.**
191.4.b.	That player may make decisions about the **Game Object's Unique Abilities.**
191.4.c.	That player may make decisions about any game effects or decisions necessary while the card is being played.
191.4.d.	That player may make decisions about any game effects created from "When you play me" effects of **Permanents.**
191.5.	For **Abilities**, they are the **Ability's Controller.**
191.5.a.	By default, the **Controller** of an **Ability's Source** is the **Controller** of that **Ability.**
191.5.a.1.	If an **Ability's Source** is located in a **non-Board Zone**, the **Ability's Controller** is the **Owner** of the **Source.**
191.5.a.2.	If an **Ability** allows players other than the **Controller** or **Owner** of its **Source** to play it, the player that plays the **Ability Controls** the **Ability.**
191.5.b.	Changes to **Control** of an **Ability's Source** do not change **Control** of that **Ability.**
191.5.c.	That player chooses targets.
191.5.d.	That player chooses modes.
191.5.e.	That player pays costs.
192.	When a game effect or rules text refers to the **Controller** of a specific object, it can be referring to either context interchangeably.
192.1.	The method of assignment of control is different, but the status of **Control** is the same across all **Game Objects.**
193.	**Winning**
194.	Players win *Riftbound* games primarily through gaining **points.**
194.1.	Players can gain points a number of ways:
194.1.a.	**Holding** a **Battlefield.** *See **rule 469. Scoring** for more information.*
194.1.b.	**Conquering** a **Battlefield.** *See **rule 469. Scoring** for more information.*
194.1.c.	**Spells, Triggered Abilities** and **Activated Abilities** that instruct them to gain one or more points.
194.1.d.	When an opponent **Burns Out** and picks that player to gain 1 point. *See **rule 432. Burn Out** for more information.*
194.2.	A player wins the game if, in a cleanup, they have points greater than or equal to the **Victory Score**

	and more points than any other player. *See **rule 318. Cleanups** for more information.*
194.2.a.	If more than one player has points greater than or equal to the **Victory Score,** whichever player has more points wins.
194.2.b.	If those players have the same number of points, play continues until one player has more points in a cleanup.
194.3.	The **Victory Score** is 8 points by default.
194.3.a.	Some game modes or card effects may alter the Victory Score. *See **rule 483. Modes of Play** for more information.*
194.4.	Players cannot have less than 0 points.
194.4.a.	If a player would lose 1 or more points while they have 0 points, nothing occurs.
194.4.b.	Any effects that trigger on a player losing points do not trigger.
195.	A player also wins the game if an effect instructs them to do so, or if they are the only player remaining in the game.
195.1.	If an effect instructs a player to lose the game, that player is immediately removed from the game. *See **rule 649. Conceding** for more information about being removed from the game.*
196.	When a player wins the game, the game ends.
197.	**Locations**
198.	**Locations** are the **Game Objects** and **Zones** where permanents and runes may be located.
198.1.	**Locations** include the **Battlefields** and the **Bases.**
198.2.	A permanent's **Location** is a characteristic of that permanent that may be referenced by **Game Effects.**
199.	A **Game Object** that comprises a **Location** is also a **Game Object** at that location.
199.1.	A **Battlefield** is both a location and also a **Game Object** at that location.
200.	**Locations** can be **Destinations** and **Origins** for movement. *See **rule 447. Movement** for more information.*
201.	**Costs**
202.	Some **Game Effects** will instruct players to pay resources, spend counters or XP, or perform game actions as a **Cost** in order to perform a linked **Effect.**
203.	**Costs** must be paid in order to get their linked **Effect.**
203.1.	Paying a **Cost** requires a player to perform the appropriate game action: pay resources, spend counters or XP, kill units, etc.
203.2.	The **Cost** is still considered paid even if the associated game action is replaced.
203.3.	If the game action associated with a **Cost** is impossible for any reason such that a player cannot perform it, then they cannot pay the **Cost** and they will not execute the linked **Effect.**
204.	**Costs** paid in this way might be:
204.1.	**Base Costs:** These costs are the most fundamental costs that must be paid to finalize a card or ability.

204.1.a.	On cards, the **Base Cost** is found in the upper left corner of the card.
204.1.b.	On activated abilities, the **Base Cost** is the resource or instruction written before the ":". If there are multiple choices for costs to pay for an activated ability before the ":", the **Base Cost** is whatever cost the player chooses from among those options. *Example:* Legion Marauder is a unit that reads in part "[Empower] — [1] or [C]." This is functionally short for "[1] or [C]: Empower me. Play only if not empowered." When finalizing the ability to the chain, the controller of the chain item will choose one of the base costs to pay. That is the base cost of the ability.
204.1.c.	On **Triggered Abilities,** the **Base Cost** if it is present is the **Costs within Instructions** that appears as the first part of the effect. It must be paid to finalize the triggered ability. *See **rule 204.3. Costs within Instructions** for more information.* *Example:* Overzealous Fan is a unit that reads "When I defend, you may kill me to move an attacking unit to its base." In order to finalize the ability to the chain, its controller must kill Overzealous Fan.
204.2.	**Additional Costs:** These **Costs** are in addition to the base cost of the card or ability and will include "as an additional cost."
204.2.a.	**Additional Costs** must be paid to finalize the card or ability, in addition to the base cost.
204.3.	**Costs within Instructions:** These **Costs** are part of the resolution of a spell or ability, and will take the form "[do X] to [do Y]."
204.3.a.	When **Costs within Instructions** appear in spells, activated abilities, or in later parts of triggered abilities, the cost must be paid to get the effect during resolution of the spell or ability. *Example:* Bullet Time is a spell that reads "Pay any amount of [A] to deal that much damage to all enemy units at a battlefield." As the spell resolves, its controller pays any amount of [A] as a cost, and deals that much damage to all units at a battlefield as the effect. *Example:* Ancient Henge is a gear that reads "[Reaction][>] [E]: Pay any amount of Energy to Add that much [A]." As the ability resolves, its controller pays any amount of Energy as a cost, and Adds that much [A] as the effect. *Example:* Insightful Investigator is a unit that reads "When you play me, choose an opponent. They reveal their hand. You may pay 2 XP to choose a card from their hand. If you do, they discard that card and draw 1." As the ability resolves, its controller may pay 2 XP as a cost, and chooses a card from that player's hand as the effect.
204.4.	**Applied Costs:** These **Costs** are applied to one or more Game Actions, and typically take the form of a passive ability with a **Cost within Instructions** preceded by "must." *Example:* Mageseeker Investigator reads in part "Opponents must pay [A] for each unit beyond the first to move multiple units to my battlefield at the same time." This is an applied cost.
204.4.a.	The associated Game Action is the linked **Effect** for the **Cost.**
204.4.b.	**Applied Costs** are paid as the Game Action is performed. They do not use the chain and cannot be reacted to.
204.4.b.1.	Abilities that Add resources with the Reaction keyword can be activated at any time when costs need to be paid. *See **rule 430. Add** for more information.*
204.4.c.	If a player can't pay or chooses not to pay the **Applied Cost**, they cannot perform the associated Game Action.

205.	An instruction that requires a player to pay resources or spend counters or XP that does not also have a linked **Effect,** is not a **Cost.** *Example:* A card effect reads, "When I attack, you may pay [4][C]. If you do, kill a unit here." Paying [4][C] in this way is not a cost of the ability, base or otherwise, but a game action being performed by a player. The later instruction checks whether the game action was performed, not whether a cost was paid—if paying [4][C] was replaced for any reason, the later linked instruction will not execute.
206.	Effects that need to determine a card or token's cost for any purpose always use its printed—or if a copy effect is applied, copied—cost, even if that cost is increased, decreased, or ignored as the card is played. *Example:* Sky Splitter is a spell that costs [8] and says in part "This spell's Energy cost is reduced by the highest Might among units you control." Lux, Illuminated is a unit that says "When you play a spell that costs 5 or more, give me +3 [M] this turn." If a player who controls Lux plays Sky Splitter, Lux's ability will trigger, regardless of how much was actually paid for Sky Splitter. *Example:* Defy is a spell which reads "Counter a spell that costs no more than [4] and no more than [A]." Rocket Barrage is a spell that costs [4][C] and has a Repeat cost of [4][C]. Rocket Barrage is a legal target for Defy even if Rocket Barrage's Repeat cost is paid, because Defy only checks the printed or copied cost of its target. *Example:* Atakhan is a unit that reads in part "You may kill a friendly unit as an additional cost to play me. If you do, I cost [1] less for each Energy it costs and [Y] less for each Power it costs." If a player plays Atakhan and chooses to kill a Reflection token that is currently a copy of Noxus Hopeful, Atakhan will cost [4] less.
206.1.	Effects that need to determine an ability's cost for any purpose use its base cost, ignoring any alterations to that base cost unless otherwise specified. *Example:* A card reads "When you play an activated ability with Energy cost [7] or more, you may exhaust me to ready up to 2 runes." A gear has an activated ability that reads "[12], Banish this: Choose an opponent. Banish all units they control. This ability costs [1] less for each point the chosen opponent has." The ability of the first card will trigger when the activated ability is played, even if the chosen opponent has 6 or more points. *Example:* An equipment has an ability that reads "Equip [4][A]. This ability costs [1] less for each occupied enemy battlefield." If its controller plays a unit with Weaponmaster, the Weaponmaster trigger will refer to the cost including the alterations. This is because Weaponmaster specifies that it includes modifications to the cost.

300. Playing the Game

301.	**The Turn**
302.	Play continues cyclically until one player wins.
303.	The phases of a turn are rigid, but the actions taken during those steps can be done in any order, unless otherwise specified.
303.1.	**Game Actions** of any nature are performed one at a time and are executed completely.
303.2.	**Game Actions** cannot be performed simultaneously for any reason.
303.2.a.	If one or more game actions, game effects, or **Triggered Abilities** are activated simultaneously, then **Turn Order** is referenced to organize the sequence of actions, starting with the current **Turn Player.** *See **rule 382. Triggered Abilities** for more information.*
304.	The **Turn Player** is the player taking the current turn.
305.	When there are no items on the **Chain** and the **Turn Player** cannot or chooses not to perform any

	Discretionary Actions, the current phase or step of the turn ends and the next phase, step, or turn begins.
306.	The **Turn Player** changes when the current **Turn Player** reaches the **End** of all of the **Phases** of their **Turn.**
307.	States of the Turn
308.	At any given time, the turn is in either a **Neutral State** or a **Showdown State.**
308.1.	If a **Showdown** or **Combat** is in progress, the turn is in a **Showdown State.**
308.1.a.	Only cards and abilities with the **Action** or **Reaction** keywords can be played or activated in a **Showdown State.**
308.2.	If no **Showdown** or **Combat** is in progress, the turn is in a **Neutral State.**
309.	At any given time, the turn is in either an **Open State** or a **Closed State.**
309.1.	If a **Chain** exists, the turn is in a **Closed State.**
309.1.a.	Only cards and abilities with the **Reaction** keyword can be played or activated in a **Closed State.**
309.2.	If no **Chain** exists, the turn is in an **Open State.**
310.	These descriptions can be combined, such that the turn is always in one of these four states:
310.1.	**Neutral Open:** There is no **Showdown** or **Combat** in progress and no **Chain** exists.
310.1.a.	By default, cards can be played and abilities activated only when a player has priority on their turn in a **Neutral Open** state.
310.2.	**Neutral Closed:** There is no **Showdown** or **Combat** in progress and a **Chain** exists.
310.3.	**Showdown Open:** A **Showdown** or **Combat** is in progress and no **Chain** exists.
310.4.	**Showdown Closed:** A **Showdown** or **Combat** is in progress and a **Chain** exists.
311.	Priority and Focus
312.	At any given time, up to one player has **Priority.**
312.1.	**Priority** is the singular exclusive right to take **Discretionary Actions.** *See **rule 411.1. Discretionary Actions** for more information.*
312.1.a.	The player with **Priority** can take appropriately timed **Discretionary Actions.**
312.1.b.	If no player has **Priority**, no player can take **Discretionary Actions.**
312.1.b.1.	Players can always take and make choices for **Limited Actions** when instructed, regardless of **Priority.**
312.2.	A player receives **Priority** at the following times:
312.2.a.	When the turn is in a **Neutral Open State** during their **Main Phase.**
312.2.b.	When the turn is in a **Showdown State** and they gain **Focus.**
312.2.c.	When the turn is in a **Closed State,** all pending chain items finish being finalized, and they control the next item on the **Chain.**
312.2.d.	When the turn is in a **Closed State**, they are the next **Player** in **Turn Order**, and the player with **Priority** passes.

312.3.	When a player is granted **Priority,** it is either created if no player has it or taken from the player with **Priority.**
313.	At any given time, up to one player has **Focus.**
313.1.	**Focus** is the permission to take appropriately timed **Discretionary Actions** when the turn is in a **Showdown Open State.** *See **rule 307. States of the Turn** for more information.*
313.1.a.	The player with **Focus** must obey any additional restrictions on which **Discretionary Actions** may be performed. *Example:* A player with **Focus** may not play spells or activate abilities that don't have the **Action** or **Reaction** keywords.
313.2.	A player who gains **Focus** also gains **Priority.**
313.3.	A player who passes **Priority** retains **Focus.**
313.4.	A player may not make discretionary actions with **Focus** unless they also possess **Priority.**
313.5.	If the turn is in a **Neutderal State**, no player has **Focus.**
314.	Phases of the Turn
315.	**Start of Turn**
315.1.	*Awaken Phase*
315.1.a.	The following **Task** becomes **Outstanding**:
315.1.b.	1. The **Turn Player** readies all **Game Objects** they control that are able to be readied. *See **rule 416. Ready** for more information.*
315.2.	*Beginning Phase*
315.2.a.	Beginning Step
315.2.a.1.	At the start of Beginning Phase game effects take place.
315.2.b.	Scoring Step
315.2.b.1.	The following **Task** becomes **Outstanding**:
315.2.b.2.	1. The **Turn Player Holds** all **Battlefields** they **Control**. *See **rule 469. Scoring** for more information.*
315.2.b.3.	*Reminder:* In **Modes of Play** with **Teams**, **Battlefields** controlled by a Teammate of the **Turn Player** during this step are **disqualified** from being scored this turn by that team.
315.3.	*Channel Phase*
315.3.a.	The following **Task** becomes **Outstanding**:
315.3.b.	1. The **Turn Player** channels 2 runes from their **Rune Deck.** *See **rule 431. Channel** for more information.*
315.3.b.1.	If there are fewer than 2 runes in the **Rune Deck,** they channel as many as possible.
315.4.	*Draw Phase*
315.4.a.	The following **Task** becomes **Outstanding**:

315.4.b.	1. The **Turn Player** draws 1.
315.4.b.1.	If there are no cards remaining in their **Main Deck** to draw, the **Turn Player** has been **Burned Out**. *See **rule 432. Burn Out** for more information.*
315.4.b.2.	After completing the **Burn Out** the **Turn Player** still **Draws 1.**
316.	**Main Phase**
316.1.	When all steps of the **Start of Turn** have been completed, the **Main Phase** begins.
316.2.	The following **Tasks** become **Outstanding** in the specified order:
316.3.	1. Each player's **Rune Pool** empties. Any unspent **Energy** and **Power** are lost. *See **rule 165. Rune Pools** for more information.*
316.4.	2. At the start of Main Phase game effects take place.
316.5.	The **Main Phase** has no defined structure.
316.5.a.	A player may take any number of **Discretionary Actions** they are able to perform during this phase. *See **rule 411.1. Discretionary Actions** for more information.*
316.5.b.	This is denoted as a **Neutral Open State**, and only the **Turn Player** has the ability to play spells or activate abilities. *See **rule 307. States of the Turn** for more information.*
316.5.b.1.	In **Modes of Play** with teammates, the **Turn Player's** teammates may play spells and activate abilities, including ones without **Action** or **Reaction.** They can only do so when the **Turn Player** invites them to do so with their own **Priority.**
316.6.	As a result of a player taking **Discretionary Actions**, one or more structured phases may occur.
316.7.	**Combat**
316.7.a.	A **Combat** occurs as a result of **Units** controlled by opposing players being present at the same **Battlefield**.
316.7.b.	This could be the result of a **Standard Move** Intrinsic Ability, a **Spell**, or other **Game Effect.**
316.7.c.	The source effect does not change the structure or flow of **Combat** once initiated.
316.7.d.	A **Combat** can only occur between two players. *See **rule 461. Combat** for more information.*
316.7.e.	Play proceeds following the steps of combat. *See **rule 465. The Steps of Combat** for more information.*
316.7.f.	Combat will also include a **Showdown.**
316.8.	**Showdowns**
316.8.a.	A **Showdown** occurs when a **Combat** occurs.
316.8.a.1.	Showdowns that occur as a result of Combat are a **Sub-Phase** of **Combat.**
316.8.b.	A **Showdown** is marked as **Staged** at a **Battlefield** in the cleanup after the **Contested** status is applied to that **Battlefield.**

316.8.b.1.	Showdowns that occur as a result of a player moving to an empty **Battlefield** are a stand-alone **Phase** and do not create a **Combat.**
316.8.b.1.a.	These **Showdowns** are called **Non-Combat Showdowns**. During the proceedings of a **Non-Combat Showdown**, units controlled by a different player may become present at the Battlefield where the **Showdown** is ongoing. This will cause the **Showdown** to become a **Combat Showdown** in the following cleanup.
316.8.c.	A **Showdown** is a structured **Window of Opportunity** where **Players** may play cards and activate abilities with **Action** or **Reaction.** *See **rule 341. Showdowns** for more information.*
316.9.	When a player has no more **Discretionary Actions** they wish to execute, they must indicate they are ending their turn.
316.9.a.	This ends the **Main Phase.**
316.9.b.	Play proceeds to the **Ending Phase.**
317.	**Ending Phase**
317.1.	Ending Step
317.1.a.	At the end of this turn and at the end of turn **Game Effects** take place.
317.1.b.	Specific game effects and abilities will reference this timing and phase as necessary.
317.2.	Expiration Step
317.2.a.	Invoke an Ending **Special Cleanup.** *See **rule 318. Cleanups** for more information.*
317.2.b.	Insert "3c. **Heal** all **Units**."
317.2.c.	Insert "3d. All 'this turn' effects expire simultaneously."
317.2.d.	Insert "3e. Each player's **Rune Pool** empties. Any unspent **Energy** and **Power** are lost."
317.2.e.	The following **Task** becomes **Outstanding**:
317.2.f.	1. If any items underwent the FEPR process, return to the start of the Expiration Step
317.3.	The next player with their **Turn** queued becomes the **Turn Player.**
318.	**Cleanups**
319.	A **Cleanup** will be made an **Outstanding Task** at the following times:
319.1.	After the game transitions to or from an **Open** or **Closed** state
319.2.	After the game transitions between **Phases,** unless specified otherwise
319.3.	After a **Pending Item** is added to the **Chain**
319.4.	After a **Pending Item** becomes a **Finalized Item** on the **Chain**
319.5.	After a **Chain Item** is removed from the **Chain** for any reason
319.6.	After any number of **Game Objects** enter or leave the Board
319.7.	After the status of any number of **Game Objects** changes for any reason

319.8.	After a **Move** is completed
320.	While a **Cleanup** is occurring, **Chain Items** cannot be **Finalized** or **Resolved.**
320.1.	New **Pending Items** can be added, but **Finalized Items** cannot be executed and **Priority** and **Focus** are not passed or awarded.
321.	Similarly, while **Chain Items** are **Resolving**, a **Cleanup** cannot occur.
321.1.	If an event occurs during the **Resolution** of a **Chain Item** that qualifies for a **Cleanup**, that **Cleanup** will be made an **Outstanding Task.**
322.	If an event occurs during a **Cleanup** that qualifies for a **Cleanup,** another **Cleanup** will occur immediately after the first completes, repeating until a **Cleanup** occurs with no new change in the game's state.
322.1.	These new **Cleanups** are themselves **Outstanding Tasks.**
323.	When a **Cleanup** occurs, the following **Tasks** become **Outstanding** in the order described:
323.1.	1. If a player has points greater than or equal to the **Victory Score,** and more points than every opponent, that player wins.
323.2.	2. Assign or Remove the **Attacker** or **Defender** designation from **Units** as needed if there is a **Combat** in progress
323.2.a.	If there are **Units** present at the **Battlefield** the **Combat** is taking place at, but do not have a designation, they gain the same designation as their **Controller** now
323.2.b.	If there are **Units** present at the **Battlefield** the **Combat** is taking place at, but have the opposite designation of their controller, they lose that designation, and gain the same designation as their controller now
323.2.c.	If there are **Units** at locations other than the **Battlefield** that the **Combat** is taking place at, but have either **Attacker** or **Defender** designations, they lose those designations now
323.3.	3. Handle outstanding board state
323.4.	3a. All **Units** that have **Lethal Damage** marked on them are killed and placed in their owners' **Trash.** *See **rule 142.4.** For more information on lethal damage.*
323.5.	4. Players lose control of any controlled **Battlefields** without their **Units** occupying them if the turn is in an **Open State** and there is no **Showdown** or **Combat** ongoing there.
323.6.	5. Recall all of the following **Game Objects,** unless an effect would indicate otherwise: **Unattached** non-**Unit Gear** located at **Battlefields** Non-**Unit Runes** located at **Battlefields** **Unattached Permanents** and **Runes** in **Bases** other than their controller's
323.6.a.	Remove all **Hidden** cards from all **Battlefields** that are not controlled by the same player and place them in their owner's **Trash.**
323.7.	6. Mark a **Showdown** as **Staged** at each **Battlefield** that **Contested** was applied to and that has no ongoing **Combat.**
323.7.a.	The **Showdown** remains **Staged** at that **Battlefield** as long as it is **Contested** and has units present controlled by the player that applied **Contested.**
323.8.	7. Mark a **Combat** as **Staged** at each **Battlefield** that **Contested** was applied to that have Units present controlled by opposing players, and that has no ongoing **Combat.**
323.9.	7a. If **Units** of two opposing players are no longer present at a **Battlefield** that has a **Combat Staged** before it has opened, the **Combat** will cease being **Staged**

323.10.	8. Remove **Contested** status from each **Battlefield** without **Units** controlled by the player who applied **Contested** to that **Battlefield** and without a **Showdown** or **Combat** ongoing there.
323.10.a.	If as a result of the removal of **Contested** status there are **Units** located at an uncontested **Battlefield** that their controller does not control, their controller applies **Contested** status to that **Battlefield.**
323.11.	9. If the current state is a **Neutral Open State** and one or more **Showdowns** are **Staged** at **Battlefields** without a **Combat** staged, the **Turn Player** chooses one of those **Battlefields.** A **Showdown** begins there.
323.12.	10. If the current state is a **Neutral Open State** and one or more **Combats** are **Staged** at **Battlefields**, the **Turn Player** chooses one of those **Battlefields**. **Combat** begins there.
323.13.	10a. If the current state is **Showdown Open State** and **Combat** is **Staged** at a **Battlefield** where there is a **Non-Combat Showdown** ongoing, that **Showdown** becomes a **Combat Showdown.**
324.	**Special Cleanups** are **Cleanup** steps invoked at specific times that have additional steps not present in a normal **Cleanup.**
324.1.	When a **Special Cleanup** is invoked, the unique steps added will be inserted and defined by the sub-section that invokes it. *Example:* When a **Combat Cleanup** is invoked, the **Combat** section defines what steps are added to the **Cleanup.** *See **rule 468. The Resolution Step** for more information.* *Example:* When an **End of Turn Cleanup** is invoked, the **End of Turn Phase** subsection defines what steps are added to the **Cleanup.** *See **rule 317. The Ending Phase** for more information.*
324.2.	If events during a **Special Cleanup require** another **Cleanup,** a normal **Cleanup** is invoked, not another iteration of the **Special Cleanup**.
325.	**Chains and Showdowns**
326.	Players can act during the following **Windows of Opportunity** that occur during the course of regular play:
326.1.	During a **Chain**
326.2.	During a **Showdown**
327.	**Chains**
328.	The **Chain** is a **Non-Board Zone** that temporarily exists whenever a card or ability is played.
328.1.	Cards, abilities, and tokens are placed here as part of the process of being played. *See **rule 349. The Process of Play** for more information.* *See **rule 360. Abilities** for more information on Abilities.*
329.	Cards, tokens, and abilities added to the chain are added as **Pending Chain Items** that become **Finalized Chain Items.**
329.1.	**Pending Items** are on the Chain.
329.2.	**Chain Items** are **Pending** until the “Check Legality” step of playing a card. *See **rule 349. Playing Cards** for more information.*
329.3.	When a **Pending Chain Item** is no longer **Pending** it is finalized and becomes a **Finalized Chain Item**.
330.	The **Chain** exists as long as a **Chain Item** is on it.

330.1.	Only one **Chain** can exist at a time.
330.2.	If a card, token, or ability would begin to be played while a **Chain** already exists, it is placed on the existing **Chain.**
331.	The **State** of the **Turn** is partially determined by whether or not the **Chain** currently exists.
331.1.	The turn is said to be in a **Closed State** if a **Chain** exists.
331.1.a.	Cards of all Categories, by default, cannot be played during a **Closed State.**
331.1.b.	Card abilities, by default, cannot be played during a **Closed State.**
331.2.	The turn is said to be in an **Open State** if *no* **Chain** exists.
332.	Handling Tasks and Resolving Chain Items
333.	A **Task** is one or more steps or processes that one or more **Players** *must* perform before continuing with any other actions.
333.1.	**Tasks** include, but are not limited to: **Cleanups**, the actions performed during the **Start of Turn Process**, throughout **Combat** in its various steps, and the actions performed during the **End of Turn Process.** *See **rule 318. Cleanups** for more information on Cleanups* *See **rule 315. Start of Turn** for more information on the Start of Turn process* *See **rule 461. Combat** for more information on the steps of Combat* *See **rule 317. Ending Phase** for more information.*
334.	Whenever a **Player** takes one or more actions that incur **Tasks** they should refer to the process of **HOT FEPR: H**andle **O**utstanding **T**asks; then **F**inalize, **E**xecute, **P**ass, **R**esolve.
334.1.	In the course of Handling Outstanding Tasks, **Chain Items** may be added to the **Chain**. They will remain there until the **Tasks** are complete.
334.2.	When all Outstanding **Tasks** are completed, all pending **Chain Items** will subsequently be processed by the **FEPR** process.
334.2.a.	During the FEPR process, new Tasks may be incurred. Complete the current step of the process and then pause and complete the necessary Tasks before continuing.
335.	If there are no Outstanding **Tasks,** no pending **Chain Items,** no ongoing **Showdown** or **Combat,** and it is the **Main Phase,** the **Turn Player** receives priority. If there are no Outstanding **Tasks**, no pending **Chain Items,** no ongoing **Showdown,** and it is any other phase of the turn, proceed to the next substep, step, phase, or turn.
335.1.	If there are no Outstanding **Tasks,** no pending **Chain Items,** and there *is* an ongoing **Showdown,** the player with **Focus** receives priority.
336.	When there are no outstanding **Tasks** and there are pending **Chain Items** on the **Chain**, players should refer to the **FEPR** process to proceed.
336.1.	In the sequence of resolving **FEPR** more **Chain Items** may become **Pending Chain Items**. These will be processed by the same **FEPR** process that produced them.
337.	**Step 1: Finalize**
337.1.	If there is at least one Chain Item **Pending**, the controller of the oldest **Pending Chain Item** must complete the steps of **Playing** that **Pending Item** until it is a **Finalized Item** or leaves the **Chain.** *See **rule 349. Playing Cards** for more information on finalizing chain items.*
337.1.a.	Finalizing an item to the chain does not pass **Priority.**
337.1.b.	Chain Items are **Finalized** in the order they were appended to the **Chain.**

337.2.	If, after finalizing the Chain Item, that item is a **Unit, Gear,** or an ability that **Adds** resources, it resolves immediately—Move to Step 4: Resolve. *See **rule 349. Playing Cards** for more information.*
337.3.	If, after finalizing the Chain Item, there are still **Pending Chain Items,** return to Step 1. Finalize.
337.4.	If, after finalizing the Chain Item, there are no more items on the chain to be **Finalized,** the controller of the next item on the chain gains **Priority.** Move to Step 2: Execute.
338.	**Step 2: Execute**
338.1.	The player with **Priority** may do any the following:
338.1.a.	**Play** a **Card** or **Activated Ability** that is **legally timed.**
338.1.a.1.	**Cards** and **Activated Abilities,** by default, cannot be played during a **Closed State.**
338.1.a.2.	A **Legally Timed Card** or **Activated Ability** would be one with **Reaction** or one that will have **Reaction** when played under appropriate circumstances.
338.1.a.3.	Other exceptions may be created during regular play.
338.1.a.4.	The **Card** or **Activated Ability** will be added to the chain as a **Pending Item**, following the steps of playing a card.
338.1.a.5.	This can be an additional item to the item that **Started** the **Chain** in the case of the first player with **Priority** after creating the **Chain.**
338.1.a.6.	Whether a **Card** or **Activated Ability** is legally timed is evaluated during the "Check Legality" step of **Playing a Card.** *See **rule 349. Playing Cards** for more information.* *See **rule 399. Playing or Activating Abilities** for more information.*
338.1.a.7.	Playing a **Card** or **Activated Ability** will create one or more **Pending Items**. Return to Step 1: Finalize.
338.1.b.	**Pass Priority**
338.1.b.1.	The player with **Priority** passes **Priority** to the next **Player** in **Turn Order.** Proceed to Step 3: Pass.
339.	**Step 3: Pass**
339.1.	If all players have passed **Priority** in sequence without adding any items to the **Chain**, proceed to Step 4: Resolve.
339.2.	Otherwise, the player with **Priority** passes **Priority** to the next **Player** in **Turn Order.** Return to Step 2: Execute.
340.	**Step 4: Resolve**
340.1.	The newest **Finalized Chain Item** resolves. Execute its game effects in their entirety. *See **rule 349. Playing Cards** for more information on resolving spells.* *See **rule 399. Playing or Activating Abilities** for more information on resolving abilities.*
340.2.	If the **Chain** is empty, play proceeds in an **Open State.**
340.2.a.	If this occurs during a **Showdown** and the chain wasn't initiated by a triggered ability or an ability that **Adds** resources, focus passes to the next player in turn order.
340.3.	If the **Chain** is not empty and there are one or more **Pending Items**, return to Step 1: Finalize.
340.4.	If the **Chain** is not empty and there are no **Pending Items**, the controller of the newest item on the

	chain gains **Priority**. Return to Step 2: Execute.
341.	**Showdowns**
342.	A **Showdown** is a **Window of Opportunity** in which **Players** have an **Open State** in which they may play **Spells** in an alternating fashion.
342.1.	Each spell played this way creates a **Chain** as normal.
343.	The **State** of the turn is partially determined by whether or not a **Showdown** or **Combat** is in progress.
343.1.	The turn is said to be in a **Showdown State** if a **Showdown** or **Combat** is in progress.
343.1.a.	Cards of all Categories, by default, cannot be played during a **Showdown State.**
343.1.b.	Card abilities, by default, cannot be played during a **Showdown State.**
343.2.	The turn is said to be in a **Neutral State** if no **Showdown** or **Combat** is in progress.
344.	A **Showdown** begins when **Control** of a **Battlefield** is **Contested** during a **Cleanup** and the turn is in a **Neutral Open State.**
344.1.	If **Control** of a **Battlefield** is **Contested** between two players, then a **Showdown** will be opened as the first step of **Combat.** If a **Showdown** is already ongoing at that **Battlefield,** it will become a **Combat Showdown** and a **Combat** will initiate there. *See **rule 461. Combat** for more information.*
344.2.	If **Control** of a **Battlefield** is **Contested,** there aren't units controlled by different players there, and the turn is in a **Neutral Open State,** a **Showdown** is opened during the next **Cleanup.** *See **rule 318. Cleanups** for more information.*
345.	As a **Showdown** begins, the player who applied **Contested** status to the **Battlefield** gains **Focus.**
346.	When the last item on the chain resolves and the turn returns to an **Open State** during a **Showdown**, **Focus** passes, and the next **Player** gains both **Focus** and **Priority.**
346.1.	Focus will not pass in this way if the chain opened as a result of a triggered ability being added to the chain, nor if it opened as a result of an **Add** ability being added to the chain. *Example:* the Combat Chain opens as a result of triggered abilities being added to the chain, so when the last item on the Combat Chain resolves and the turn returns to an Open State, Focus will not pass.
347.	During a **Showdown**, the player with **Focus** may do one of the following:
347.1.	**Play** a **Card** or **Activated Ability** that is **legally timed.**
347.1.a.	The card or activated ability will start a **Chain** as normal.
347.1.b.	When that **Chain** closes, the next **Player** in **Turn Order** gains **Focus.**
347.2.	Pass.
347.2.a.	If all **Players** have passed once in sequence, the **Showdown** ends.
347.2.b.	Otherwise, the next **Player** in **Turn Order** gains **Focus.**
348.	If all players pass **Focus** without playing a card or activating an ability, then the **Showdown** Closes.
348.1.	If it is a **Combat Showdown,** proceed with the remaining steps of **Combat** to resolve the phase. *See **rule 465. The Steps of Combat** for more information.*
348.2.	If it is a **Non-Combat Showdown,** do the following:

348.2.a.	If only one player's Units remain at the **Battlefield**, and if that player does not already Control the **Battlefield**, that player establishes Control over the **Battlefield**. *See **rule 188. Control** for more information on **Control**.* *See **rule 471.1.** for more information on **Conquering**.*
348.2.a.1.	This results in a Conquer if that player has not yet scored that **Battlefield** this turn.
349.	**Playing Cards**
350.	Playing a card is the act of a player utilizing their cards.
350.1.	A card is **Played** when it has finished this process in its entirety.
350.2.	Tokens are not cards, but can still be **Played.** *See **rule 179. Tokens** for more information.*
351.	Cards have different behaviors when played.
351.1.	**Permanents** become **Game Objects** when **Played.**
351.2.	**Spells** create game effects that are executed, then the card is placed in the trash after resolving.
352.	Cards have different states during the process of being played.
352.1.	When initially being played cards are **Pending,** as **Pending Chain Items.**
352.2.	Near the end of the process cards will cease being **Pending** and become **Finalized Chain Items**.
353.	**The Process of Play**
354.	1. Move the card from its current zone to the **Chain.**
354.1.	This **Closes the State.** *See **rule 307. States of the Turn** for more information.*
354.2.	This item becomes **Pending,** awaiting the finalization process (steps 2 - 5)
354.3.	If another Card Effect or ability is currently resolving, continue resolving it before proceeding with any further steps of this process.
354.4.	If there are Tasks outstanding or currently being handled, finish those Tasks before continuing this process. *See **rule 332.** for more information on Tasks.*
355.	2. Make relevant choices.
355.1.	If the card has an effect that specifies a choice or instructs an action that is not a cost "As I am played," or "As you play me," those choices or actions are made or performed now.
355.1.a.	This includes the choice of whether or not to pay an **Optional Additional Cost.**
355.2.	For **Units**, choose a valid **Location** where that **Unit** will enter upon being **Played.**
355.2.a.	By default, **Valid** locations include the controller's **Base** or a **Battlefield** the controller controls.
355.2.b.	Some **Game Effects** may grant players permission to play **Units** to locations that are not normally **Valid**. Such locations become **Valid** for the purposes of **Playing** the **Unit.**
355.3.	For **Spells** and **Abilities** with a bulleted list of modes to choose from, make the appropriate choices now.

355.4.	For **Spells** and **Abilities** that **Move** one or more **Units**, choose a valid **Location** as the **Move Destination** for each **Move** that will be performed.
355.4.a.	A valid **Location** for a **Move Effect** is one other than the **Units'** current **Location** where they are allowed to be present.
355.5.	If a card requires you to specifically choose one or more **Game Objects**, that choice is made now.
355.5.a.	This does not include cards that *affect* one or more **Game Objects** based on criteria. *Example:* "Stun a unit at a battlefield" is a **Choice.** *Example:* "Kill all gear" is *not* a **Choice.**
355.5.b.	This does not include making choices for **Triggered Abilities** of permanents, or **Delayed** or **Reflexive Triggers** generated by the item being finalized, even if those abilities trigger when the chain item is played. *Example:* A unit with a triggered ability that says "When I'm played, kill a unit" does not require you to choose a target as it's played. The target will be chosen when the ability triggers. *Example:* Targon's Peak reads "When you conquer here, ready up to 2 runes at the end of this turn." Readying up to 2 runes at the end of the turn is the effect of a delayed trigger; any choices involved are not made when finalizing the conquer effect but when finalizing the resulting delayed trigger at the end of the turn. *See **rule 382. Triggered Abilities** for more information.*
355.6.	**Targeting**
355.7.	When a card **Chooses** one or more specific **Game Objects, Players,** or **Zones** to affect, they are **Targeted** unless indicated otherwise by the rules in this section. If a card **Picks** one or more specific **Game Objects, Players,** or **zones,** they are *not* **Targeted.**
355.8.	In order to put a spell or ability on the chain, valid choices must be made for all targets.
355.9.	A target is a valid choice if it meets all of the following requirements:
355.9.a.	It is a permanent or rune on the board, a finalized spell or ability on the chain, a player or zone, or a game object specified explicitly or implicitly as being in some other zone. *e.g., "Kill a unit" targets a unit on the board.* *e.g., "Recycle a unit from your trash" targets a unit card in your trash.*
355.9.a.1.	"Unit," "gear," and "rune" refer to objects on the Board unless specified otherwise.
355.9.a.2.	"Spell" and "ability" refer to finalized objects on the Chain unless specified otherwise.
355.9.a.3.	"Facedown card" refers to a card in a Facedown Zone unless specified otherwise.
355.9.a.4.	"Legend" refers to a legend in the Legend Zone.
355.9.a.5.	"Chosen Champion" and "unit in the Champion Zone" refer to a unit in the Champion Zone unless specified otherwise.
355.9.b.	It meets all targeting restrictions. *e.g., A unit is a valid target for a spell that refers to a "unit at a battlefield," "enemy unit," "unit you control," or "unit with Might 4 or greater" only if it meets the appropriate criteria.* *e.g. A unit that reads "I can't be chosen by enemy spells or abilities." is not a valid target for any enemy spell or ability, even if it meets other targeting restrictions.*

355.9.c.	It is not the spell or ability itself. *e.g., A spell that says "Counter a spell" cannot target itself.* *e.g., An ability of a permanent can target that permanent, because abilities and their sources are separate objects.*
355.10.	A game object, player, or zone mentioned in the text of a spell, activated ability, or triggered ability is a target UNLESS any of the following are true:
355.10.a.	It is in a zone whose information status is not Public. *e.g., "Ready a legend" targets a legend, because the Legend Zone is Public.* *e.g., "Return a unit from your trash to your hand" targets a unit card in your trash, because your trash is Public.* *e.g., "You may play a unit from your hand, ignoring its costs" does not target a unit card in your hand, because your hand is not a public zone.*
355.10.a.1.	Public zones are Battlefield Zones, Bases, Trashes, Legend Zones, Champion Zones, and Facedown Zones.
355.10.b.	It is included only as part of a targeting restriction for another choice or only as a restriction or permission for a game action. *e.g., "Kill a unit at a battlefield" targets a unit, but not a battlefield, because the units are targets and "at a battlefield" is a restriction.* *e.g., "Kill all units at a battlefield" targets a battlefield, but not any units.* *e.g., "Play a unit from your hand to a battlefield" doesn't target a battlefield.*
355.10.c.	It is included only as part of a cost, trigger condition, or replacement effect. *e.g., "As an additional cost to play me, kill a friendly unit" doesn't target anything.* *e.g., "When a friendly unit dies, kill a gear" targets a gear, but not a friendly unit.* *e.g., "When you play me, the next time a friendly unit would die this turn, return it to your hand instead" doesn't target anything. The replacement effect applies when any friendly unit dies.* *e.g., "Choose a friendly unit. The next time it would die this turn, return it to your hand instead" targets a friendly unit, because "choose a friendly unit" is not part of the replacement effect.*
355.10.c.1.	This includes costs within instructions, identified by phrases like "[do X] to [do Y]." The cost within that instruction is "[do X]." *e.g., "When I hold, you may kill another friendly unit here to draw 1" does not target anything.* *e.g., "When you play me, you may spend a buff to move a friendly unit" targets the friendly unit, but not the buff.*
355.10.d.	It is programmatically selected based on its characteristics rather than chosen by the spell or ability's controller. *e.g., "Kill all units at a battlefield" targets a battlefield, but does not target any units.* *e.g., "Kill all units at battlefields" doesn't target anything.* *e.g., "Kill a unit. Its controller draws 2" targets the unit, but not its controller.* *e.g., "Recycle all cards in your trash" doesn't target anything, because it affects all cards and you only have one trash.*
355.10.d.1.	This exception applies solely to objects for which no choice is ever possible.
355.10.d.2.	This exception does not apply to objects that are the only valid choice at the moment a spell or ability is placed on the chain, but which would require a choice under other circumstances. *e.g., "Kill a unit at a battlefield" always targets a unit, even if that unit is the only unit currently at a battlefield.*
355.10.e.	It is part of a set of objects chosen in whole or in part by other players. *e.g., "Each player kills a unit they control" does not target. Each player, including*

	the one who played the spell, chooses a unit to kill as the spell or ability resolves.
355.10.f.	It is identified in an instruction that a player "must" complete. *e.g., "You must recycle one of your runes" doesn't target anything. You choose from among your runes as the spell or ability resolves.* *e.g., "Recycle a rune you control" targets a rune. You choose a rune you control as you put the spell or ability on the chain.*
355.10.g.	It is a legend "you" control. *e.g. "Ready your legend." doesn't target any legend. If a player controls multiple legends, they choose one as the spell or ability resolves.* *e.g. "Ready a friendly legend." targets the friendly legend.* *e.g. "Exhaust an enemy legend." targets the enemy legend.*
355.11.	Some cards identify a group of **Targets** with **Targeting Requirements** that must be met by the group as a whole.
355.11.a.	As they're finalized on the chain, such cards can choose any group of valid targets that collectively fulfill the targeting restriction.
355.11.b.	If the group of targets no longer collectively fulfill the targeting restriction as the spell or ability resolves, that spell or ability's controller must choose a legal subset of the original targets that fulfills the targeting requirement for the spell or ability to affect. *Example:* A player plays Fox-Fire, a spell that says in part "Kill any number of units at a battlefield with total Might 4 or less." That player chooses four 1 [M] Recruit tokens at a single battlefield. As a Reaction, another player gives two of those Recruits +1 [M], so the Recruits' Mights are 1, 1, 2, and 2. Then Fox-Fire resolves. The Recruits no longer have total Might 4 or less, so Fox-Fire's controller must choose a legal subset of the original targets to affect. They could choose to kill the two 2 [M] Recruits, or the two 1 [M] Recruits plus one 2 [M] Recruit. The units they choose are Fox-Fire's remaining legal targets. They can't choose to affect units at the same battlefield that weren't initially chosen as targets. They can, however, choose to affect units that were initially chosen as targets that left the chosen battlefield before Fox-Fire resolved as long as those units are all located at the same battlefield.
355.11.b.1.	Any legal subset must include the maximum number of legal targets possible for that subset. *Example:* A player plays Bellow's Breath, a spell that reads in part "Deal 1 to up to 3 units at the same location." They choose 3 units at the same battlefield. In reaction to Bellow's Breath, the controller of those units plays Flash, moving two of them to base. On resolution of Bellow's Breath, Bellow's Breath's controller cannot choose one unit in base and not the other. They may choose either of the legal subsets; the one unit remaining at the battlefield, or the two units in base.
355.12.	If a spell specifies that a player *may* perform a **Game Action** on some number of **Game Objects**, then all choices are considered targeted and chosen independently of the decision to perform the **Game Action.**
355.13.	If a card specifies that a player chooses "any number" or "up to" some number of **Game Objects** to be affected, they may choose any number of available targets, including zero. If they choose zero, the spell or ability can be played without any targets.
355.14.	**Splitting**
355.14.a.	If a card specifies that an amount of damage may be *split* among some number of **Units**, then each **Unit** chosen is **Targeted.**
355.14.b.	The **Targets** are chosen when the spell or ability is finalized on the chain.
355.14.c.	A number of **Targets** can only be chosen up to, and not exceeding, the initial amount of

	damage available when the spell is played. *Example:* A player playing a spell that instructs them to "Split 5 damage" may only choose up to 5 units, but may choose fewer.
355.14.d.	Each **Target** is valid, and contributes to **Targeting Effects** individually.
355.14.e.	The choice of how much damage is divided across the split is not decided until the resolution of the spell or ability.
355.14.f.	Each **Target** must receive a valid amount of damage.
355.14.g.	Valid damage is a positive integer amount, greater than or equal to 1 damage. *See **rule 418. Deal** for more information.*
355.14.h.	If, at resolution of the spell or effect, there are more **Targets** than available damage to divide, then the player who controls the effect dealing damage determines which **Targets** cease being **Targets.**
355.14.h.1.	That player cannot choose to have fewer **Targets** than they have damage to split when choosing which **Targets** cease being **Targets.** *Example:* A player plays Alpha Strike, which reads in part “Choose a friendly unit. It deals damage equal to its Might split among enemy units at battlefields.” They target their 5 [M] unit and five 1 [M] enemy Recruits at battlefields. In reaction, their opponent plays Feral Strength targeting one of their recruits, and Frigid Touch targeting the 5 [M] unit. When Alpha Strike resolves, they have 3 damage to split, and must choose which targets cease being targets. They can’t choose for 4 of the units to cease being targets so that they can deal 3 to the 3 [M] recruit. They can only choose at most 2 of the targets to cease being targets.
355.14.i.	Any costs that were paid, or effects that were triggered as a result of those **Game Objects** being chosen as **Targets** remain in effect, paid, or otherwise triggered.
355.15.	These choices cannot be changed after this step unless instructed to by a spell or ability. *See **rule 750. Making New Choices** for more information.*
355.16.	A player may not make choices during this step that will deterministically result in illegal choices or actions later in this process unless they have no choice. *Example:* A player plays a card which reads “As an additional cost to play this, kill the unit you control with the most Might. Give a friendly unit +[M] equal to the killed unit’s Might this turn. Predict 2.” They cannot choose to target their unit with the highest Might during this step of finalization.
355.17.	If a **Game Effect** has introduced a mandatory requirement on any of these choices, that mandatory requirement must be followed if possible. A mandatory requirement is one that specifies what choice can be made or how that choice is made, but doesn't specifically disallow other game states. *Example:* Here to Help is a spell that reads in part “You may play a unit from your hand to a battlefield you control.” If its controller decides to play a unit, they must play it to a battlefield they control. *Example:* Rek’Sai, Swarm Queen is a unit that reads “When I attack, you may reveal the top 2 cards of your Main Deck. You may banish one, then play it. If it is a unit, you may play it here. Recycle the rest.” The “you may play it here,” portion of this ability is not a mandatory requirement, because the player isn’t required to play the unit to that location.
355.17.a.	If there are multiple mandatory requirements that do not conflict, players must make a choice that will satisfy those mandatory requirements. Any individual group of such complementary mandatory requirements that contains as many non-contradictory mandatory requirements as possible forms a set. If there are two or more sets of mandatory requirements that are mutually contradictory, choose one of those sets and ignore the rest. *Example:* Here to Help is played from facedown at Targon’s Peak. Its controller

	chooses to play a Dune Drake from hand. The other battlefield is Dragon Roost. When finalizing Dune Drake, they choose to pay the [A][A] additional cost from Dragon Roost. There are two competing mandatory requirements here: playing Dune Drake to Targon's Peak, or playing it to Dragon Roost. Dune Drake's controller must choose one of those requirements to satisfy, and ignore the rest. *Example:* If Here to Help were played from hand, and its controller controlled both battlefields, if they paid the [A][A] additional cost, they would have no choice but to play Dune Drake to Dragon Roost as it would satisfy both mandatory requirements.
355.17.b.	If there are one or more restrictions on choices being made during this process, those restrictions must be followed. Failure to do so means the card will fail to finalize. *Example:* Perched Grimwyrm is a unit that reads "Play me only to a battlefield you conquered this turn." If a player plays Perched Grimwyrm via Here to Help and they haven't conquered a battlefield this turn, Perched Grimwyrm will fail to finalize. Although Here to Help presents a mandatory requirement, Perched Grimwyrm's restriction on being played overrides it. *Example:* Mageseeker Warden is a unit that reads in part "While I'm at a battlefield, opponents can only play units to their base." If a player attempts to play a Perched Grimwyrm to a battlefield they've conquered this turn while their opponent controls a Mageseeker Warden at a battlefield, the Perched Grimwyrm will fail to finalize.
355.18.	If a spell or ability requires one or more players to make choices that are not outlined in this section, they are made on resolution.
356.	3. Determine Total Cost.
356.1.	Apply base cost modifications in any order.
356.1.a.	If an ability or instruction allows you to play a card "for [Cost]", replace the card's **Base Costs** with [Cost].
356.1.b.	If an ability or instruction allows you to "ignore" one or more of a card's costs, set the appropriate **Base Cost(s)** of the card to zero.
356.1.b.1.	If a card allows a player to play a card "ignoring its cost," its base **Energy cost** and base **Power cost** are set to zero.
356.1.b.2.	If a card instructs a player to play a card "ignoring its Energy cost" or "ignoring its Power cost," only the appropriate cost is set to zero, and the remaining cost still applies.
356.1.b.3.	Further additional costs and/or cost increases applied in subsequent steps may raise the card's **Total Cost** above zero. *Example:* Legion Rearguard is a Fury unit that costs 2 Energy and 0 Power and has Accelerate. A player plays Legion Rearguard and is instructed to ignore its costs, but chooses to pay the Accelerate cost. They ignore Legion Rearguard's **Base Cost** of 2 Energy, but the optional additional cost of 1 Energy and 1 Fury Power is added to its **Total Cost** and must be paid.
356.1.c.	Effects that refer to the **Base Cost** of the card refer to the **Printed** or **Copied Base Cost** of said card, and not the modified **Base Cost** that is used when determining the total cost of the card.
356.2.	Apply additional costs in any order.
356.2.a.	**Mandatory Additional Costs**

356.2.a.1.	Some **Additional Costs** specified by **Passive Abilities** on the card being played or another card are **Mandatory**, and must be paid to complete playing the card. They use the phrase "as an additional cost" and don't include the word "may." *Example:* A unit has the passive ability "As an additional cost to play me, kill a friendly unit." To play that unit, a player must kill a friendly unit. *See **rule 363. Passive Abilities** for more information.*
356.2.a.2.	The cost imposed by the **Deflect** keyword is a **Mandatory Additional Cost.** *See **rule 809. Deflect** for more information.*
356.2.b.	**Optional Additional Costs**
356.2.b.1.	Some **Optional Costs** specified by **Passive Abilities** on the card being played or another card are **Non-Mandatory**, and must be paid only if the player made the choice to pay them in **step 2.** They use the phrase "as an additional cost" and the word "may." *Example:* A unit has the ability "As you play me, you may discard 1 as an additional cost. If you do, reduce my cost by [2]." While playing the unit, its controller declares their intention to pay the additional cost in **step 2**, applies that additional cost in **rule 356.2**, applies the discount granted by paying that cost in **rule 356.4**, and discards a card to pay that additional cost in **rule 357.2.** *See **rule 363. Passive Abilities** for more information.*
356.3.	Apply cost increases.
356.4.	Apply discounts.
356.4.a.	Discounts may be applied by the card being played or by any other card or effect.
356.4.b.	Discounts may say that cards "cost [amount] less" or that one or more of their costs are "reduced by [amount]."
356.4.c.	Discounts that only apply to a component of the cost will be applied when that component is added to the cost of the spell and before any other discounts. *Example:* Ezreal, Prodigy reads “optional additional costs you pay cost [1] or [A] less.” When playing a Frigid Touch and choosing to pay the additional cost in step 2, as soon as the additional cost is added to the cost of the spell, Ezreal, Prodigy’s discount is applied to it.
356.4.c.1.	Discounts that apply to a given component of a spell’s cost may be applied in any order to that component, and apply only to that component.
356.4.c.2.	Discounts that apply to a given component of a spell’s cost cannot reduce that component to less than 0.
356.4.d.	Discounts that apply to the total cost of a spell and not any one component of the cost must be applied after any discount that applies only to a component of the cost.
356.4.d.1.	These discounts may be applied in any order as long as they are applied after component discounts.
356.4.e.	If a discount applies a minimum cost, that minimum applies only to that discount. *Example:* Eager Apprentice says "While I'm at a battlefield, the Energy costs for spells you play is reduced by [1], to a minimum of [1]." A player who controls Eager Apprentice and a unit with 7 Might plays Sky Splitter, a spell that costs 8 Energy and says "This spell's Energy cost is reduced by the highest Might among units you control." That player can choose to apply Eager Apprentice's discount first, reducing Sky Splitter's Energy cost to 7, then apply Sky Splitter's discount, reducing its

	Energy cost to 0. If they applied these discounts in the other order, Sky Splitter's Energy cost would be 1.
356.4.f.	Discounts can reduce additional costs, including to 0.
356.4.f.1.	An optional additional cost was "paid" if the player made the decision to pay it. It doesn't matter how much the player actually paid. *Example:* Clockwork Keeper is a unit that costs 2 Energy and 0 Power and says "As you play me, you may pay [C] as an additional cost. If you do, draw 1." A player controls a card that says "Units you play cost [A] less." That player plays Clockwork Keeper and chooses to pay the optional additional cost of [C]. They will draw a card, even though the optional additional cost was reduced to 0.
356.4.g.	If a discount applies a variable cost reduction to the card, that value is checked now. *Example:* Rhasa, the Sunderer reads "I cost [1] less for each card in your trash." The value of this discount depends on the number of cards in the trash. That value is checked during this step when the discount is applied to Rhasa's cost. If the number of cards in his controller's trash changes at a later point in the finalization process, that will not affect the value checked during this step or the total cost calculated in this step.
356.5.	Apply modifications to the total cost in any order.
356.5.a.	If an effect allows a player to play a card ignoring "any and all costs," set the total cost to [0], including any non-standard costs.
356.6.	Energy and Power costs can't be reduced below 0.
356.7.	**Costs** may be Energy costs, Power costs, or non-standard costs. *Example:* A card reads "As an additional cost to play me, kill a friendly unit." Killing a friendly unit is an additional cost to play that card.
357.	4. Pay the card's costs.
357.1.	In total, pay the combined **Energy** cost (if any) and **Power** cost (if any).
357.1.a.	During this step, the card's controller can use activated abilities with the **Reaction** tag that **Add** resources to add **Energy** and **Power** to pay the card's costs. *See **rule 165. Rune Pools** and **rule 430. Add** for more information.*
357.2.	In addition, pay any non-standard **Cost** summed in **step 3** in any order. *Example:* A card reads in part "As an additional cost to play me, kill a friendly unit and discard a unit." When paying the costs for that card, its controller can pay those two costs in any order; they can kill a friendly unit first and then discard a unit, or they can discard a unit and then kill a friendly unit.
357.2.a.	Costs that are replaced with other events by replacement effects are still considered paid. *Example:* A player plays Cruel Patron, which says "As an additional cost to play me, kill a friendly unit." They also control Zhonya's Hourglass, which says "If a friendly unit would die, kill this instead. Heal that unit, exhaust it, and recall it." They choose to kill a friendly unit during **step 3,** but as they pay the cost in **step 4,** Zhonya's Hourglass replaces that unit's death. The cost is considered paid, and the player can continue playing Cruel Patron.
357.3.	A player may not pay costs during this step that will deterministically result in illegal choices or actions later in this process unless they have no choice. *Example:* A player plays a card which reads "as an additional cost to play this, you may kill a friendly unit. Give a friendly unit +2 [M] this turn. If you paid the cost, give that unit +7 [M] this turn instead" If they chose to pay the cost, they must choose to kill a unit other than the targeted unit unless they have no choice.

358.	5. Check legality.
358.1.	Check that the card made appropriate choices. *Example:* If the card chose targets, ensure that the targets are legal. *Example:* If the card made choices that had restrictions or requirements, ensure that restrictions were followed and that the requirements were met as appropriate. *See **rule 355. Make Relevant Choices** for more information.*
358.2.	Check that all costs were paid.
358.3.	Check that the outcome of the effect of this card being played would not create an illegal state. *Example:* Check that a spell's execution does not create a state where a Battlefield has Units controlled by 3 different players. *Example:* Check that a permanent is not played to a base other than that of its controller.
358.3.a.	If a Game Effect prevents the performance of a game action, that effect doesn't prevent cards and abilities that instruct a player to perform that game action from being played or finalized. *Example:* Flash is a spell that reads in part "Move up to 2 friendly units to base." Vilemaw's Lair is a battlefield that reads "Units can't move from here to base." Flash is legal to play choosing a unit at Vilemaw's Lair; on resolution of the spell, the move instruction will be negated.
358.3.b.	This check only extends to the resolution of the current card. Any Reflexive Triggers, cards played, or abilities triggered as a result of the execution must be evaluated on their own merits as they finalize.
358.4.	Check that the card has the appropriate permissions to be played at this timing. *Example:* If the state is Showdown Closed and the card was the one that Closed the state, ensure that it has [Action] or [Reaction]. *Example:* If the state is Closed and the card wasn't the one that Closed the state, ensure that it has [Reaction].
358.5.	If any of the above checks fail, the actions taken in this process are undone, any effects that those actions caused to occur are treated as having never happened, and the action is cancelled.
359.	6. Finish finalizing this card and proceed with the card's category of **Play.**
359.1.	This card is no longer **Pending**.
359.2.	A **Permanent** leaves the **Chain** and becomes a **Game Object.**
359.2.a.	Any passive abilities become active.
359.2.b.	Execute all rules text on the card, from top to bottom.
359.2.c.	If it is a **Unit**, it enters **the Board exhausted** at the **Location** that was chosen.
359.2.d.	If it is a **Non-Unit Gear,** it enters **the Board Ready** at the player's **Base.**
359.3.	A **Spell** lingers on the **Chain.**
359.3.a.	This card becomes a **Finalized Chain Item.**
359.3.b.	If there are other **Pending Items** on the Chain, then the controller of those **Pending Items** completes Steps 2 through 5 of Playing Cards for those items before continuing. *See **rule 327. Chains** for more information.*
359.3.c.	Other players have an opportunity to play **Reactions** before the resolution of spells.

	*See **rule 327. Chains** for more information.*
359.3.d.	Otherwise, execute the game effect of the spell, from top to bottom of the rules text of the card and then place the card in the **Trash** of the *owning* player.
359.3.e.	Handling illegal and impossible instructions
359.3.e.1.	The spell resolves even if some or all of its targets are illegal.
359.3.e.2.	A target is illegal as the spell resolves if it no longer meets the targeting requirements of the spell, or if it has changed **Zones** to or from a **Non-Board Zone.**
359.3.e.2.a.	This includes targeting restrictions that are applied to the spell by game effects other than the spell's instructions themselves. *Example:* Temporal Breach is a spell that reads in part "Banish a unit, then its owner plays it to the same location, ignoring its cost." By default, the only targeting restrictions on the spell are that the target is a unit, and that the unit is able to be chosen by the spell. However, if Temporal Breach is played from facedown, it gains the restriction that it must choose from among game objects at the battlefield it was played from. If the unit it chooses moves to a different location, that unit will be an illegal target on resolution of Temporal Breach.
359.3.e.3.	If a target ceases to meet the targeting requirements while the spell is on the chain, then meets them again, it's a legal target. *Example:* A spell targets "a unit at a battlefield." A player reacts with a spell that moves the unit to base, then another player reacts with a spell that moves it back to that battlefield, then the original spell resolves. The unit is a legal target.
359.3.e.4.	If a target changes **Zones** to or from a **Non-Board Zone** and then returns to its original zone, it is no longer a legal target, because it's not treated as the same object. *Examples:* An enemy unit at a battlefield is no longer a legal target if it is no longer an enemy, no longer a unit, or no longer at a battlefield. A unit with 3 or less Might is no longer a legal target if it is no longer a unit or if its Might is greater than 3. Something that's exhausted is no longer a legal target if it is no longer exhausted. (It can't stop being "something.")
359.3.e.5.	If any of the spell's targets are no longer legal, those game objects, players, or zones are unaffected by the spell as it resolves. Any instructions related to an illegal target can't be followed. *Example:* A player plays Void Seeker, a spell that says "Deal 4 to a unit at a battlefield. Draw 1." The unit's controller uses a Reaction to move the unit to their base. Since the unit is no longer a legal target, it is not dealt any damage. Void Seeker's controller still draws 1. *Example:* A player plays Bellow's Breath targeting a unit in combat that reads in part "I can't be chosen by enemy spells and abilities unless I'm in combat." In reaction, that unit's controller plays Flash, moving the unit to their base. The unit is no longer in combat, so it is no longer a legal target for Bellow's Breath. The unit will be unaffected by Bellow's Breath as it resolves. *Example:* A player plays Hidden Blade from the facedown zone at a battlefield, targeting an enemy unit. In reaction to Hidden Blade, their

	opponent plays Tideturner from facedown at another battlefield, choosing to swap locations with the unit Hidden Blade targeted. When Hidden Blade resolves, the chosen unit is no longer at the appropriate battlefield, so any instructions related to that unit are ignored.
359.3.e.6.	Instructions that can't be followed because of illegal targets, or because they reference information that is unavailable, are considered **Ignored.** Instructions that can't be followed for any other reason are **Negated.** *Example:* A player plays Ride the Wind choosing to move their unit at Vilemaw's Lair to base. Base is a legal move destination for Ride the Wind, but on resolution of Ride the Wind's effect, the move instruction will be negated because Vilemaw's restriction makes the instruction impossible. *Example:* A player plays Hidden Blade targeting a unit at a battlefield. In reaction to Hidden Blade, the unit's controller plays Flash, moving it to base. Hidden Blade's instruction "Kill a unit." will be ignored on resolution of the spell.
359.3.e.7.	If ***all*** of an instruction's **Targets** become **Invalid** or **Unavailable** by the time the spell begins resolving, that instruction will not execute.
359.3.e.8.	If an instruction has more than one **Target** and fewer than ***all*** of the **Targets** become **Invalid** or **Unavailable** by the time the spell begins resolving, the instruction will execute, with only the **Targets** available and valid being operated on. *Example:* Singularity reads "deal 6 to each of up to two units." The instruction will execute even if one of those units is made unavailable before the spell begins.
359.3.e.9.	The process for a card's choice becoming **Invalid** or **Unavailable** is referred to as **Mistargeting.** *Example:* A spell has the instruction "Deal 2 to a unit at a battlefield." Before that instruction can execute, the chosen unit is moved to its base. The instruction will *not* be executed, because it specifies that the unit it chooses must be at a Battlefield, and by the time it attempted to execute, the unit was no longer valid as a choice.
359.3.e.9.a.	If another spell or ability attempts to reference the number of game objects, players, or zones that a **Finalized Chain Item** targets, it will include any mistargeted choices in the zone specified implicitly or explicitly by the instruction that targeted them, but not any targets that have changed to or from a non-board zone. *Example:* When a player moves their Volibear, Furious to an occupied enemy battlefield and combat initiates, Volibear's attack trigger goes on the chain targeting three of the units at that battlefield. In reaction, the defending player plays Flash moving two of the three units back. That player cannot then target the attack trigger with Repulse, which reads "Choose a friendly unit at a battlefield. Counter an enemy spell or ability that chooses it and no other friendly unit." If the defending player instead played Heedless Resurrection twice, killing the two units, Repulse can legally target the attack trigger, because two of the targets have changed to a non-board zone.

359.3.e.10.		It is possible for ***none*** of a spell's instructions to be executed as it resolves, due to all of them requiring targets to act on and ***all*** of those targets becoming **Invalid** or **Unavailable**. In this case, the spell has no effect but is still considered played. *Example:* A player plays a spell that reads "Deal 2 to a unit at a battlefield" with no other instructions, and chooses an enemy unit at a battlefield. They also control a unit with the ability "When you play a spell, give me +1 [M] this turn." Before the spell resolves, the chosen unit is moved to its base. The spell resolves and its only instruction cannot be executed, but the unit's ability still triggers as the spell resolves and gives it +1 [M].
359.3.e.11.		Instructions that can be partially followed are followed as much as possible and negated otherwise. *Example:* A player plays a spell that says "Discard 2, then draw 2." If their hand is empty, the instruction to discard 2 will be negated. They'll still draw 2. If they had 1 card in hand, they would discard it and draw 2.
359.3.e.12.		If the spell checks information about a target that is no longer legal or a card or permanent whose location, zone, or status has changed such that that information is no longer available, that check returns "null" and all instructions based on it are **Ignored.** *Examples:* A unit that is no longer on the board is treated as having null Might, null cost, etc. A unit that is no longer on the board has no location, is neither exhausted nor readied, etc. Baited Hook says "[1][C], [E]: Kill a friendly unit. Look at the top 5 cards of your Main Deck. You may banish a unit from among them that has Might up to 1 more than the killed unit and play it, ignoring its cost. Then recycle the rest." While Baited Hook's ability is on the chain, an opponent reacts with a spell that returns the friendly unit to its owner's hand. Because the friendly unit is no longer a legal target, it can't be killed and its Might is treated as null. Baited Hook's controller looks at the top 5 cards of their Main Deck, but can't choose any unit from among them. Strike Down reads "Choose an equipped friendly unit. It deals damage equal to its Might to an enemy unit. Then detach an Equipment from it." While Strike Down is on the chain targeting a unit with only one Equipment attached to it, that unit has its Equipment detached via Angle Shot. When Strike Down goes to resolve, the targeted unit is no longer legal, so the unit's Might will return as "null" and the instructions related to it are ignored.
359.3.e.12.a.		If the spell checks information about a target that is legal or a card or permanent whose location, zone, or status has not changed such that information is no longer available, that information is accessible.
359.3.e.13.		A spell or ability that moves something to a different zone as a cost or effect can "look back" at its characteristics before it changes zones.
359.3.e.14.		Some instructions may reference Game Objects affected by, or Game Actions performed in, other instructions in a card. The referenced and referencing instructions are called "linked instructions." *Example:* Hidden Blade reads "Kill a unit at a battlefield. Its controller draws 2." The "its" in the second instruction references the unit in the first, so the two instructions of the spell are linked.
359.3.e.14.a.		In order for a later linked instruction to execute, its earlier linked instruction must have executed or been negated. If the earlier linked

	instruction is **Ignored,** the later linked instruction will also be **Ignored.** If any individual target of an earlier linked instruction is **ignored,** it will also be **ignored** by any later linked instruction. *Example:* Hidden Blade reads "Kill a unit at a battlefield. Its controller draws 2." If the chosen unit changes zones or moves to base in reaction to Hidden Blade, the spell will mistarget and the first instruction will be ignored. If the first instruction is ignored, the second instruction will not execute and the unit's controller will not draw 2.
359.3.e.14.b.	If the Game Action performed in an earlier linked instruction is **Negated,** this will not affect the later linked instruction, unless the later linked instruction directly references the Game Action being performed. An instruction is **Negated** if the event its execution generates is replaced or skipped, or if the game action can't be performed because of a reason other than it being **Ignored.** *Example:* Hidden Blade reads "Kill a unit at a battlefield. Its controller draws 2." This effect is split into two instructions: killing the unit and the targeted unit's controller drawing 2. The later linked instruction doesn't reference an action directly, so it will execute even if the kill action of the earlier linked action is negated. *Example:* Deathgrip reads "Kill a friendly unit. If you do, give +[M] equal to its Might to another friendly unit this turn." If the friendly unit in question is not killed by Deathgrip because its death is replaced with another event, the later linked instruction will not execute because "if you do" directly references the game action. *Example:* Ride the Wind is a spell that reads in part "Move a friendly unit and ready it." Vilemaw's Lair is a battlefield that reads "Units can't move from here to base." If Ride the Wind is played on a unit at Vilemaw's Lair choosing the base as its destination, the move instruction will be negated on resolution by the passive ability of Vilemaw's Lair, but the ready instruction will still execute.
359.3.e.14.c.	Referencing a game action in this way only refers to the game action being performed and the object or player it was performed on, not the circumstances of its performance. Example: A spell reads "Deal 3 to an enemy unit at a battlefield. If you do, heal units you control at the same location as that unit." If some but not all of that damage is prevented, the later linked instruction will still execute. Example: A spell reads "Banish an enemy unit at a battlefield, then play it to any battlefield. Then if you do, do this: stun all enemy units there." A player plays it targeting a unit that has a passive replacement effect that reads "I enter in base." The replacement effect causes the unit to enter in base, but this does not prevent the reflexive trigger of the spell from being placed on the chain. All that matters is that the unit was played.
359.3.e.15.	A spell or ability that leaves the chain during the process of its resolution will cease further execution of its instructions. This immediately causes the spell or ability to finish resolving.
359.3.e.16.	If a **Delayed Ability's** duration has ended before it was generated, the **Delayed Ability** is not generated and any instructions related to it are ignored. *Example:* Targon's Peak is a battlefield that reads in part "When you

		conquer here, ready up to 2 runes at the end of this turn." If Targon's Peak is conquered during the Ending Phase after the beginning of the ending step, such as via an effect like Thrill of the Hunt, the delayed trigger will not be generated. *Example:* Hostile Takeover is a spell that reads "Take control of an enemy unit at a battlefield. Ready it." and "Lose control of that unit and recall it at end of turn." If Hostile Takeover is played during the Ending Phase, its delayed triggered ability will not trigger. "At end of turn" and "at the end of this turn" are synonymous, so it will not trigger again. *Example:* Akshan, Mischievous reads in part "When you play me, if you paid the additional cost, move an enemy gear to your base. You control it until I leave the board. If it's an Equipment, attach it to me." If Akshan leaves the board in reaction to his play effect, the delayed passive ability "You control it until I leave the board," will not be generated. You will not gain control of the targeted gear even for a moment.
359.3.f.	Referents	
359.3.f.1.		Some information used by abilities is referenced from the source of those abilities, or from one or more targets of a spell or ability. This can usually be recognized by the presence of words like "here," "my," or "its."
359.3.f.2.		Information referenced in an instruction in this way will be checked on execution of the instruction, unless specified otherwise by the effect. *Examples:* A player moves Yasuo, Remorseful to an occupied enemy battlefield and initiates combat there. In reaction to the Yasuo, Remorseful attack trigger, their opponent plays Fight or Flight from facedown targeting Yasuo, moving him back to base. When the attack trigger resolves, "here" is no longer the battlefield where combat is ongoing and the attack trigger mistargets. In reaction to a Yasuo, Remorseful attack trigger, an opponent plays Stupefy targeting Yasuo. When Yasuo's attack trigger resolves, it will deal damage equal to his current Might of 5.
359.3.f.2.a.		When a referent checks information on execution of the instruction related to a target, and that target isn't legal, that referent will return "null" and all instructions related to it will be ignored.
359.3.f.3.		Some information used by triggered abilities is referenced from the trigger condition of the ability. This information is checked when the trigger condition is fulfilled. *Example:* Lillia, Fae Fawn reads "when I move from a location, play a 3 [M] Sprite token with Temporary there." If Lillia moves to a battlefield, her triggered ability will be placed on the chain and it will note the location she moved from when it does so. If she moves to a non-board zone in reaction to the triggered ability on the chain, it will not affect where the Sprite token will be played when the triggered ability resolves.
359.3.f.3.a.		In the case of a delayed triggered ability, the information is referenced when the triggered ability is created unless specified otherwise.
359.3.f.3.b.		In the case of a linked ability that references information from a linked triggered ability, that information may be referenced from the trigger condition of the linked triggered ability if specified. *Example:* Iascylla reads "When I hold, at the start of your next Main Phase, you may move an enemy unit to this battlefield." The

	“this battlefield” in her delayed triggered ability refers to the battlefield she held, and so will be referenced from the trigger condition, when the triggered ability is generated.
359.3.f.4.	Some information used by the effect of a triggered ability is referenced from the triggered ability itself, such as “enemy” and “friendly” status. This information is checked on execution of the referencing instruction. *Example:* Yasuo, Remorseful reads “when I attack, deal damage equal to my Might to an enemy unit here.” Yasuo moves to an occupied enemy battlefield and his attack trigger goes on the chain. In reaction to the attack trigger, the defending player plays a hidden Hostile Takeover and gains control of Yasuo. The triggered ability is unaffected by Yasuo changing controllers, and “enemy” is in reference to the triggered ability itself, so it will resolve with no issue. *Example:* In reaction to the same Yasuo, Remorseful trigger, say the defending player had instead played a spell that reads “[Reaction]. Gain control of a triggered ability. You may make new choices for it.” They chose the attack trigger. When Yasuo’s attack trigger resolves, if they didn’t make new choices for the trigger, the controller of the triggered ability will no longer be an enemy to the targeted unit, so the triggered ability will mistarget and do nothing. If they instead chose Yasuo with the attack trigger, he would be an enemy unit to the triggered ability and so it would deal damage equal to his Might to himself.
360.	**Abilities**
361.	An **Ability** is the structured rules and capabilities of **Game Objects** or **Spells.**
361.1.	An **Ability** has multiple structures. **Passive Abilities** **Replacement Effects** **Activated Abilities** **Triggered Abilities** **Delayed Abilities**
362.	A card can have more than one **Ability** and more than one type of **Ability.**
363.	Passive Abilities
364.	Conditions, rules, constraints, or statements that affect the course of regular play.
364.1.	These abilities have a wide variety of formats to recognize. *Example:* "I get +1 [M] while you have 2 or more cards in your hand." *Example:* "Friendly Yordles at my battlefield have [Shield]."
364.2.	They can be recognized by being **statements of fact.**
364.3.	**Passive Abilities** can be conditional.
364.3.a.	**Conditional Passive Abilities** can be recognized by the occurrence of "if" or "while" as part of the statement of the ability. *Example:* "**While** I'm attacking or defending alone, I have +2 [M]." *Example:* "**If** an opponent controls a battlefield, I enter ready."
365.	Presence on **Permanents**
365.1.	Passive Abilities of **Permanents** are typically only active while on **the Board.**

366.	Presence on **Card outside of the Board**
366.1.	**Passive Abilities** of cards in zones that are outside of **the Board** will self-describe their context. *Example:* The passive ability "Play me only during an opponent's turn." applies in any zone from which that card can be played. *Example:* Undying Legion has a passive ability that reads “[Legion][>] You may play me from your trash for [3][C].” That passive ability only applies when Undying Legion is in the trash.
366.2.	**Passive Abilities** can alter the costs of cards as they are played.
366.2.a.	These apply at all times in any zone from which the card with the ability can be played.
367.	Replacement Effects
368.	An ability that alters the application of another game effect or game rule.
368.1.	**Passive Abilities** can be **Replacement Effects.**
369.	**Replacement Effects** intercede during the execution of a Game Effect and alter its execution.
369.1.	A **Replacement Effect** can usually be identified by the presence of the terms “as,” “would,” or "instead." *Example:* Zhonya's Hourglass reads "The next time a friendly unit would die, kill this instead. Heal that unit, exhaust it, and recall it." This is a replacement effect that alters the execution of any Game Effect that would kill a friendly unit. *Example:* Undertitan is a unit that reads in part “As I’m revealed from your deck, [Add] [2].” This is a replacement effect that alters the execution of any Game Effect that reveals Undertitan from your deck.
369.2.	Some **Game Actions** are themselves **Replacement Effects.** *Example:* Burning Out is a replacement effect. *Example:* Preventing Damage is a replacement effect.
369.3.	**Replacement Effects** that apply to a unit as it enters the Board can be identified by describing how the unit enters, or by describing a game action that occurs “as” a unit enters. *Example:* Master Yi, Honed reads “I enter ready.” This applies a replacement effect to the way that units normally enter. The event of him entering exhausted is replaced by one where he enters ready. *Example:* Baron Nashor reads “As you play me, add the Baron Pit battlefield token to the board if it's not there already. If you do, I enter there.” The last sentence of his ability is a replacement effect that replaces the event of him entering at his original play location with him entering at the Baron Pit if it was created.
370.	A **Replacement Effect** can alter the typical flow of play, including other cards' executions.
370.1.	**Replacement Effects** apply to any event or instruction that qualifies for their application. A **Replacement Effect** will specify the circumstances by which an event or instruction will qualify to be replaced.
370.1.a.	An event is the singular moment that results from a **Game Action** being performed or from a **Game Object** changing state. *Example:* The moment that results from a unit being killed is an event that can be referenced by game effects, or even skipped entirely. *Example:* The moment that results from a unit becoming Mighty is an event that can be referenced by game effects, or even skipped entirely.
370.1.a.1.	Modifying or replacing an event is the same as modifying or replacing that **Game**

	Action or change in state that generated that event. *Example:* Zhonya's Hourglass reads in part "If a friendly unit would die, kill this instead. Heal that unit, exhaust it, and recall it." A unit's death being replaced by Zhonya's Hourglass is the same as the kill action that caused that death not occurring. *Example:* A card reads in part "The next time an enemy unit would become Mighty this turn, banish it instead. Its controller plays a 3 [M] Mech unit token to its location." A unit becoming Mighty being replaced by this effect means the unit never became Mighty—no effects that trigger on units becoming Mighty will trigger.
370.1.a.2.	An event can occur simultaneously with other events only when those events are all the result of the same **Game Action** or change in state occurring. *Example:* A spell reads in part "Kill up to two units at battlefields." When that spell resolves, the units targeted are killed simultaneously because their deaths result from the same game action. *Example:* A spell reads in part "Kill a friendly unit. If you do, kill an enemy unit with no more Might than it." When that spell resolves, the units are not killed simultaneously. There are two kill game actions being performed in the instructions of the spell. The friendly unit is killed first, followed by the enemy unit.
370.1.b.	When a **Replacement Effect** applies, it replaces the qualifying event with one or more **Game Actions** or events, or the qualifying instruction with another instruction.
370.1.b.1.	In the case of **Replacement Effects** that describe a game action to occur "as" an event occurs, the described event is replaced by that same event plus the game action being performed. *Example:* Undertitan is a unit that reads in part "As I'm revealed from your deck, [Add] [2]." The event of Undertitan being revealed from your deck is replaced by Undertitan being revealed from your deck and adding [2] Energy to your Rune Pool.
370.1.c.	**Replacement Effects** are applied before any qualifying event has actually occurred.
370.1.c.1.	If the **Replacement Effect** of a **Game Object** applies to an event that involves that same **Game Object** while it is in a secret zone, it applies to and replaces such an event simultaneously with that event occurring instead. The replacing event still occurs in the order specified by the instruction that generated it, and the original event does not occur if it is replaced. *Example:* Nocturne, Horrifying reads in part "As you look at or reveal me from the top of your deck, you may banish me. If you do, you may play me for [A]." Because Nocturne's replacement effect replaces an event that applies while he is in a secret zone, it applies to the event of him being looked at or revealed from the top of a player's Main Deck simultaneously with that event occurring. *Example:* A card reads in part "If you would burn this, you may burn this and an additional card instead." Because the replacement effect applies to the card while it is in a secret zone, it applies simultaneously with the event occurring. Another card reads "If a player would put a card into their trash from their Main Deck, banish it instead." This replacement effect is active on the board, and thus applies before the qualifying event occurs. Because these replacement effects are applied at different timings, they are applied in order. The card will be banished first, and subsequently its replacement effect will have nothing to replace.
370.2.	A **Replacement Effect** can only be applied once to an event, or to any **Game Actions** or events that

	replace that event. *Example:* A player plays a spell that reads “gear you control become 1 [M] gear units this turn.” They control two copies of Zhonya’s Hourglass when the spell resolves. If one of those copies is killed, both of their Replacement Effects will be applied. Whichever is applied first, that Replacement Effect can’t be applied again. When it is applied, it kills its source, which creates an event the other can apply its Replacement Effect to. Once they’ve both applied their Replacement Effect to the original death event and the event that replaced it, they cannot go any further. At that point, whichever Zhonya’s Hourglass applied its Replacement Effect last will die.
370.3.	If a **Game Object** has a **Replacement Effect** that is active in a specific zone, it is evaluated and subsequently applied if it enters that zone before an event occurs that it could replace. *Example:* A unit that reads “if a unit you control would die, you may banish me from your trash instead. If you do, heal that unit, exhaust it and recall it.” The first unit dies simultaneously with a 1 [M] Recruit token. It does not enter the trash before the Recruit dies, so it will not be able to replace its death.
370.4.	A **Game Object** can apply its **Replacement Effects** to any qualifying events that occur simultaneously with it leaving the zone that its **Replacement Effect** is active in. *Example:* Soraka, Wanderer has a Replacement Effect that reads, “If another unit you control here would die, if it has less Might than me, instead heal it, exhaust it, and recall it.” Soraka’s replacement can be applied to any qualifying event that occurs simultaneously with her leaving the board, including to units that die simultaneously with her.
371.	Some **Replacement Effects** will begin with “once each turn,” or “N times each turn.”
371.1.	These **Replacement Effects** may only be applied to the specified number of events each turn. Once they have been applied to that many events, they cannot be applied to a later event in the same turn.
371.2.	If the **Replacement Effect** says a player “may” apply the **Replacement Effect,** the player has the choice of whether or not to apply it.
371.2.a.	When an event the **Replacement Effect** could apply to occurs, the player who controls the **Replacement Effect** may choose to apply it to the event.
371.2.b.	If they do not, it has not been applied this turn. *Example:* Zilean, Time mage reads “Once each turn, if you would play a token unit while I'm at a battlefield, you may play that token and an additional copy of it instead.” When his controller plays a token, they can choose not to apply the replacement effect to that event. If they do, they can choose to apply it to a later event of a token being played.
372.	If more than one **Replacement Effect** applies to the same event being executed, then the controller of the object being acted on determines the order the **Replacement Effects** will apply.
372.1.	If it is a player being acted on, that player decides the order the **Replacement Effects** will apply.
372.2.	If the affected object is an **Uncontrolled Battlefield** then the **Current Turn Player** decides the order the **Replacement Effects** will apply.
373.	If more than one event occurs simultaneously that **Replacement Effects** could apply to, each event is treated separately and individually for the purposes of **Replacement Effects,** and **Replacement Effects** with the same controller are applied in the order of their controller’s choosing. *Example:* Two units controlled by the same player die in the same cleanup. That player also controls Zhonya’s Hourglass. They must decide which event to apply Zhonya’s Hourglass to first.
373.1.	Although these events are simultaneous, the applied **Replacement Effects** are ordered. If multiple applied **Replacement Effects** with different controllers would execute simultaneously, they execute in turn order.
373.1.a.	When executing **Replacement Effects,** the Game Actions that comprise their instructions

	are performed before any simultaneous unmodified events. *Example:* Two units die simultaneously. One of those units has their death replaced by being healed, exhausted, and recalled. The healing, exhausting, and recalling of that unit will be performed before the other dies.
373.2.	When applying Replacement Effects to events that occur simultaneously, each Replacement Effect may only be applied in one sequence, to any number of events that are qualified to be replaced. Example: Soraka, Wanderer reads “If another unit you control here would die, if it has less Might than me, instead heal it, exhaust it, and recall it.” Soraka dies simultaneously with two 1 [M] Recruit tokens at the same battlefield and two 1 [M] Recruit tokens in base. Soraka has a Guardian Angel attached to her when she dies, which appends “If I would die, kill Guardian Angel instead. Heal me, exhaust me, and recall me” to Soraka’s rules text. There are several possible ways to order the Replacement Effects being applied to the various events: If Soraka’s Replacement Effect is applied first, it saves the Recruits at the same battlefield as her but not the Recruits in base. If the Replacement Effect appended by Guardian Angel then saves Soraka, she cannot apply her Replacement Effect to the Recruits in base as her Replacement Effect has already been applied to an event simultaneous with it dying. If the Replacement Effect appended by Guardian Angel is applied first, it saves Soraka and recalls her - then when Soraka’s Replacement Effect is applied, it can only save the Recruits in base.
373.2.a.	A sequence of Replacement Effects is an uninterrupted series of applications to a set of simultaneous events.
373.2.a.1.	A Replacement Effect that replaces an event or Game Action that is part of another Replacement Effect will not interrupt the sequence of the replaced Replacement Effect’s application.
374.	A **Replacement Effect**’s controller is the player that controls the source of the **Replacement Effect.**
375.	If an event that a **Replacement Effect** applies to would be modified by the **Game Effect** that generated that event, or the results of that event would be modified by a **Game Action** from a linked ability that references the replaced event, the **Replacement Effect** will inherit those modifications. *Example:* Treasure Hunter reads “When I move, play a Gold gear token exhausted.” A Replacement Effect that says “if you would play a token gear, play that token and an additional copy instead” is applied to the event of the Gold gear token being played. The additional copy will also be exhausted, as it inherits the “exhausted” modification. *Example:* Another Replacement Effect says “if you would play a token, draw 1 instead.” The modification from Treasure Hunter’s ability cannot apply, so we ignore it. *Example:* A spell reads “play a ready 3 [M] Mech token. Then do this: Give it Temporary.” A Replacement Effect that says “if you would play a unit token, play that token and a 1 [M] Recruit token instead” is applied to the event of the Mech token being made. The Recruit token enters ready and is given Temporary.
376.	Activated Abilities
377.	**Activated Abilities** are repeatable effects with a cost. They follow a process of going onto the chain and resolving, similar to **Playing a Card.** *See **rule 349. Playing Cards** for more information.*
377.1.	**Activated Abilities** are recognized by the presence of a ":" in the text of the card, preceded by a cost and succeeded by an effect. *Example:* "[2]: Draw 1" is an activated ability. The **cost** is 2 energy. The **effect** is to draw 1 card.
377.2.	Card text will refer to activating **Activated Abilities** with the word “use” or “play.”
377.2.a.	If “using” or “playing” an **Activated Ability** is part of a trigger condition, that condition is fulfilled when the **Activated Ability** resolves.
377.2.b.	If an Activated Ability has a condition on “using” or “playing” it, that condition must be true

	in order to activate the ability in question. *Example:* Ultrasoft Poro reads “[E]: Play two 1 [M] Bird unit tokens with [Deflect]. Use this ability only while I'm at a battlefield.” In order to activate the ability, Ultrasoft Poro must be located at a battlefield.
377.3.	**Activated Abilities** use the chain.
377.3.a.	Declare activation of the **Ability.**
377.3.a.1.	The ability goes on the chain but has no card to represent it, so players need to take note that it is now a **Closed State.**
377.3.b.	Proceed with executing the **Chain.**
377.3.b.1.	Follow the steps of “Playing or Activating Abilities” in **rule 398**. This ability will become a **Pending Chain Item.**
377.3.b.2.	Opponents have an opportunity to respond, as appropriate, as if a card was played onto the chain.
377.3.b.3.	If no further action is taken, execute the **Activated Ability.**
378.	The player who controls the source of the **Activated Ability** decides when and whether to activate the ability.
378.1.	If the source of the **Activated Ability** is uncontrolled, and it isn’t a **Battlefield,** the owner of the source decides when and whether to activate the ability.
378.2.	Some activated abilities specify that one or more players other than the controller or owner of their source can activate them. Those players decide when and whether to activate the ability.
379.	Activated abilities are present on **Game Objects** and some **Spells.**
380.	Can primarily be activated while on **the Board.**
381.	All **Activated Abilities** can only be activated on the *appropriate Player's Turn* and during an **Open State.**
381.1.	If the source of the **Activated Ability** is controlled by a player, that is the controller’s **Main Phase** during an **Open State.**
381.2.	If the source of the **Activated Ability** is uncontrolled and it isn’t a **Battlefield,** that is the owner’s **Main Phase** during an **Open State.**
381.3.	If the **Activated Ability** specifies that one or more players other than the controller or owner of the source can activate it, that is during the activating player's **Main Phase** during an **Open State.**
382.	Triggered Abilities
383.	**Triggered Abilities** are repeatable effects that happen when a **Condition** is met.
383.1.	**Triggered Abilities** can usually be recognized by the word "when" followed by a game action or event; the word "at" followed by a point in time during the turn sequence; or the phrase “the [Nth] time” followed by a game action or event. *Examples:* "*When* you conquer here, you may spend a buff to draw 1." "*At* the end of your turn, ready 2 runes." “The *first time* I move each turn, you may ready something else that's exhausted.”
383.1.a.	The phrases that identify triggered abilities do not always appear at the beginning of sentences or abilities.

383.1.b.	If an ability triggers “the [Nth] time” something happens and that trigger condition is met multiple times simultaneously, the ability’s controller picks one of those instances to serve as the trigger condition. The ability triggers only once, due to the chosen condition. *Example:* Wraith of Echoes reads “The first time another friendly unit dies each turn, draw 1.” That ability hasn’t triggered yet this turn. Two other friendly units die simultaneously (say, due to combat damage). The Wraith’s controller chooses one of those deaths to trigger Wraith’s ability.
383.2.	**Triggered Abilities** have a **Condition** and an **Effect.**
383.2.a.	The **Condition** is the clause with **When, At,** or **the Nth Time.**
383.2.a.1.	Any additional conditional statement immediately after the **Condition** must be true in order for the **Condition** to be fulfilled. Such a conditional statement is part of the **Trigger Condition** and not the **Effect.** *Example:* Sona, Harmonious reads “At the end of your turn, if I'm at a battlefield, ready up to 4 friendly runes.” Her Trigger Ability’s Condition will be fulfilled in the Ending Step, but the Triggered Ability will only be placed on the chain if she is located at a battlefield when the Condition is fulfilled. If she is removed in reaction to the triggered ability, it will still resolve. *Example:* Loose Cannon reads “At the start of your Beginning Phase, draw 1 if you have one or fewer cards in your hand.” The “if you have one or fewer cards in your hand” conditional statement is not immediately after the trigger condition, so it is part of the effect and not the condition.
383.2.b.	The **Effect** is the **Instructions** that are not part of the **Condition.**
383.2.c.	The **Condition** of a **Trigger** is evaluated after a potentially inciting event has been processed, unless the event the **Condition** checks is the source of the triggered ability leaving the board.
383.2.c.1.	If a **Game Object** has a **Triggered Ability** that is active in a specific zone, it is evaluated and subsequently triggered if it enters that zone at the same time that its **Trigger**’s condition is met. *Example:* Immortal Phoenix says “When you kill a unit with a spell, you may pay [1][C] to play me from your trash.” This ability triggers if Immortal Phoenix is in your trash immediately after you kill a unit with a spell, even if the unit you killed with a spell was that Immortal Phoenix.
383.2.c.2.	A **Game Object** will not be able to successfully evaluate its **Trigger Condition**, however, if it leaves the zone that its **Trigger** is active from at the same time that its **Trigger** is satisfied. *Example:* Viktor, Leader says “When another non-Recruit unit you control dies, play a 1 [M] Recruit unit token into your base.” This ability triggers if Viktor is on the board immediately after another non-Recruit unit you control dies. It does *not* trigger if Viktor and another non-Recruit unit you control die during the same game action (for instance, if they are both killed in the same Cleanup due to the damage dealt by Unchecked Power).
383.2.c.3.	If a **Game Object** has a **Triggered Ability** whose condition is the **Game Object** leaving the board, such a **Triggered Ability** is processed immediately before the **Game Object** changes zones. *Example:* If a game object has a deathknell ability, which triggers on the game object dying, it will be processed and placed on the chain just prior to the game object being placed in the trash, during the event of the game object dying. *Example:* Treasure Trove has a triggered ability that triggers as it “leaves the board.” Such a triggered ability is processed and placed on the chain

	just before Treasure Trove completes the action of leaving the board by being moved to another zone.
383.2.c.3.a.	**Triggered Abilities** that trigger from **Game Objects** leaving the board trigger and are placed on the chain *after* any **Replacement Effects** are processed. If a **Replacement Effect** causes the **Game Object** to not leave the board in the appropriate way, the relevant **Triggered Abilities** will not trigger. *Example:* If a unit's death is replaced by an event of that unit being healed, exhausted, and recalled, that unit's Deathknell abilities will not trigger, as the unit's death event is replaced and does not occur. *Example:* If Treasure Trove's being killed is replaced with it being banished, it will still trigger just before the banish action is executed.
383.2.c.3.b.	When the **Triggered Ability** is being processed, note any information about the source of the **Triggered Ability** or the state of the game as needed in order to process the resulting **Triggered Ability.** *Example:* A unit reads in part "When I leave the board, deal 2 to a unit where I was." Its controller plays Retreat on the unit, returning it to hand. Before the unit is returned to hand, the triggered ability is placed on the chain and the necessary information about that unit is noted. When the triggered ability is being finalized, we can identify the former location of the unit in question with the noted information.
383.3.	When a **Condition** is met, a **Triggered Ability** behaves like an **Activated Ability** and is placed on the **Chain.**
383.3.a.	If a **Triggered Ability** says "you may"or "they may" as the first part of its **Effect**, the controller of its source will choose whether or not to perform the **Triggered Ability** during finalization. *Example:* Tideturner reads "When you play me, you may choose a unit you control at another location. Move me to its location and it to my original location." This "you may" appears as the first part of its effect, so the choice represents whether or not to perform the triggered ability.
383.3.a.1.	The decision of "may" when it appears in this way is solely whether or not to perform said triggered ability.
383.3.a.2.	If the controller of the **Triggered Ability** chooses not to perform that **Triggered Ability** during finalization, it is removed from the chain and considered to have not triggered.
383.3.a.3.	If "you may" or "they may" appears in any later part of the **Effect** of a triggered ability, it is decided on resolution. *Example:* Ornn, Blacksmith reads "When you play me or when I hold, look at the top 4 cards of your Main Deck. You may reveal a gear from among them and draw it. Then recycle the rest." This "you may" does not appear as the first part of its effect, so the choice is made on resolution. The ability is always finalized to the chain.
383.3.b.	If a **Triggered Ability** contains a cost within instructions at the beginning of the effect or immediately following the "you may" or "they may" that appears as the first part of the effect, that cost is treated as the base cost of the **Triggered Ability.** *Example:* Ekko, Recurrent reads "[Deathknell][>] Recycle me to ready your runes." In this case, "recycle me to ready your runes" is a cost within instructions that appears at the beginning of the effect of the ability, and thus "recycle me" is taken as the base cost of the triggered ability.

	Example: Insightful Investigator reads “When you play me, choose an opponent. They reveal their hand. You may pay 2 XP to choose a card from their hand. If you do, they discard that card and draw 1.” The “pay 2 XP” is a cost within instructions, but because it does not appear in the first part of the effect, it is not taken as the base cost of the triggered ability. Paying 2 XP is performed on resolution.
383.3.b.1.	The cost must be paid in order to finalize the **Triggered Ability** to the **Chain.**
383.3.c.	**Triggered Abilities** can be put on the **Chain** during **Closed States** or **Open States** on any player's turn.
383.3.d.	If more than one **Triggered Ability** is **Triggered** simultaneously, then the player that controls the **Abilities** selects the order to place them on the **Chain.**
383.3.d.1.	If multiple players separately control **Triggered Abilities** that are **Triggered** simultaneously, then starting with the **Turn Player** and proceeding in **Turn Order**, each player orders their **Triggered Abilities** on the **Chain.**
383.3.e.	Some **Triggered Abilities** will trigger “once each turn,” or “N times each turn.”
383.3.e.1.	Such a **Triggered Ability** will only be performed the specified number of times each turn. If its trigger condition would be fulfilled and it has already been performed that many times, it does not trigger.
383.3.e.2.	If the Triggered Ability says “you may” or “they may” as the first part of its effect, its controller has the choice of whether or not it is performed.
383.3.e.2.a.	During finalization of the **Triggered Ability**, the player who controls the **Triggered Ability** may choose to perform it.
383.3.e.2.b.	If they do not, it is removed from the chain. *Example:* A player controls a unit that reads in part “Once each turn, when an enemy unit dies, you may banish it.” When an enemy Recruit token dies, the triggered ability goes on the chain. If they choose not to perform the ability on finalization, it is removed from the chain. When a Stalwart Poro dies later in the turn, they can choose to trigger it then.
383.4.	Some **Conditions** are commonly used and structured in a way that explicitly defines their use and other properties of the **Effect** that is associated with it.
383.4.a.	**Play Effects** are **Triggered Abilities** whose **Condition** includes the **Permanent** that has the **Play Effect** being played to the board.
383.4.a.1.	These are commonly structured as “When you play me...” for **Units** and “When you play this...” for **Gear.**
383.4.a.2.	These **Triggered Abilities** are put on the **Chain** as **Pending Items** after the **Permanent** these effects correspond to is finalized and enters the board.
383.4.a.3.	These **Triggered Abilities** can be referred to as Play Effects.
383.4.a.4.	Abilities that trigger when another object is played are not considered Play Effects.
383.4.b.	**Targeting Effects** are **Triggered Abilities** whose **Condition** includes a **Game Object** becoming targeted.
383.4.b.1.	These are commonly structured as “When you choose me ...” or “When you choose a [Game Object] ...”

383.4.b.2.	These **Triggered Abilities** are put on the **Chain** as **Pending Items** after a spell or ability targets an appropriate **Game Object.**
383.4.b.3.	Although these abilities say “choose” in their **Condition**, they trigger specifically when an appropriate **Game Object** is **Targeted.** *See **rule 355.6. Targeting** for more information on what counts as **Targeting.***
383.4.b.4.	These **Triggered Abilities** can be referred to as **Targeting Effects.**
383.4.c.	**Conquer Effects** are **Triggered Abilities** whose **Condition** includes a **Unit** participating in, and successfully **Conquering** a **Battlefield.**
383.4.c.1.	These are commonly structured as “When I conquer...” and “When you conquer...”
383.4.c.2.	This category of **Triggered Abilities** encompasses only those that are triggered from **Units** that were present during the **Conquer** action, or **Abilities** that reference the player that performed the **Conquer** action.
383.4.c.2.a.	The **Conquer Abilities** of **Units** are put on the **Chain** as **Pending Items** after the **Unit(s)** these effects correspond to are present at a **Battlefield** when a player gains control of it and gains 1 Victory Point from **Conquering.**
383.4.c.2.b.	The **Conquer Abilities** of anything that references the player **Conquering** are put on the **Chain** as **Pending Items** when the **Condition** that the player that controls the triggering source has performed a **Conquer.**
383.4.c.2.c.	If the act of gaining one point from **Conquering** is negated or replaced in any way, the **Conquer Effect** will still trigger.
383.4.c.3.	These **Triggered Abilities** can be referred to as Conquer Effects.
383.4.d.	**Hold Effects** are **Triggered Abilities** whose **Condition** includes a **Unit** being present at a **Battlefield** during the **Beginning phase** when a player scores **Victory Points** from **Holding.**
383.4.d.1.	These are commonly structured as “When I hold...” or “When you hold...”
383.4.d.2.	This category of **Triggered Abilities** encompasses only those that are triggered from **Units** that were present during the **Hold** action, or **Abilities** that reference the player that performed the **Hold** action.
383.4.d.2.a.	The **Hold Abilities** of **Units** are put on the **Chain** as **Pending Items** after the **Unit** these effects correspond to are present at a **Battlefield** when a player maintains control of it and Gains 1 Victory Point during their **Beginning Phase** from **Holding.**
383.4.d.2.b.	The **Hold Abilities** of anything that references the player **Holding** are put on the **Chain** as **Pending Items** when the **Condition** that the player that controls the triggering source has performed a **Hold.**
383.4.d.2.c.	If the act of gaining one point from **Holding** is negated or replaced in any way, the **Hold Effect** will still trigger.
383.4.d.3.	These **Triggered Abilities** can be referred to as Hold Effects.
383.4.e.	**Attack Triggers** are **Triggered Abilities** that trigger when a **Unit** or **Player** gains the **Attacker** designation for the first time during a combat.
383.4.e.1.	These are commonly structured as “When I attack...” or “When you attack...”
383.4.e.2.	These **Triggered Abilities** are put on the **Chain** as **Pending Items** after the **Unit**

	these effects correspond to gains the **Attacker** designation during **Combat**.
383.4.e.2.a.	These triggers will only have their condition checked once per combat, despite a **Unit** being able to gain and lose the **Attacker** designation multiple times in the same combat.
383.4.e.2.b.	If the trigger condition contains other requirements besides attacking and if those requirements are not fulfilled when the unit gains the **Attacker** designation, it will not trigger in that combat.
383.4.e.3.	These **Triggered Abilities** can be referred to as Attack Triggers.
383.4.f.	**Defend Triggers** are **Triggered Abilities** that trigger when a **Unit** or **Player** gains the **Defender** designation for the first time during a combat.
383.4.f.1.	These are commonly structured as “When I defend…” or “When you defend…”
383.4.f.2.	These **Triggered Abilities** are put on the **Chain** as **Pending Items** after the **Unit** these effects correspond to gains the **Defender** designation during **Combat**.
383.4.f.2.a.	These triggers will only have their condition checked once per combat, despite a **Unit** being able to gain and lose the **Defender** designation multiple times in the same combat.
383.4.f.2.b.	If the trigger condition contains other requirements besides defending and if those requirements are not fulfilled when the unit gains the **Defender** designation, it will not trigger in that combat.
383.4.f.3.	These **Triggered Abilities** can be referred to as Defend Triggers.
383.4.g.	Some effects may instruct a player to “activate” one of these named triggered abilities.
383.4.g.1.	To do so, that player checks the condition of all of the specified effects, as if they had fulfilled the named part of the condition. *Example:* Reckoner’s Arena reads “When you hold here, activate the conquer effects of units here.” For each unit at the battlefield, you will check the trigger condition of their conquer effects to see if the condition has been fulfilled, treating the conquer portion of the condition as having been fulfilled. If all of the conditions are fulfilled for a conquer effect, it is placed on the chain as if it had just triggered. If any of the non-conquer parts of the condition are not fulfilled, it will not be placed on the chain. *Example:* A spell reads “Activate the play effects of your gear.” For each gear you control, you will treat it as if you had just played the gear and check the other conditions of that gear. If all of the conditions are fulfilled for a play effect, it is placed on the chain as if it had just triggered.
383.4.g.2.	The named part of the condition is fulfilled, but no actual such event occurs. *Example:* Red Brambleback is a unit that reads in part “Your conquer effects for conquering here trigger an additional time.” Reckoner’s Arena is a battlefield that reads “When you hold here, activate the conquer effects of units here.” The conquer effects that were activated in this way were not the result of a conquer occurring, so they will not trigger an additional time from Red Brambleback’s passive ability if it is located there.
384.	Presence on **Permanents**
384.1.	Typically active while on **the Board.**

384.2.	**Triggered Abilities** of **Permanents** are only able to have their **Conditions** evaluated while on **the Board.**
385.	Presence on **Cards outside of the Board**
385.1.	**Triggered Abilities** on cards outside of **the Board** rely on the **Information Level** of the zone they are in.
385.2.	**Triggered Abilities** outside of **the Board** will self-describe their context. *Example:* The triggered ability "When you conquer, you may discard 1 to return this from your trash to your hand." triggers while the card it's on is in the trash, and not anywhere else.
386.	Some **Replacement Effects, Passive Abilities,** and **Triggered Abilities** will begin with “once each turn,” “N times each turn,” “once on each of your turns,” or “N times on each of your turns.”
386.1.	Such **Replacement Effects** and **Triggered Abilities** will only be applied to the specified number of events each turn, or performed the specified number of times each turn. Once they have been performed that many times or been applied to that many events, they cannot trigger or be applied to a later event in the same turn.
386.2.	If such a **Triggered Ability** says “you may,” or “they may,” as the first part of its effect, or such a **Replacement Effect** says a player “may” replace the qualifying event, the controller of the ability has the choice of whether or not to perform or apply it.
386.2.a.	For **Replacement Effects,** when an event the **Replacement Effect** could apply to occurs, the player who controls the **Replacement Effect** may choose not to apply it to the event. For **Triggered Abilities,** during **Finalization** of the **Triggered Ability,** the player who controls the **Triggered Ability** may choose not to perform it.
386.2.b.	If they do not apply the **Replacement Effect**, it has not been applied this turn. If they do not perform the **Triggered Ability,** it is removed from the chain. *Example:* Zilean, Time mage reads “Once each turn, if you would play a token unit while I'm at a battlefield, you may play that token and an additional copy of it instead.” When his controller plays a token, they can choose not to apply the replacement effect to that event. If they do, they can choose to apply it to a later event of a token being played. *Example:* A player controls a unit that reads in part “Once each turn, when an enemy unit dies, you may banish it.” When an enemy Recruit token dies, the triggered ability goes on the chain. If they choose not to perform the ability on finalization, it is removed from the chain. When a Stalwart Poro dies later in the turn, they can choose to perform it then.
386.3.	For such **Passive Abilities,** they will be active until they have been applied to the specified number of events, after which point they will become inactive.
386.3.a.	If such a **Passive Ability** says “you may” or “they may” as the first part of the ability after the “once each turn,” the controller of the source of the **Passive Ability** chooses whether or not to apply the ability to the event in question. If they do not, the **Passive Ability** is **Ignored** during that event. *See **rule 764. Ignoring Effects** for more information.*
387.	Reflexive Triggers
388.	**Reflexive Triggers** are a type of **Triggered Ability** that create one or more **Chain Items** when their condition is met.
388.1.	**Reflexive Triggers** can be recognized by the phrase “Do this:” or “Do one of the following:”.
388.1.a.	“Do this” can be followed by “N times.” The **Reflexive Trigger** will thus be added to the chain N times when its condition is met.

388.1.b.	"Do one of the following" can instead be "Do X of the following" or "Do the following". The effect will specify which of the related **Reflexive Triggers** will go on the chain when the condition is met.
388.2.	**Reflexive Triggers** will be preceded by their conditions, if any. If no condition is present in the ability then the **Reflexive Trigger** will always be added to the Chain.
388.3.	If present, the **Condition** of a **Reflexive Trigger** will follow the same format as a **Triggered Ability.**
388.4.	If a **Reflexive Trigger** says "you may" or "they may" as the first part of its **Effect**, the controller of its source will choose whether or not to perform the **Reflexive Trigger** during finalization. *Example:* Death From Below is a spell that reads in part "Then, if it had 3 might or less, do this: You may play this from your trash for [A]." The reflexive trigger is added to the chain when the spell is resolving, and then on finalization of the reflexive trigger its controller will decide if they want to perform the effect. If they don't, it is removed from the chain.
389.	**Reflexive Triggers** use the Chain.
389.1.	A new ability is created and added to the chain as a **Pending Item**. *See **rule 399. Playing or Activating Abilities** for more information.*
389.2.	If a **Reflexive Trigger** creates more than one **Pending Item** it creates them all in order, but does not go beyond the first step of adding them to the Chain. *See **rule 399. Playing or Activating Abilities** for more information.*
390.	Delayed Abilities
391.	**Delayed Abilities** are a type of **Ability** that specifies a window of applicability during which they are active.
391.1.	**Delayed Abilities** can be any other type of **Ability**, and contain all of the properties of that type in addition to the properties of **Delayed Abilities.**
391.2.	**Delayed Triggers** are **Triggered Abilities** that can be recognized by describing a specific time of the turn, or by structuring a **Triggered Ability** with a specific frame of time as a restriction.
391.3.	**Delayed Replacements** are **Replacement Effects** that can be recognized by specifying the effect they are replacing at a specific time, or "the [Nth] time" in the description of the effect as it resolves.
391.3.a.	Some **Delayed Replacements** take the form "then recycle it," or "then banish it," in reference to chain items being played by linked abilities or instructions. These are short for "if it would leave the chain after becoming a finalized chain item, and leaving the chain wasn't instructed by its own execution, perform the specified game action instead."
391.4.	**Delayed Passive Abilities** are **Passive Abilities** that are applicable only during a specified window of time. The time that the **Delayed Passive Ability** applies will be recognized in the effect that initiates it.
391.5.	**Delayed Linked Abilities** are **Linked Abilities** that are generated by another **Ability** and reference that **Ability** or **Game Objects** it affects instead of a window of time.
391.5.a.	If that **Ability** affects a **Game Object**, the **Delayed Linked Ability's** window will be as long as that **Game Object** is in an appropriate zone.
391.5.b.	If the **Delayed Linked Ability** references the source of the abilities, its window will be as long as the source is in an appropriate zone.
391.5.c.	The appropriate zones for these **Delayed Linked Abilities** will be determined implicitly by the **Linked Ability** that generated them.
391.5.c.1.	If the **Linked Ability** causes the affected **Game Objects** to change zone to a non-board zone, the appropriate zone for the **Delayed Linked Ability** will be the zone the **Game Object** is moved to.

391.5.c.2.	Otherwise, the appropriate zone is whatever zone the **Linked Ability** triggered or was played from, or whatever zone the affected **Game Object** is located in when it is affected.
392.	**Delayed Abilities** will resolve or be active just like the ability they augment, but only during the specified time in the effect that created the **Delayed Ability.** *Example:* Ravenborn Tome reads "The next spell you play this turn deals 1 Bonus Damage." This is a **Delayed Passive Ability** that passively adds 1 Bonus Damage to just the next spell played. The next spell is a specific time, and the 1 Bonus Damage is a passive ability. *Example:* Noxian Guillotine reads "Choose a unit. Kill it the next time it takes damage this turn." When the chosen unit takes damage is the specified time, and killing it is the condition for a **Delayed Triggered Ability.**
393.	**Delayed Abilities** are not associated with **Units** or **Gear;** they are created by other **Abilities** or **Spells**. As such they are executed when their condition and/or specified time occurs regardless of whether the source of the **Delayed Ability** is still on the board or not.
394.	Linked Abilities
395.	**Linked Abilities** are a set of **Abilities** with one or more of the component **Abilities** referencing the other **Abilities** in the set.
395.1.	**Component Abilities** can reference other **Abilities** in the set by means of referencing those **Abilities** directly or by referencing **Game Objects** affected by or mentioned in another **Ability** in the set.
396.	In order for a set of **Abilities** to be **Linked**, they must be present in the printed Effect or Rules Text of the same **Game Object,** or be granted by the same source to another **Game Object.** *Example:* The Zero Drive is an Equipment gear whose rules text reads in part "[3][B], Banish this: Play all units banished with this, ignoring their costs." The Zero Drive's effect text reads "[Deathknell][>] Banish me." The granted Deathknell ability is linked with the Zero Drive's activated ability.
397.	**Linked Abilities** can contain component **Abilities** of any type.
398.	A component **Linked Ability** that references a **Game Object** affected by another **Ability** in the set may only interact with **Game Objects** affected by the **Abilities** it is **Linked** with. *Example:* The Zero Drive is an Equipment gear whose rules text reads in part "[3][B], Banish this: Play all units banished with this, ignoring their costs." Any units banished by effects other than component Linked Abilities in the same set as the activated ability cannot be played when resolving the activated ability.
399.	Playing or Activating Abilities
400.	Playing or activating **Abilities** follows the same steps of playing cards.
401.	**Abilities** when added to the Chain become **Pending Items** until they complete the steps of **Playing.**
401.1.	When an **Ability** finishes the steps of playing it becomes a **Finalized Chain Item** just like a **Spell.**
401.2.	When an **Ability** with the [Add] action is finalized it resolves immediately, like a **Unit** or **Gear.**
402.	1. Activate or trigger the **Ability**
402.1.	Add a **Pending Item** to the chain representing the **Ability** that is either being Activated or Triggered. Notably, although this Chain Item will not have a card representing it, this will create a **Closed State.** *See **rule 349. Playing Cards** for more information.*
402.2.	If there is currently a game effect being resolved, continue resolving the game effect instead of continuing the following steps.
403.	2. Make relevant choices

403.1.	If the first part of a **Triggered Ability's** effect is "you may," or "they may," its controller decides whether or not to perform the **Triggered Ability** now.
403.1.a.	If they choose not to perform the **Triggered Ability** now, it is removed from the chain.
403.2.	Make all choices required for this ability, such as targets, modes, or other relevant decisions. *See **rule 349. Playing Cards** for more information*
403.3.	If legal options are not available for an **Activated Ability,** it is not legal to activate it.
403.4.	If there are not enough options to make legal choices for a **Triggered Ability** that has been put on the chain, remove it from the Chain now. It ceases to be a **Pending Item** but never becomes a **Finalized Chain Item.**
403.4.a.	This is not an **Ability** being countered.
403.4.b.	If there are legal options to choose, the ability's controller must choose them. They may not decline this stage of playing a **Trigger.**
404.	3. Determine Total Cost
404.1.	Determine the base cost of the **Ability.**
404.1.a.	**Activated Abilities** will have a cost listed before the ":" in their text.
404.1.b.	**Triggered Abilities** will typically not have a base cost associated with them when placed on the chain due to their conditions.
404.1.b.1.	If a **Triggered Ability** has a cost within instructions (e.g. "[do X] to [do Y]"), the cost is taken as the base cost. *See **rule 204.3.** for more information on costs within instructions.*
404.2.	Apply cost increases and decreases as a result of choices made in the prior step. *See **rule 349. Playing Cards** for more information.*
404.3.	Apply any other cost increases or decreases as necessary. *See **rule 349. Playing Cards** for more information.*
405.	4. Pay Costs
405.1.	Pay costs as determined in the prior step. *See **rule 349. Playing Cards** for more information.*
405.2.	At this stage, players may decline to pay for **Triggered Abilities** that have incurred a cost. If they do, the ability will cease being a **Pending Item** and be removed from the Chain. It never becomes a **Finalized Chain Item.**
405.2.a.	This is not an **Ability** being countered.
406.	5. Check Legality
406.1.	Ensure that the **Ability's** targets are still legal.
406.2.	Ensure that the **Ability's** effect would not create an illegal state. If it would, resolve in the same way you would resolve a **Card** that creates an illegal state. *See **rule 349. Playing Cards** for more information.*
407.	6. Proceed with Play
407.1.	This **Ability** is no longer **Pending.**

407.2.	This **Ability** becomes a **Finalized Chain Item.**
407.3.	If there are other **Pending Chain Items** on the Chain, their controllers perform the remaining steps of playing now.
407.4.	Other players have an opportunity to play **Reactions** before the resolution of spells and abilities. *See **rule 327. Chains** for more information.*
407.5.	Otherwise, execute the **Ability** just like a **Spell**, then clear the **Chain Item** from the Chain.
408.	**Game Actions**
409.	**Game Actions** are actions players may perform at any given time during the game.
410.	A player, unless otherwise specified or prompted, may only perform actions on their turn.
411.	There are two types of **Game Actions:**
411.1.	**Discretionary Actions**
411.1.a.	A **Discretionary Action** is a **Game Action** that may be performed **at any time** during a player's turn **during a Neutral Open State.** *See **rule 307. States of the Turn** for more information.*
411.1.b.	A player may take any number of **Discretionary Actions** available to them during their turn.
411.1.b.1.	As long as any conditions, if applicable, are met.
411.1.b.2.	As long as any costs, if applicable, are paid.
411.1.b.3.	As long as it does not result in any forbidden action being taken or game state being created. *Example:* A player can't use the Standard Move discretionary action to move a unit to a **Battlefield** that's already occupied by **Units** controlled by two other players.
411.2.	**Limited Actions**
411.2.a.	A **Limited Action** is a game action that a spell, ability, or circumstance of the turn's progression causes the player to perform. A player cannot perform these actions at-will.
411.2.b.	These actions can only be taken when a player is instructed to do so as the execution of an effect or during their specified occasion during the turn. *Example:* A player may Draw during the Draw Phase on their turn or when instructed to do so by a spell or ability. They can't choose to Draw at any other time.
412.	**Responsibility**
412.1.	**Game Actions** may be the responsibility of up to one player. The player that performs the **Game Action** is responsible for it. *Example:* Cull the Weak is a spell that reads “Each player kills one of their units.” When the spell resolves, each player picks a unit they control and kills that unit. They are responsible for the death of their own unit.
412.2.	In the case where a **Game Action** is performed by procedures of the game and not by any player, that **Game Action** is not the responsibility of any player.
412.3.	Certain rules assign responsibility to players for **Game Actions** that they are not normally responsible for.
412.4.	If an ability triggers when “you” do something, it triggers when a **Game Action** that you are responsible for occurs.

	Example: A gear reads “When you move an enemy unit, you may exhaust this to [Stun] it.” It will trigger whenever a move game action that you are responsible for causes an enemy unit to move. If an opponent plays a spell that reads “choose a Battlefield. Each player may move a unit they don’t control to that battlefield,” and a player that controls the gear chooses to move an enemy unit, their gear will trigger.
412.5.	Note that certain **Game Actions**, specifically Kill, can be attributed to spells and abilities. This attribution is not the same as the responsibility a given player has for the kill game action.
412.5.a.	Spells and abilities have attribution for game actions, while players have responsibility.
412.6.	Some Game Effects may check if a player has performed a **Game Action** “with” a **Game Object.** In order to do so, the **Game Action** must be attributed to the spell or ability of that **Game Object** if necessary, the player must control that spell or the ability of that **Game Object**, and the player must be responsible for the **Game Action.**
412.6.a.	Abilities granted via the effect text of a **Game Object** to another **Game Object** count for both **Game Objects** for this purpose.
413.	Types of Actions (A Non-Exhaustive List)
414.	**Draw**
414.1.	**Drawing** a card takes a single card from a zone and adds it to the player's **Hand.**
414.1.a.	Unless specified otherwise, drawing takes cards from the top of the **Main Deck.**
414.2.	This is a **Limited Action.**
414.2.a.	Each player draws 1 during the **Draw Phase** on their turn.
414.2.b.	The player may draw cards when instructed to do so by other game effects.
414.3.	This action, when instructed, is formatted as "Draw X."
414.4.	If a player attempts to draw more cards than are available in their **Main Deck**, they do the following:
414.4.a.	Draw as many as possible.
414.4.b.	Perform a **Burn Out.** *See **rule 432. Burn Out** for more information.*
414.4.c.	Draw the remaining cards needed to complete the **Draw** action.
415.	**Exhaust**
415.1.	**Exhausting** is an action that marks a non-spell **Game Object** on the board as "spent."
415.1.a.	To mark it, rotate the card 90 degrees opposite of **Readying**, so that the orientation of the card is lengthwise in front of you.
415.1.b.	A **Game Object** that is already **Exhausted** cannot be **Exhausted** again.
415.1.c.	If a **Game Object** is instructed to be **Exhausted** while it is already **Exhausted**, nothing additional happens.
415.2.	**"Exhausted"** is a state for **Game Objects** on the board that other game effects and rules can reference.
415.3.	This is a **Limited Action.**
415.3.a.	Most **Exhaust** actions will be costs for Activated Abilities or **Discretionary Actions.** *Example:* A unit's Standard Move exhausts the unit as a cost.

415.4.	When **Exhausting** is listed as a **Cost**, then the Action must be able to be completed for the cost to be paid. *Example:* A spell says "As an additional cost to play this, you may exhaust a friendly unit." An exhausted friendly unit may not be exhausted again as the additional cost for the spell, and the additional cost has not been paid.
415.5.	In abilities, the **Exhaust symbol** represents the cost "Exhaust this" or "Exhaust me." It resembles a card turning sideways.
416.	**Ready**
416.1.	**Readying** is an action that marks a non-spell **Game Object** on the board as available for action.
416.1.a.	To mark it, rotate the card 90 degrees opposite of **Exhausting**, so that it is vertically oriented in front of you.
416.1.b.	A **Unit** that is already **Ready** cannot be **Readied** again.
416.1.c.	If a **Unit** is instructed to be **Readied** while it is already **Ready**, nothing additional happens.
416.2.	**"Ready"** is a state for **Game Objects** on the board that other game effects and rules can reference.
416.3.	This is a **Limited Action.**
416.3.a.	A player **Readies** all non-spell **Game Objects** they **Control** during the **Awakening Phase** on their turn.
416.3.b.	Players may also **Ready Game Objects** on the board when effects or spells instruct them to do so.
417.	**Recycle**
417.1.	**Recycling** cards is the action in which a player takes one or more cards from a specific zone and then puts it on the bottom of the corresponding deck.
417.1.a.	**Main Deck** cards are **Recycled** to the **Main Deck.**
417.1.b.	**Runes** are **Recycled** to the **Rune Deck.**
417.1.c.	Each player **Recycles** cards to their own **Main Deck** and **Rune Deck**, regardless of which player is instructed to perform the **Recycle** action.
417.2.	This is a **Limited Action.**
417.2.a.	The player must **Recycle** cards from the specified zones when instructed to do so by game effects or costs.
417.3.	When **Recycling** is listed as a **Cost**, the action must be able to be completed for the cost to be paid. *Example:* Vi, Destructive has the ability "Recycle 1 from your trash: Give me +1 [M] this turn." Each time a player activates the ability, they must recycle 1 card from their trash to pay its cost. If they have no cards in their trash, they can't activate the ability, because they can't pay its cost.
417.4.	When **Recycling** is part of an effect, a player must **Recycle** as many cards as possible from the specified zone or zones.
417.5.	If 2 or more cards are **Recycled** to the **Main Deck** simultaneously, they are placed on the bottom of that deck in a random order. *Example:* Garbage Grabber has the ability "Recycle 3 from your trash, [1], [E]: Draw " To pay the cost of activating this ability, its controller chooses 3 cards from their trash and places them on the bottom of their **Main Deck** in a random order.

417.5.a.	If 2 or more cards are **Recycled** to the **Rune Deck** simultaneously, they are placed on the bottom of that deck in the order of their owner's choosing.
417.6.	This action, when instructed, is sometimes formatted as "**Recycle** X from [Zone]." That means to take X cards of the instructed player's choice from the relevant zone and recycle them. Such an instruction does not target the recycled cards. *Example:* Dr. Mundo, Expert has the ability "At the start of your Beginning Phase, recycle 3 from your trash." As that ability resolves, its controller recycles 3 cards from their trash. If there are fewer than 3 cards in that player's trash, they recycle as many as they can.
418.	**Deal**
418.1.	Spells, Units, Abilities, and other game effects may **Deal Damage** to units.
418.1.a.	Assigning **Damage** during the Combat Damage Step is not **Dealing Damage,** but will cause **Damage** to be **Dealt** when assignment is complete.
418.1.b.	To **Deal Damage** to **Units,** mark the specified amount of **Damage** on the **Unit.**
418.1.c.	**Damage** is marked on each unit separately.
418.1.d.	**Damage** can be **Dealt** to more than one **Unit** at the same time.
418.1.e.	**Valid Damage** is a positive integer amount, greater than or equal to 1 **Damage**.
418.1.e.1.	Only **Valid Damage** is **Dealt.** *Example:* A unit reads “when I take damage, give me +2 [M] this turn.” A spell is played that Prevents the next 3 damage the unit would take. If a player plays Hextech Ray targeting the unit, it will take no damage and its triggered ability will not trigger. If that player had played Void Seeker instead, it would be Dealt 1 and trigger its ability.
418.2.	Only **Damage** can be **Dealt.**
418.3.	**Dealing Damage** is a **Limited Action.**
418.3.a.	Assigning **Damage** causes **Damage** to be dealt outside of being directed to **Deal Damage.** *See **rule 461. Combat** for more information.*
418.4.	**Dealing** can have the intrinsic property of **Bonus Damage.**
418.5.	**Bonus Damage** is a property granted to the action of **Dealing** and alters the amount of **Damage** distributed by this action. *See **rule 712. Bonus Damage** for more information.*
418.6.	**Deal** actions can originate from one or more sources.
418.6.a.	If a game effect does not specify a source, the game effect describing the **Deal** action is the source. *Example:* Void Seeker is a spell that reads “Deal 4 to a unit at a battlefield. Draw 1.” The damage that Void Seeker instructs you to deal is dealt by Void Seeker.
418.6.b.	If a game effect does specify a source, then that source is what is considered the origin of the **Damage** for this **Deal** action.
418.6.b.1.	Units and Spells can be the source of **Damage** for **Deal** actions.
418.6.b.2.	Abilities can be the source of **Damage** for **Deal** actions.
418.6.b.2.a.	When an Ability is the source of **Damage** for a **Deal** action, it is in addition to the Spell or Unit that created that Ability. *Example:* Iron Ballista is a gear that says “[E]: Deal 2 to a unit at a

	battlefield." This damage is dealt both by a gear and by an ability.
418.6.b.3.	When a spell or ability specifies a Unit as the source of the **Damage** for the **Deal** action, it is not in addition to the spell or ability that instructed it. *Example:* Challenge is a spell that reads "Choose a friendly unit and an enemy unit. They deal damage equal to their Mights to each other." The damage that Challenge causes to be dealt is dealt by the chosen units, not by Challenge.
418.6.b.4.	The controller of the source of a **Deal** action is responsible for that **Deal** action unless the player performing the **Deal** action is otherwise specified. *Example:* If a player plays Challenge targeting a friendly unit and an enemy unit, the controller of the enemy unit is responsible for the damage dealt by their unit. Any effects that trigger "when you deal damage" that that player controls will trigger.
418.6.c.	**Damage Dealt** as a result of being assigned during **Combat** has the **Units** as its source.
418.6.c.1.	The **Damage** assigned, and subsequently **Dealt**, to attackers has the defenders as the source and vice versa.
418.7.	**Deal** actions can distribute **Damage** as part of combat actions or non-combat actions.
418.8.	Some **Deal** actions may be written as "Deal X ... for each ..." Such actions **Deal** one instance of **Damage.** *Example:* Riven, Shattered reads in part "When I attack, choose an enemy unit here. Deal 2 to it for each Equipment attached to me." If Riven has three Equipment attached to her, she will deal one instance of 6 damage, not three instances of 2 damage.
419.	**Heal**
419.1.	**Damage** being cleared from **Units** is **Healing.**
419.1.a.	If **Damage** is cleared for any reason it is considered **Healing.**
419.2.	More than one **Unit** can be **Healed** at the same time.
419.3.	**Healing** is a **Limited Action.**
419.3.a.	Players may only **Heal** units when game effects instruct them to, or at specific points in the turn.
420.	**Play**
420.1.	A player **Plays** cards by placing them on the chain and queuing them to be finalized. *See **rule 349. Playing Cards** for more information on playing cards.* *See **rule 337. Finalize** for more information on finalizing cards.*
420.1.a.	By default, a player can only **Play** cards from their hand or their Chosen Champion zone.
420.2.	This is a **Discretionary Action.**
420.2.a.	As long as a player has the resources to pay the costs associated with the card and legal choices to make for their cards, they may **Play** cards.
420.3.	Game effects may result in cards being **Played** as part of their resolution.
420.3.a.	This treats **Play** as a **Limited Action.**
420.3.b.	Treat all steps of **Play** as normal, except as noted by the game effect instructing this **Limited Play Effect.**

420.3.b.1.	Such game effects may specify choices or effects such as alternate costs, ignored costs, play locations, targets, or other choices or effects normally made or processed during **Finalization.**
420.3.b.2.	Such game effects may specify those choices or effects based on the condition of the board. If they do so, that information is checked on finalization of the resulting **Game Object,** unless it is specified as being checked earlier. *Example:* Bone Skewer is a spell that reads in part "Choose a battlefield. An opponent reveals their hand. You may choose a unit from it. They play that unit to that battlefield, ignoring any and all costs." The chosen battlefield isn't checked on finalization of the resulting game object but when the spell itself is resolving. *Example:* A spell reads in part "Play a unit from your trash to an enemy occupied battlefield, ignoring its Energy cost." On finalization, they can choose any enemy occupied battlefield to play the unit to. If no such battlefield exists as the unit is being finalized, it will fail to finalize. *Example:* Rek'Sai, Swarm Queen is a unit that reads "When I attack, you may reveal the top 2 cards of your Main Deck. You may banish one, then play it. If it is a unit, you may play it here. Recycle the rest." The attack trigger adds a permission to the normal valid locations for the played unit, that being "here." The "here" in Rek'Sai's ability is a referent, whose information is checked when the ability resolves. As such, it will not check on finalization of the unit being played.
420.3.c.	If there are no eligible cards to **Play** when instructed to **Play** in this manner, then nothing happens and resolution continues.
420.4.	Some **Abilities** trigger when cards are played or otherwise check whether cards have been played.
420.4.a.	Any such triggered abilities trigger when the act of playing the card has been *completed* by the resolution of the card.
420.4.a.1.	If a game effect prevents the resolution of the card—for example, because the card was **countered**—abilities that trigger on playing cards will not trigger. *See **rule 426. Counter** for more information.*
420.4.b.	Non-triggered abilities and conditional clauses that check cards being played do so by means of referencing whether said cards have been **Finalized.** *Example:* A player plays a spell, which is countered by Defy. Any Legion abilities of game objects controlled by that same player will be active. *Example:* A player plays a spell, which is countered by Defy. If that player plays Battering Ram and has played no other cards that turn, it will cost [4] Energy.
420.5.	If an effect refers to a card being played and doesn't do so by means of checking whether cards were played, it refers to the card being added to the chain and queued for **Finalization,** that is, the **Play Game Action.** *Example:* Astral Heron is a unit that reads "When you play your first card each turn, if I'm at a battlefield, the next card you play this turn costs [2][A][A] less." This effect applies a discount to the next card the play game action, discretionary or limited, is performed on.
421.	**Move**
421.1.	**Moving** is the act of a **Game Object** moving between two **Locations** on **The Board.** *See **rule 447. Movement** for more information on movement.*
421.2.	**Moving** is a **Limited Action.**
421.2.a.	Players may only move **Game Objects** when instructed to do so by Game Effects or costs.

421.2.b.	The **Standard Move** inherent to **Units** may also cause **Movement.** *See **rule 144.** for more information on the **Standard Move**.*
421.3.	The **Standard Move** inherent to **Units** is a **Discretionary Action.**
421.3.a.	The **Cost** is **Exhausting** one or more **Units.**
421.3.b.	The **Effect** is **Moving** those **Units.**
422.	**Hide**
422.1.	**Hiding** a card is the act of placing a card facedown at a **Battlefield** you control.
422.2.	**Hiding** is a **Discretionary Action.**
422.2.a.	The **Hidden** keyword allows a player to pay a cost to **Hide** a card any time they have a **Hidden** card in their hand or Champion Zone and meet the prerequisites. *See **rule 811. Hidden** for more information.*
422.3.	Cards that are facedown at **Battlefields** have their gameplay properties and permissions defined by the effect that put them there. *Example:* Cards that players **Hide** with the **Hidden** keyword can be **Played** for [0] on any subsequent turn as a property of the **Hidden** keyword.
422.4.	If a facedown card would change zones or if the game ends, its owner reveals it to all players. *See **rule 128. Privacy** for more information.*
423.	**Discard**
423.1.	**Discarding** a card is moving it from a player's hand directly into their trash without activating or executing its normal rules text.
423.1.a.	The player who is performing the action chooses which cards to send to their **Trash**, and may use **Private Information** to do so.
423.1.b.	“When I am discarded” abilities or other **Triggered Abilities** that trigger on discarding are executed after discarding has occurred.
423.2.	**Discarding** is a **Limited Action.**
423.2.a.	A player must **Discard** cards when instructed to do so by game effects or costs.
423.3.	When **Discarding** is listed as a **Cost**, then the Action must be able to be completed for the cost to be paid. *Example:* A card has the ability "Discard 2: Deal 2 damage to a unit at a battlefield." To activate the ability, the card's controller must have at least 2 cards in hand and must be able to discard them.
423.4.	When **Discarding** is part of an effect, then a player must **Discard** as many cards as possible from their hand. If instructed to discard more cards than they have in their hand, further discard instructions are negated. *Example:* Undercover Agent has the ability "[Deathknell][>] Discard 2, then draw 2. (When I die, get the effect.)" If Undercover Agent's controller has 2 or more cards in hand, they must discard 2. If they have 1 card in hand, they discard 1, and the rest of the discard instruction is negated. If they have no cards in hand, the entire discard instruction is negated. Regardless of how many cards they discard, they then draw 2.
423.5.	This action is formatted as "Discard X."
424.	**Stun**
424.1.	**Stunning** is the act of selecting one or more **Units** on **the Board** and rendering them **Stunned.**

424.1.a.	**Stunned** is a binary state. A **Unit** is **Stunned** or it isn't.
424.1.a.1.	A **Stunned Unit** can not be **Stunned** again. *Example:* Eclipse Herald has the ability "When you stun an enemy unit, ready me and give me +1 [M] this turn." Its controller plays a spell that reads "Stun a unit." They may choose a unit that's already stunned, but if they do, Eclipse Herald will not trigger.
424.1.a.2.	**Stunned Units** lose the **Stunned** status during step 3d of the end of turn cleanup.
424.1.b.	A **Stunned Unit** does not contribute its might to damage in the combat damage step. *See **rule 467. The Combat Damage Step** for more information.*
424.1.c.	A **Stunned Unit** must still have damage applied to it equal to, or greater than, its full might value to be killed.
424.2.	**Stunning** is a **Limited Action.**
424.2.a.	Players may only **Stun Units** when directed to by **Game Effects.**
425.	**Reveal**
425.1.	**Revealing** is the act of presenting a card to *all players* from a zone that one or more players do not have access to the information of.
425.1.a.	**Revealed** is a temporary state and is not a zone.
425.1.a.1.	Other cards, including the card being revealed, can reference the act of *being* **Revealed.**
425.1.a.2.	Cards remain in the zone they are being **Revealed** from. *Example:* If a card is being **Revealed** from the top of a player's **Main Deck**, it is still the top card of that player's **Main Deck.**
425.1.a.3.	The state of being **Revealed** lasts for the duration specified by the game effect that applied the state; if there is no duration specified and the state was caused by a Reveal action as instructed by a spell or ability, it lasts until the resolution of that spell or ability finishes.
425.1.b.	Unless otherwise described, **Revealed** cards do nothing else beyond become temporarily known information to *all players*.
425.2.	**Revealing** is a **Limited Action.**
425.2.a.	Players may only **Reveal** cards from **Private** or **Secret** zones when instructed to do so by **Game Effects.**
425.2.b.	During the course of a game of **Riftbound**, a player may choose to show **Private** information to one or more other players. This does not count as revealing and does not trigger any effects that trigger when cards are revealed.
425.3.	This action is formatted as "Reveal cards from [zone]." or “Reveal [Zone].” *Example:* "Reveal 2 cards from the top of your Main Deck" would be executed by taking the two cards from the top of your Main Deck, and then presenting them to all players to clearly read and understand at the table. Then, when all players have had a chance to understand the revealed information, return them to the top of the Main Deck in the same order.
425.3.a.	When the zone is instructed to be **Revealed** without indicating a number of cards, that refers to “All cards currently in the specified zone.” *Example:* A card reads “Choose an opponent and reveal your hand. That player picks a card in your hand. You may play the rest this turn, ignoring their costs.” When instructed to reveal their hand, that player reveals the cards currently in their

	hand.
425.3.a.1.	The **Revealed** state is applied to those cards. Any further cards added to that zone after the instruction has been executed do not become **Revealed.**
425.4.	**Game Effects** can manipulate or modify the cards **Revealed** while they are **Revealed**
425.4.a.	While cards are **Revealed**, those cards can be further manipulated, or accessed. They can even have their destination modified for when the **Reveal** ends. *Example:* "Reveal 2 cards from the top of your Main Deck. Put one into your hand and Recycle the other" would be executed by taking the top two cards from your Main Deck, presenting them to the table, and once every player present has had a chance to understand them you would make the selection of one of them to add to your hand. The one you did not select would then be **Recycled** to the bottom of the **Main Deck.**
426.	**Counter**
426.1.	**Countering** is the act of negating the execution, activation, or otherwise playing of a card or ability by a player.
426.1.a.	A card or ability that is **Countered** does nothing and is cleared from the chain.
426.1.a.1.	Cards that are cleared from the chain in this way are placed in the trash.
426.1.b.	A card that is **Countered** is not considered to have been played for abilities that trigger on cards being played.
426.1.c.	**Countering** does not refund any costs paid to play a card, activate an ability, or trigger an ability.
426.1.c.1.	This includes additional costs.
426.2.	Countering is a **Limited Action.**
426.2.a.	Players may only **Counter** cards and abilities when directed to by **Game Effects.**
426.3.	This action is formatted as "**Counter** [a card or ability on the chain]."
427.	**Buff**
427.1.	**Buffing** is the action of placing a **Buff** counter on a **Unit**. *See **rule 701. Buffs** for more information.*
427.1.a.	A **Buff** is also an object.
427.1.b.	To **Buff** a unit, place a **Buff Counter** on it if it does not have one already
427.1.b.1.	If the unit already has a **Buff Counter** on it, it does not get another one.
427.1.b.2.	Some effects may grant a **Game Object** permission to be **Buffed** multiple times. Such an effect ignores this restriction.
427.1.c.	Units with **Buff Counters** can still be chosen for actions that **Buff** units, but will *not* be **Buffed** as part of the execution. *Example:* A spell reads "Buff a unit. Then, if it was buffed this way, draw a card." It will place a buff counter on a unit that has no buff counter, and then its controller will draw a card. However, if the player chooses a unit with a buff counter on it already, then the card will not be drawn. *Example:* A unit reads “When you buff me, ready me.” If that unit is chosen for a game effect that would buff it and it is already buffed, its ability will not trigger.

427.2.	**Buffing** is a **Limited Action.**
427.2.a.	Players may only **Buff** units when **Game Effects** direct them to do so.
427.3.	This action is formatted as "**Buff** [one or more units]." *e.g.,* "Buff a unit." *e.g.,* "Buff a friendly unit." *e.g.,* "Buff two friendly units at the same battlefield."
428.	**Banish**
428.1.	**Banishing** is the action of placing a card from any other zone into **Banishment.** *See **108.6. Banishment** for more information.*
428.2.	When a card is **Banished** it is placed directly into the **Banishment** zone from its origin.
428.2.a.	Banish is not a subset of **Kill.**
428.2.b.	Banish is not a subset of **Discard.**
428.3.	Cards and effects can refer to cards that were banished *by the same object*.
428.3.a.	Separate instances of an object or effect banishing cards do not reference other banished cards by objects of the same name or effects originating from cards of the same name. *Example:* A spell reads "Banish the top card of your Main Deck. When you conquer this turn, draw it." This card effect allows you to draw the banished card from banishment if a condition is met. If more than one of these effects is played, each one triggers separately. Each card will be drawn separately. If the turn player passes the turn without playing the card, the card remains in banishment indefinitely. If the same player plays another copy of the same spell, banishes another card, and satisfies its condition, they could play the new banished card, but not the original banished card. *See **rule 394. Linked Abilities** for more information.*
428.4.	**Banishing** is a **Limited Action.**
428.4.a.	Players may only **Banish** cards or permanents when **Game Effects** direct them to do so.
428.5.	This action is formatted as "Banish [one or more permanents or cards]." *e.g.,* "Banish a card from your hand." *e.g.,* "Banish 2 cards from your trash." *e.g.,* "Look at the top 2 cards of your Main Deck. Draw one of them and banish the other."
429.	**Kill**
429.1.	**Killing** is the action of a **Permanent** going to the trash from the board.
429.1.a.	This can be **Active** or **Passive.**
429.1.a.1.	**Active Kill** is when the action is taken when instructed by a game effect or as a cost for a card or ability.
429.1.a.1.a.	This is referred to as a **Kill Instruction.**
429.1.a.1.b.	When a unit with a **Deathknell** or other ability that triggers on its own death is to be put in the **Trash** due to a **Kill Instruction**, it first has any such ability added to the chain as a **Pending Item.** Note the unit's location, attributes, and other relevant information to process those abilities when finalized before completing this **Kill Instruction**. *Example:* Draven, Audacious reads in part "When I die in combat, choose an opponent. They gain 1 point." The ability triggers when Draven himself dies, so it will go on the chain first when a kill

	instruction is performed on Draven, before he is put in the trash.
429.1.a.2.	**Passive Kill** is when the action is taken as a result of **Lethal Damage** or as a consequence for any other state.
429.2.	When a **permanent** is **killed** it is placed directly in the trash from its place of origin.
429.2.a.	It is only considered **Killed** if its origin was any zone on the board.
429.2.b.	This is not a subset of **Move.**
429.3.	**Killing** is a **Limited Action.**
429.3.a.	Players may only **Kill** units when **Game Effects** direct them to do so.
429.4.	**Killing** can also be the result of resolving a **Cleanup.**
429.5.	**Killing** can be attributed to one or more **Game Objects.**
429.5.a.	The Killed **Unit** or **Gear** is said to be **Killed** by that **Game Object.**
429.5.b.	A spell or ability that contains a **Kill** instruction is responsible for **Killing** the **Unit** or **Gear.**
429.5.c.	When one or more **Units** is killed due to a **Cleanup**, that kill action is attributed to the spell or ability that resolved immediately prior to that **Cleanup** that dealt damage to the **Unit** or **Units**.
429.5.c.1.	The player responsible for the deal action is responsible for the kill action.
429.5.c.2.	If the **Cleanup** that caused the units to be killed was the **Combat Cleanup,** the sources of the **Combat Damage** are attributed the kill action, and their controller is responsible for the kill action.
429.5.d.	**Abilities** originating from **Game Objects** that are attributed **Kill Actions** are attributed in addition to the **Game Object** that created them. *Example:* There is a spell that says “Do this twice: Deal 3 to a unit.” Immortal Phoenix is a unit that says “When you kill a unit with a spell, you may pay [1][C] to play me from your trash.” A player plays the spell while Immortal Phoenix is in their trash. The “do this” phrasing means that it has a reflexive triggered ability, which places two triggered abilities on the chain. As each of those triggered abilities resolve, it deals damage to the unit chosen for that ability. If one of these abilities deals lethal damage to a unit, both the spell and its ability are considered sources of the damage, and so both the spell and its ability receive attribution for killing the unit. This means that the spell’s controller killed a unit with a spell, so Immortal Phoenix’s ability will trigger.
429.6.	This action is formatted as "Kill [one or more permanents]." *e.g.,* "Kill an enemy unit." *e.g.,* "Kill this, [2]: Draw 1." *e.g.,* "Kill all gear."
430.	**Add**
430.1.	**Adding** is the action of putting resources into a player's **Rune Pool.**
430.2.	Triggered and activated abilities that **Add** resources finalize immediately when they are played, even when handling tasks or during the resolution of spells and abilities, and resolve as soon as they are finalized.
430.2.a.	**Priority** and **Focus** will not pass from **Add** abilities being finalized or resolving. Any ongoing **Task** or step in the **FEPR** process is paused while they are being finalized and while they are resolving.

430.2.b.	Spells that **Add** resources will be finalized and will resolve at the normal timing for spells.
430.3.	Activated abilities that **Add** resources and have the **Reaction** tag can be activated at any time that spells or abilities require resources be paid. *Example:* A player can add Energy and Power through any means before initiating the process of playing a spell. After initiating that process, in the Pay Costs step, they may activate **Add Reactions** to add Energy or Power to pay costs. *Example:* A player moves two units to a battlefield where their opponent controls a Mageseeker Investigator. Although they have no window of priority, they may activate **Add Reactions** to pay for the applied cost from Mageseeker Investigator, and those abilities finalize and resolve immediately.
430.4.	**Adding** is a **Limited Action.**
430.4.a.	Players may only **Add** resources when **Game Effects** direct them to do so.
430.5.	This action is formatted as "Add [one or more resources]." *e.g.,* "Add [2]." means "Add 2 Energy." *e.g.,* "[E]: Add [Y]." means "Add 1 Power of the Order domain." *e.g.,* "Add [1][G]." means "Add 1 Energy and 1 Power of the Calm domain."
431.	**Channel**
431.1.	**Channeling** is the action of taking one or more **Runes** from the top of a player's **Rune Deck** and putting them on the board.
431.2.	The **Game Effect** that instructs a player to channel 1 or more runes may specify the conditions or circumstances under which those runes enter the board. *Example:* A spell reads "Channel 1 rune exhausted." As that spell resolves, its controller puts the top rune of their rune deck onto the board and that rune enters the board exhausted rather than ready.
431.2.a.	By default, runes are channeled readied.
431.3.	If there aren't sufficient runes in the **Rune Deck,** channel as many as possible.
431.4.	**Channeling** is a **Limited Action.**
431.4.a.	A player **Channels** two **Runes** during the **Channel Phase** on their turn.
431.4.b.	Players may also **Channel** runes when **Game Effects** direct them to do so.
431.5.	This action is formatted as "Channel X rune(s)," optionally followed by conditions or stipulations. *e.g.,* "Channel 1 rune." *e.g.,* "When you play me, channel 1 rune exhausted." *e.g.,* "Channel 2 runes exhausted. If you couldn't channel 2 runes this way, draw 1."
432.	**Burn Out**
432.1.	**Burning Out** is an action a player must perform if they attempt to move one or more cards from their **Main Deck** to any other zone in excess of the number of cards remaining in their **Main Deck:**
432.1.a.	If a player must **Draw** cards in excess to the number of cards in their Main Deck, they will **Draw** as many as possible, perform this action, then **Draw** the remaining amount instructed.
432.1.b.	If a player must put one or more cards from their **Main Deck** in any other zone, such as the **Trash**, in excess of the number of cards in their deck they will do so as much as possible, perform this action, and then complete the remaining number required by the instruction.
432.1.c.	If an instruction directs a player to look at or reveal cards in excess to the number of cards in a player's **Main Deck**, that player looks at or **Reveals** as many as possible, but does not **Burn**

	Out, then proceeds with the rest of the instruction.
432.1.c.1.	If there are insufficient cards among the looked at or revealed cards to perform subsequent actions to the revealed or looked at cards, any further instructions are negated. This does not cause a **Burn Out**, even if those instructions would cause those cards to change zones. *Reminder:* Cards are considered in the zone of origin while being looked at or revealed, in this case the **Main Deck**.
432.2.	To **Burn Out**, a player does the following in sequence:
432.2.a.	Performs as much of the prescribed action as possible.
432.2.b.	Recycles their trash into their Main Deck. *Reminder:* When multiple cards are **Recycled** to the **Main Deck** at the same time, those cards must be randomized
432.2.c.	Chooses an opponent to gain 1 point.
432.2.d.	Completes the remainder of the action that caused them to burn out. *Example:* A player attempts to draw 1 during their Draw Phase while their Main Deck is empty. That player instead recycles their trash into their Main Deck, randomizing it as normal, then chooses an opponent to gain 1 point, and then draws 1.
432.3.	A player's Main Deck may remain empty as they **Burn Out**, usually because their trash is also empty. When they attempt to perform the original action again, it will cause another **Burn Out**.
432.3.a.	Unless some effect intervenes, this will result in them burning out repeatedly, giving 1 point to an opponent each time, until an opponent passes the Victory Score and wins the game.
432.3.b.	Points gained after the first **Burn Out** being processed in sequence cannot be replaced or prevented by any means.
432.3.c.	Points gained after the first **Burn Out** being processed in sequence that cause a player to reach or surpass the Victory Score for their game mode will cause that player to win the game if they also have more points than every opponent. *Example:* If a player has no cards in their deck or their trash and they go to draw 1, they will begin to burn out repeatedly. After the first burn out is processed, any subsequent burnout that brings a player to a number of points greater than the Victory Score and more than any opponent will cause them to win the game.
432.3.c.1.	The player wins immediately, without needing to wait for a cleanup to occur.
432.4.	**Burning Out** is a **Limited Action.**
432.4.a.	Players may only burn out when **Game Effects** direct them to do so.
432.5.	**Burning Out** is a **Replacement Effe**banishin**ct.** *See **rule 367. Replacement Effects** for more information.*
433.	**Double**
433.1.	**Doubling** is the act of **increasing** a numeric attribute by an amount equal to that attribute's current value.
433.1.a.	This creates an effect that modulates that attribute by that specific amount for the duration specified by the **Game Effect** that instructed the player to perform this action. *Example:* A unit with 3 base Might and Shield 2 is in combat as a Defender. Since Shield applies, its current Might is 5. A player chooses it as the target for Last Stand, a spell that reads in part "Double a friendly unit's Might this turn." Its current Might is 5, so it gets +5 Might this turn, for a current Might of 10. After combat, Shield no

	longer applies, but the +5 Might from Last Stand does, so the unit's Might is 8.
433.1.b.	Some **Game Effects** may also cause **Damage** to be **Doubled;** in this case, those effects are the equivalent to a replacement effect that reads "If I would take damage from a source, I take double that damage from that source instead." or "If [I/this] would deal damage, [I/this] deal double that damage instead." The source of the **Damage** in these cases remains the same after **Doubling.**
433.2.	**Doubling** is a **Limited Action.**
433.2.a.	Players may only Double when **Game Effects** direct them to do so.
434.	**Swap**
434.1.	**Swapping** is the act of increasing one numeric value and decreasing another numeric value on some number of **Game Objects** such that their values are reversed.
434.1.a.	**Swapping** creates two different effects that apply to each attribute. One that **Increases** one value and one that **Decreases** the other. These effects last for the duration specified by the effect that instructed the **Swap.**
434.1.b.	To accomplish this, determine the difference between these values and then apply an **Increase** for that amount to the lower value of the two attributes, and a **Decrease** of that amount to the higher value of the two attributes.
434.1.c.	If both attributes are the same numeric value, **Swapping** has no effect.
434.1.d.	If the attributes being swapped are **Units'** Mights, this effect is the equivalent to giving those units a Might increasing effect and a Might decreasing effect respectively.
434.2.	**Swapping** is a **Limited Action.**
434.2.a.	Players may only swap when **Game Effects** direct them to do so.
435.	**Attach**
435.1.	**Attaching** is the act of linking two cards on the board together to combine their effects in some way. This causes one or more cards to become **Attached** and at least one card to become a **Top-Most Card.** *See **rule 716. Attachment** for more information.*
435.1.a.	**Attaching** affects two cards at once.
435.1.a.1.	One card will be designated as the one being **Attached**, and thus become **Attached.** The other will become the **Top-Most Card.**
435.1.b.	This is represented by physically laying the **Top-Most card** on top of the other or others such that all **Effect Texts** and **Might Bonuses** are showing, but nothing else from the card or cards **Attached.**
435.1.b.1.	In the situation where there is more than one card attached to the **Top-Most card**, they should be stacked in such a way that all **Effect Text** boxes and **Might Bonuses** are readable. The order of the **Attached** cards has no bearing on the application of effects.
435.1.c.	The **Top-Most card** has all **Effect Text** of all cards **Attached** to it appended to its **Rules Text.**
435.1.d.	The **Top-Most Card** has its **Might** modulated by the **Might Bonus** of all cards **Attached** to it.
435.1.e.	**Attaching** one or more cards will cause those cards' printed **Rules Text** to become **Inactive** for as long as they remain **Attached.** *See **rule 716. Attachment** for more information.*

435.1.f.	**Attaching** a card to a new **Top-Most Card** will cause it to **Detach** from the card to which it is currently **Attached.**
435.1.g.	**Attaching** a card to its current **Top-Most Card** will not have any effect.
435.1.h.	**Units** cannot be **Attached** to other cards. *See **rule 140. Units** for more information.*
435.1.h.1.	If a **Unit** would be **Attached**, nothing happens.
435.1.h.2.	If a non-**Unit Game Object** that is attached becomes a **Unit** through any means, it detaches as it becomes a **Unit.**
435.1.i.	If a **Game Effect** instructs a player to **Attach** a card to its current **Top-Most Card**, nothing additional happens.
435.2.	**Attaching** is a Limited Action.
435.2.a.	Players may only **Attach** cards when directed to by **Game Effects.**
435.3.	**Attaching** cards does not inherently choose or specify a target. However, **Game Effects** that **Attach** cards may do so.
435.4.	When a card **Attaches** to a card, its location becomes the same as the new **Top-Most Card.**
435.4.a.	This is not a **Move.**
435.5.	**Attaching** a card to another card does not modify either card's state except in making those cards **Attached** and the **Top-Most Card,** and causing the **Attached** card to change locations. *Example:* An exhausted equipment being attached to a unit does not ready the equipment.
436.	**Detach**
436.1.	**Detaching** is the act of unlinking two cards that are currently linked through the act of **Attaching**. This causes one to cease being **Attached**, and potentially causes the other to cease being a **Top-Most card.**
436.1.a.	**Detaching** affects only cards that are currently **Attached** to another card.
436.1.a.1.	Game effects that instruct a player to **Detach** a card that is currently not **Attached** to anything will do nothing.
436.1.b.	When one or more cards become **Detached**, they cease to be in the **Attached** state.
436.1.b.1.	To represent this, these cards should no longer be placed under the card they were previously placed under as **Top-Most Card.**
436.1.b.2.	If the **Top-Most Card** no longer has any cards **Attached** to it after this, it is no longer a **Top-Most Card.**
436.1.c.	The card being **Detached** has its **Effect Text** become **Inactive** and its **Rules Text** cease being **Inactive.**
436.1.d.	The **Top-Most Card** ceases to have the **Effect Text** of the card being **Detached** appended to its **Rules Text.**
436.1.e.	The **Top-Most Card** ceases to have its **Might** modulated by the **Might Bonus** of the card being **Detached.**
436.2.	**Detaching** is a **Limited Action.**
436.2.a.	**Players** may only **Detach** cards when directed to by **Game Effects.**

436.3.	**Detaching** cards does not inherently choose, or specify a target. However, Game Effects that **Detach** cards may.
436.4.	When a card **Detaches** from a **Top-Most Card**, its location is the same as the **Top-Most Card** from which it **Detached.**
436.4.a.	If the **Detached** card was a **Gear** and this causes it to become present at a **Battlefield**, it will be **Recalled** during the next **Cleanup.** *See **rule 318. Cleanups** for more information.*
436.4.b.	If the **Attached** card was **Detached** because the **Top-Most Card** changed zones from a board zone to a non-board zone, then the location that the **Attached Card** will **Detach** to is the last location the **Top-Most Card** was at before changing from a board zone to a non-board zone.
437.	**Predict**
437.1.	**Predicting** a card is the act of looking at a single card from the top of the **Main Deck** and choosing whether or not to **Recycle** it.
437.1.a.	When more than one card is **Predicted**, the **Predicting** player looks at that many cards and **Recycles** any number of them before putting the rest back on top of their **Main Deck** in any order.
437.2.	**Predicting** is a **Limited Action.**
437.2.a.	**Players** may only **Predict** cards when instructed to do so by game effects.
437.3.	This action, when instructed, is formatted as "Predict X."
437.3.a.	If omitted, X is presumed to be 1.
437.4.	If a player attempts to **Predict** more cards than are available in their **Main Deck**, they will **Predict** as many as possible instead.
437.4.a.	The **Player** will not perform a **Burn Out** as a result of **Predicting** with too few cards in their deck.
438.	**Prevent**
438.1.	**Preventing** damage is the act of reducing the **Damage** a set of game objects would take.
438.1.a.	**Prevent** is an action that interacts with **Damage.**
438.1.a.1.	**Prevent** includes any applied **Bonus Damage** when determining the total damage being prevented.
438.1.b.	**Prevent** appears in statements that define an amount of damage and the source of the damage it will affect, as well as the timespan it will be relevant for.
438.1.b.1.	**Prevent** actions are usually formatted as "**Prevent** the next X [source] damage that would be dealt to a [unit] this turn."
438.1.b.1.a.	The X is referred to as the Prevent Value.
438.1.b.1.b.	X can be "All," which specifies an infinite amount of damage.
438.1.b.2.	**Prevent** will always apply to the next damage that would be dealt to a unit affected by the **Prevent** action.
438.2.	When damage is **Prevented**, it is replaced with an event where the source of the damage deals that much damage reduced by the Prevent Value tracked on the **Unit** specifically.

438.2.a.	The damage being dealt as a result of **Preventing** can never be less than 0, but can be 0. This is equivalent to not dealing damage.
438.3.	When damage is dealt this way, reduce the Prevent Value being tracked on the **Unit** affected by the **Prevent** action by the prevented amount.
438.3.a.	If the Prevent Value is 0 or less, then **Prevent** is no longer being tracked on the **Unit** in question, and the effect expires.
438.3.b.	The reduced value is the newly tracked Prevent Value.
438.3.c.	If the Prevent Value is “All” then it remains “All.”
438.4.	Damage dealt to a **Unit** that has that all of that damage **Prevented** is not considered to have been dealt to it at all.
438.5.	Damage can still be assigned to **Units** in combat that are affected by **Prevent**. The damage dealt as a result of that assignment will be affected by the **Prevent** action.
438.5.a.	Damage can be assigned to a Unit up to a value that would be **Lethal** considering the Prevent Value of all **Prevent Actions** on a **Unit,** following the normal rules for damage assignment. Example: A unit with 2 [M] is being assigned damage in the combat damage step. The unit has “prevent the first 3 damage I would take each combat.” The unit would need to be assigned 5 damage in order to have lethal damage assigned to it.
438.5.b.	No amount of damage is ever considered lethal if the Prevent Value is “All.”
438.6.	**Prevent** is a **Limited Action.**
438.6.a.	**Players** may only **Prevent Damage** when directed to by **Game Effects.**
438.7.	**Prevent** is a **Delayed Replacement Effect.** *See **rule 367. Replacement Effects** for more information.* *See **rule 390. Delayed Abilities** for more information.*
439.	**Replace**
439.1.	**Replacing** is the act of **Creating** a token in the place of another card or token without playing it while inheriting all effects or statuses of the game object it replaced.
439.1.a.	The replacing token is treated as the same **Game Object** as the card or token it replaced for the purposes of **Game Effects** that target or reference that game object. *Example:* A player with Green Father as their legend conquers Navori Fighting Pit. They choose to place the Green Father conquer effect on the chain after the Navori Fighting Pit conquer effect. When the Green Father trigger resolves, Navori Fighting Pit is replaced with Brush. Although the Navori Fighting Pit has been replaced, the “here” in its triggered ability still can have its information referenced, because the Brush inherited all statuses and conditions. The unit Navori Fighting Pit’s triggered ability has targeted will still be a legal target on resolution.
439.2.	**Replacing** is a **Limited Action.**
439.2.a.	The player may **Replace** cards and tokens when instructed to do so by other game effects.
439.3.	This action, when instructed, is formatted as "Replace [X] with [Y]."
439.3.a.	The [X] is the target to be **Replaced.**
439.3.b.	The [Y] is the object that will **Replace** the target.

439.3.b.1.	This will always specify a Token to create.
439.4.	**Replacing** is not a subset of **Banishing.**
439.5.	The card or token that is **Replaced** is placed in Banishment.
439.5.a.	While it resides in **Banishment,** it is considered to have been **Replaced** and not **Banished.**
439.6.	If a token is **Replaced** it will stop existing once it begins its occupancy in **Banishment.**
439.6.a.	This does not invalidate the token created, or the act of **Replacement.**
439.7.	Tokens that have been **Created** through a **Replace** action can be instructed to be "Swapped back." This may also appear as "replace [the token] with the [**Game Object**] it replaced."
439.7.a.	**Swapping Back** is an extension of the **Replace** action.
439.7.b.	To **Swap Back**, the token stops existing and the original card is returned to the space that the token just occupied, inheriting all current effects and statuses.
439.7.b.1.	Any card that has been **Replaced** by that token or any tokens it **Replaced** is eligible to swap back in this way.
439.7.c.	If there is nothing in **Banishment** to swap back to then this object can never swap back.
440.	**Create**
440.1.	**Creating** is the act of producing a **Game Object** that previously did not exist in the game.
440.2.	Effects that **Create** one or more **Game Objects** will direct where those **Game Objects** must go - the **Game Objects** are **Created** directly to the zones in question.
440.2.a.	Prior to being **Created,** these **Game Objects** did not exist outside of the zone they were **Created** to. After being **Created**, they may change zones as appropriate for **Game Objects** of their type.
440.2.b.	If a zone is not specified by the effect, the **Game Object** will be created to the appropriate zone for its type.
440.2.b.1.	Permanents will be **Created** at any location on the Board that they can be played to.
440.2.b.2.	Spells will be **Created** on the Chain.
440.2.b.3.	Runes will be **Created** at base.
440.2.b.4.	Legends will be **Created** in the Legend Zone.
440.2.b.5.	Battlefields will be **Created** in the Battlefield Zone.
440.2.c.	The zone a **Game Object** is created to can be specified implicitly by the **Game Action** being performed. *Example:* "Play a 1 [M] Recruit token" specifies a zone where the token is Created to implicitly, by specifying the token is played and thus created on the chain. *Example:* "Create a 1 [M] Recruit token" does not specify a zone, so the Recruit token will be created at any location on the board that it can be played to.
440.3.	An effect that **Creates** a **Game Object** will specify the state and nature of the **Game Object** created.
440.3.a.	If the **Game Object** is a token, it will follow the normal rules for tokens. *See **rule 179. Tokens** for more information.*
440.3.b.	If the effect specifies a **Game Object** is **Created** for a specific duration, it exists while that

	duration is ongoing, and ceases to exist once that duration ends.
440.3.c.	If a **Non-Token Game Object** is **Created** from a finite set of choices made by a **Linked Ability** during deck building, only one of those **Game Objects** may exist in play at a time. If a player would **Create** a **Game Object** that already exists on the board or on the chain, that action is **Negated.**
440.4.	Unless specified otherwise by the **Game Effect** that **Creates** a **Game Object**, any such **Game Object** is owned by the player who **Created** it. **Control** is established as usual for **Game Objects** of the appropriate type.
440.4.a.	A **Created** permanent, rune, legend, or spell is controlled by its owner as it is **Created.**
440.4.b.	A **Created** battlefield is uncontrolled as it is **Created.**
440.5.	This action, when instructed, is usually formatted as "Create [X] at [Y]" or “Add [X] to [Y].”
440.6.	**Creating** is a **Limited Action.**
440.6.a.	Players may only **Create Game Objects** when directed to by **Game Effects.**
441.	**Burn**
441.1.	**Burning** is the act of moving cards from the top of a player’s **Main Deck** to their trash.
441.1.a.	“When you burn” abilities or other **Triggered Abilities** that trigger on burning are executed after burning has occurred.
441.2.	This action is formatted as "Burn X."
441.2.a.	X is the number of cards to be **Burned.**
441.3.	**Burning** is a **Limited Action.**
441.3.a.	A player must **Burn** cards when instructed to do so by game effects or costs.
441.4.	When **Burning** is part of an effect, then a player must **Burn** as many cards as possible. If instructed to burn more cards than they have in their main deck, they burn that many cards, burn out and then burn the rest. *See **rule 432. Burn Out** for more information.*
442.	**Empower**
442.1.	**Empowering** is the act of rendering one or more **Game Objects Empowered.**
442.1.a.	**Empowered** is a binary state. A **Game Object** is **Empowered** or it isn’t.
442.1.b.	An **Empowered Game Object** can not be **Empowered.**
442.1.c.	If a **Game Object** is instructed to be **Empowered** when it is already **Empowered**, nothing additional happens.
442.1.c.1.	Some effects may grant a **Game Object** permission to be **Empowered** multiple times. Such an effect ignores this restriction. For these **Game Objects, Empowered** is not a binary state but a stacking status.
442.2.	**“Empowered”** is a state for **Game Objects** on the board that other game effects and abilities can reference.
442.2.a.	When a **Game Object** becomes **Empowered** as a result of the **Empower** game action, that is an event that can similarly be referenced by game effects and abilities.
442.3.	**Empowering** is a **Limited Action.**

442.3.a.	Players may only **Empower Game Objects** when directed to by **Game Effects.**
443.	**Disempower**
443.1.	**Disempowering** is the act of removing the **Empowered** status from one or more **Game Objects.**
443.1.a.	**Disempowering** affects only cards that are currently **Empowered.**
443.1.a.1.	Game effects that instruct a player to **Disempower** a card that is not currently **Empowered** will do nothing.
443.1.b.	**Disempowering** a **Game Object** that has multiple **Empowered** statuses will remove one of those statuses.
443.2.	**Disempowering** is a **Limited Action.**
443.2.a.	Players may only **Disempower Game Objects** when directed to by **Game Effects.**
444.	**Skip**
444.1.	**Skipping** an event is the act of replacing that event with nothing.
444.1.a.	**Skip** is an action that interacts with events and procedures of the turn. Example: A card reads in part "Choose an enemy unit. Skip the next time that unit would move this turn." This is a replacement effect that replaces the event of a unit moving with nothing. Example: A card reads in part "Skip your Draw phase." This is a replacement effect that replaces a player's Draw Phase with nothing. Example: A card reads in part "Choose a player. They skip their next point from conquering this turn." This is a replacement effect that replaces the 1 point gained when conquering with nothing.
444.1.a.1.	An event is the singular moment that results from a Game Action being performed or from a Game Object changing state. *See **rule 367. Replacement Effects** for more information.*
444.1.a.2.	**Procedures of the turn include turns, phases, steps, and substeps.**
444.1.b.	**Skip** actions are usually formatted as "Skip [event or procedure of the turn]."
444.2.	When an event or procedure of the turn is **Skipped,** it is replaced with nothing. Play proceeds accordingly.
444.2.a.	Anything that triggers on the occurrence of the event or procedure of the turn does not trigger.
444.3.	**Skip** is a **Limited Action.**
444.3.a.	Players may only **Skip** events or procedures of the turn when directed to by **Game Effects.**
444.4.	**Skip** is a **Replacement Effect.** *See **rule 367. Replacement Effects** for more information.*
445.	**Pay**
445.1.	**Paying** a resource is the act of removing that resource from your **Rune Pool.**
445.1.a.	**Pay** is an action that interacts with **Energy** and **Power.**
445.1.b.	In order to qualify as a resource to be removed from the **Rune Pool,** the resource must be [1]

	or greater, or [C] or [A] or greater. *Example:* [0] is not a resource that can be removed from the Rune Pool. As a cost, it is paid without performing the pay game action. This cannot be declined.
445.2.	When a player is instructed to **Pay** a resource, that player may remove that resource from their **Rune Pool** if it exists there. If they choose not to, the instruction is negated.
445.2.a.	If the instruction to **Pay** resources is part of paying costs for a card or ability, choosing not to pay those resources will cause the act of playing the card or ability to be undone. *See **rule 358. Check Legality** for more information.*
445.2.b.	If the instruction to **Pay** resources is part of paying any other cost, choosing not to pay those resources will prevent the execution of the associated effect. *See **rule 201. Costs** for more information.*
445.2.c.	Players may activate abilities that **Add** resources with the **Reaction** keyword at any time that they are instructed to **Pay** resources. Those abilities finalize and resolve immediately, ignoring normal restrictions. *See **rule 430. Add** for more information.*
445.3.	**Pay** is a **Limited Action.**
445.3.a.	Players may only **Pay** resources when directed to by **Game Effects.**
446.	**Copy**
446.1.	**Copying** a **Game Object** is the act of adding or replacing some or all of the copyable traits of another **Game Object** with those of the **Copied Game Object.**
446.2.	**Copy Effects** are rendered in the Copy Effects layer. *See **rule 475. Layers** for more information.*
446.3.	Some **Game Objects** may be created as a **Copy** of another **Game Object.** This is not a **Copy Effect.** The **Copy** in such a case is rendered with the same copyable traits as those of the **Game Object** it is a **Copy** of. It has no printed traits of its own that are subsequently replaced. *Example:* Zilean, Time Mage is a unit that reads "Once each turn, if you would play a token unit while I'm at a battlefield, you may play that token and an additional copy of it instead." The additional copy played by Zilean's replacement effect has no printed traits of its own. Its printed traits are those of the token it is a copy of.
446.4.	**Copy** is a **Limited Action.**
446.4.a.	Players may only **Copy Game Objects** when directed to by **Game Effects.**
447.	**Movement**
448.	**Moving** is a **Limited Action.**
448.1.	A **Permanent** changing its position from any space on **the Board** to another space on **the Board** is a **Move**, unless it is caused by a corrective **Recall** or an **Attached Permanent** changing locations to or with its Top-Most Card**.** *See **rule 421. Move** for more information.*
448.2.	A card changing game zones does not in itself constitute a **Move.**
448.3.	**Moving** is instantaneous.
448.3.a.	There is no state for **Permanents** between locations.
448.3.b.	**Permanents** are either at their **Origin** before **Moving** or their **Destination** after **Moving.**
448.3.c.	**Moving** does not use the **Chain**, nor is it able to be **Reacted** to.

449.	**Moving** is defined by the **Origin** and **Destination** of the **Permanent** that is changing locations.
449.1.	The **Origin** is where the **Permanent** is starting from.
449.2.	The **Destination** is where the **Permanent** is going to.
449.2.a.	In **Modes of Play** with more than two players, **Battlefields** with **Staged Combats** or **Combats in Progress** are **Invalid Destinations** for **Moves** of all kinds (**Standard Moves** or otherwise) by **Units** controlled by **Players** not involved in those **Combats** or who don't already have units at that **Battlefield**.
449.2.b.	In **Modes of Play** with teammates, **Battlefields** occupied by a player's teammates are **Invalid Destinations** for **Moves** of all kinds (**Standard Moves** or otherwise) by **Units** that player controls.
449.2.c.	If an action would *require* a **Move** that would cause a **Unit** to become present in a **Location** where it cannot move for any reason, such as a **Battlefield** with two players that are ***not*** the controller of the **Unit** performing this **Move** action are in a **Combat** or such a **Combat** is **Staged**, it instead ***Recalls.*** *See **rule 456. Recalls** for more information.*
450.	Players may choose to move their **Units** with the **Standard Move.** *See **rule 144.** for more information on the **Standard Move.***
451.	**Spells**, **Abilities**, or other effects may cause a **Move** to occur.
451.1.	The source of the **Move** will provide details on any restrictions on legality for **Destination.**
451.2.	**Units** *cannot* **Move** to a **Battlefield** that already has units from 2 other players present by any means.
452.	The **Destination** becomes **Contested** if it is an **Uncontested Battlefield** not controlled by the controller of the **Unit** or **Units** that moved.
453.	**Units** may cause a **Non-Combat Showdown** when they **Move.** *See **rule 341. Showdowns** for more information.*
454.	**Units** may cause **Combat** when they **Move.** *See **rule 461. Combat** for more information.*
455.	When a **Move** action is complete, perform a **Cleanup.**
456.	Recalls
457.	A **Recall** is when a **Permanent** is relocated from anywhere to its **Base** without it being a **Move.**
458.	**Recalls** are not **Moves.**
458.1.	They do not cause **Triggered Abilities** to trigger that are triggered by **Move** actions.
458.2.	A **Recall** causes a **Permanent** to change locations.
458.3.	A **Recall** cannot be prevented by actions and **Game Effects** that restrict or block **Movement.**
459.	Gear can be **Recalled.**
459.1.	When an un-attached non-**Unit Gear** without deploy is created or played at a battlefield, or is at a battlefield for any other reason, it is **Recalled** to its controller's base during the next **Cleanup.** *Example:* An Equipment is attached to a unit at a battlefield, so the Equipment is present at that battlefield. If the unit dies, the Equipment will be recalled during the next cleanup.
460.	Recalls do not affect the state of the **Permanent** being recalled.
460.1.	Unless otherwise stated by the source of the **Recall**, Damage and statuses of a permanent will all

	remain unaffected by a **Recall**.
461.	## Combat
462.	A **Combat** occurs when a **Cleanup** occurs, there are no items on the **Chain**, there is a staged **Combat** at a **Battlefield,** and no **Showdown** or **Combat** is ongoing at any other **Battlefield.** *See **rule 318. Cleanups** for more information.*
462.1.	If there is an ongoing Showdown at the Battlefield where the **Combat** is staged, that **Showdown** will become a **Combat Showdown** and a **Combat** will be initiated there.
463.	**Combat** is considered **Staged** if there are units controlled by two opposing players at a **Battlefield** but the **Steps of Combat** have not been initiated.
463.1.	If more than one **Battlefield** has **Units** controlled by opposing players at it at the same time, the **Turn Player** decides which **Combat** to resolve first.
463.2.	If **Staged Combats** stop being **Staged** before the **Steps of Combat** are initiated, they are not resolved or executed.
463.3.	If a **Combat** and **Showdown** are staged at the same **Battlefield** and the turn player initiates the **Showdown**, it will open as a **Combat Showdown.**
464.	**Combat** can only occur between **Units** controlled by exactly two players.
464.1.	In **Modes of Play** with more than two players, **Battlefields** with **Staged Combats** or **Combats in Progress** are **Invalid Destinations** for **Moves** of all kinds (**Standard Moves** or otherwise) by **Units** controlled by **Players** not involved in those **Combats** or who don't already have **Units** at that **Battlefield.** *See **rule 449.2.a.** for more information on **Invalid Destinations.***
464.2.	In **Modes of Play** with more than two players, **Battlefields** with **Staged Combats** or **Combats in Progress** are **Invalid** to be chosen as a location to play one or more **Units** by a player not involved in that **Combat** by any means.
464.2.a.	If an effect would *require* a **Unit** be played to a **Battlefield** with a **Staged Combat** or a **Combat in Progress**, where the controller of the played unit is not a participant, instead the **Unit** is played to its controller's **Base.**
464.2.b.	Any subsequent reference to "here" in the corresponding effect is reassigned to the Controller's **Base**, where the **Unit** was played. Any further effects that may be invalidated are invalidated as if the effect was mistargeted. *See **rule 355.6. Targeting** for more information on **Mistargeting.***
464.3.	All choices that would result in a **Combat** occurring between more than two players simultaneously are invalid and ineligible to be completed.
465.	## The Steps of Combat
466.	**Step 1: The Combat Showdown Step**
466.1.	**Combat** will open in one of two ways: when a **Combat** and **Showdown** are staged at the same **Battlefield** and the turn player initiates the **Showdown**; or when the turn is in a **Showdown Open State** and a **Combat** is staged at the **Battlefield** where the current **Showdown** is ongoing. *See **rule 318. Cleanups** for more information.*
466.2.	*When Combat opens, it either opens with a Combat Showdown, or the current Showdown becomes a Combat Showdown.*
466.2.a.	The following **Tasks** become **Outstanding**, in the order described:

466.2.b.	1. Start of combat effects happen now. If the **Combat** opened with a **Combat Showdown,** start of showdown effects happen simultaneously.
466.2.c.	2. Establish who is **Attacker** and who is **Defender.**
466.2.c.1.	The **Attacker** is the player whose unit(s) applied the **Contested** status to the **Battlefield.**
466.2.c.1.a.	If a showdown opens as part of combat, this player gains Focus as the showdown begins.
466.2.c.1.b.	If a showdown was already ongoing when the combat opens, the player who has Focus maintains their Focus.
466.2.c.2.	The **Defender** is the player who did not apply the **Contested** status to the **Battlefield.**
466.2.c.3.	The attacker and defender gain the **Attacker** or **Defender designation** now, as appropriate. Units at the **Contested Battlefield** controlled by the **Attacker** or **Defender** gain the **Attacker** or **Defender** designation now, as appropriate.
466.2.c.3.a.	If a **Unit** controlled by the **Attacker** or **Defender** becomes present at this **Battlefield** after this moment, it will gain the **Attacker** or **Defender** designation during the **Cleanup** phase following the action that caused it to become present, as appropriate for its controller.
466.2.d.	3. Add items to the **Combat Chain** if establishing **Attacker** and **Defender** has caused **Triggered Abilities** to become **Pending.**
466.2.d.1.	The **Attacking** player, who has **Focus**, places **Triggered Abilities** on the Chain first, followed by all non-**Defender** players in **Turn Order**, followed by the **Defending Player.**
466.2.e.	The **State Closes** if a **Combat Chain** was created.
466.2.e.1.	Otherwise the **Combat Showdown** continues, with the **State Open** as normal.
466.2.f.	Players proceed with any play on the **Chain** as normal.
467.	**Step 2: The Combat Damage Step**
467.1.	If both **Attacking** and **Defending** units remain at this battlefield, the following **Tasks** become **Outstanding**, in the specified order:
467.2.	1. When the **Showdown** closes, **Attackers** and **Defenders** resolve **Combat Damage** at the **Battlefield** that was attacked, using their current **Might.**
467.2.a.	Sum the **Might** of all **Attacking Units.**
467.2.b.	Sum the **Might** of all **Defending Units.**
467.2.c.	Starting with the **Attacker**, each player assigns an amount of damage equal to their summed **Might** among the other's **Units.**
467.2.c.1.	Assigning **Damage** is not **Dealing Damage.**
467.2.c.1.a.	When all **Damage** is assigned, it will be **Dealt** simultaneously. These actions are not synonymous.
467.2.c.2.	Abilities or effects may influence the order in which damage is assigned. **Reminder: Lethal Damage is non-zero damage equaling or exceeding the Might of a Unit.**

467.2.c.3.	**Units** must have lethal damage assigned to them in full before damage is assigned to a different **Unit.** *Example:* If a player has 5 damage to distribute among four 3 Might units, they may *not* choose to assign 2 damage to one of the units and 1 damage to each of the remaining 3. They must assign 3 damage to one, and the remaining 2 to another.
467.2.c.4.	**Units** cannot have more damage assigned to them than the minimum required to constitute lethal damage unless no further units remain to have damage assigned to them. *Example:* If a player has 5 damage to distribute among four 3 Might units and those units each have 1 damage already marked on them, that player may not assign more than 2 damage to any of those units.
467.2.c.4.a.	If the damage assigned to a **Unit** is modified to or replaced by an amount of damage larger than the initial value, the assigning player must choose the minimum applied value such that the unit would take lethal damage. *Example:* A unit with 3 [M] is being assigned damage in the combat damage step. There are other units without damage assigned to them with the same controller. The unit has a delayed replacement effect applied to it that reads "Double all damage that would be dealt to it this turn." When assigning damage, the assigning player can only choose to assign 1 or 2 damage to this unit—when doing so, the assigned damage is doubled to 2 or 4 damage respectively. The minimum applied value such that the unit would take lethal damage in this way is 4 damage.
467.2.c.5.	When assigning damage in this way, passive abilities and replacement effects that would apply to the resulting damage are considered to apply to the assignment instead. *Example:* A unit with 2 [M] is being assigned damage in the combat damage step. The unit has "prevent the first 3 damage I would take each combat." The unit would need to be assigned 5 damage in order to have lethal damage assigned to it. *Example:* The attacking player is assigning their 3 [M] worth of damage to two defending units with 2 [M] each. One of the units has a delayed replacement effect applied to it that reads "Double all damage that would be dealt to it this turn." The attacking player assigns two damage to the other defending unit, then when assigning damage to the unit with the delayed replacement effect they assign 2 damage to it; 1 damage that doubles to 2 damage as it is assigned to the unit. When that damage is dealt, it doesn't get doubled again—the doubling is considered to have already happened during damage assignment. *Example:* The attacking player is assigning their 3 [M] worth of damage to a 2 [M] unit. That unit has a prevent value of two being applied to it, as well as the effect of Lotus Trap, doubling the damage dealt to them. Both of these replacement effects apply to the assignment of damage, in the order of the controller of the 2 [M] unit's choice. If they choose to order the replacement effects so that the prevent value is applied first, the unit will prevent 2 of the assigned damage, then the last 1 point of damage will be doubled to 2. The unit will have 4 damage assigned to it. When damage is dealt, the unit will take 2 damage. If they choose the other order, the unit will have 6 damage assigned to it, 2 of which will be prevented. When damage is dealt, the unit will take 4 damage.
467.2.c.6.	A player must obey all requirements and restrictions on damage assignment if able.

	Example: A player is assigning damage to the following units: a unit with Tank ("I must be assigned combat damage first."); a unit with Backline ("I must be assigned combat damage last."); and another unit without any abilities. That player must assign combat damage first to the unit with Tank, then to the unit with no abilities, then to the unit with Backline.
467.2.c.7.	If multiple **Units** have abilities or effects that require a player to assign them damage with the same priority, that player may assign damage to those units in any order. *Example:* A player is assigning damage to the following units: two units with Tank ("I must be assigned combat damage first.") and one unit with no abilities. That player chooses one of the units with Tank and assigns combat damage to it. Then they must assign any remaining damage first to the other unit with Tank, then to the unit with no abilities.
467.2.c.8.	If a **Unit** has one or more **Abilities** or effects applying to it that demand it be assigned damage in a specific way that is exclusionary, then the assigning player chooses only one of those abilities to apply when assigning damage. *Example:* Caitlyn, Patrolling with the Backline ability ("I must be assigned combat damage last.") has been given the Tank ability ("I must be assigned combat damage first."). A player is assigning damage to this Caitlyn with Tank and two units with no abilities. That player can't fulfill both of Caitlyn's damage requirements, so they may choose to assign damage to Caitlyn first, fulfilling the Tank requirement, or last, fulfilling the Backline requirement. They can't choose to apply damage to Caitlyn in between the other two units, because that wouldn't fulfill either requirement.
467.2.c.9.	If there is more than one unit in which this situation applies to, each unit is dealt with individually. The assigning player chooses which ability or effect applies, and then resolves the assignment. If this creates a situation where now more than one unit must be assigned with the same priority, those units may be assigned damage in any order as normal within that priority. *Example:* Two copies of Caitlyn, Patrolling with the Backline ability ("I must be assigned combat damage last.") have been given the Tank ability ("I must be assigned combat damage first."). A player assigning damage to these two Caitlyns and one unit with no abilities could choose to fulfill both Caitlyns' Tank requirements by assigning them both damage before the other unit.
467.2.c.10.	If a unit cannot be dealt damage, then no amount of damage can be considered lethal. Such a unit is exempt from any considerations of mandatory assignment. *Example:* Kayn, Unleashed says "If I have moved twice this turn, I don't take damage." While Kayn can't take damage, it is ignored for the purposes of assigning lethal damage in combat. *Example:* Counter Strike says "Choose a unit. The next time that unit would be dealt damage this turn, prevent it." The unit in question has a replacement effect applied to it, but it still can be dealt damage. Thus, it is not exempt from considerations of mandatory assignment.
467.2.d.	Deal **Damage** to each unit equal to the amount assigned to it.
467.3.	2. Skip the **FEPR** process and cancel any outstanding tasks. Proceed to the **Resolution Step.**
468.	**Step 3: The Resolution Step**
468.1.	1. Perform a **Combat Cleanup.**
468.1.a.	Invoke a **Combat Special Cleanup.**

468.1.a.1.	Insert “3c. **Heal** all **Units.**”
468.1.a.2.	Insert “3d. Recall **Attackers** present at the **Battlefield** if **Defenders** are still present.” *See **rule 456. Recalls** for more information.*
468.2.	The following **Task** becomes **Outstanding:** *Reminder:* Resolve any items on the chain from dealing combat damage and the Combat Cleanup and associated FEPR before performing this step.
468.3.	1. Determine Combat Result
468.3.a.	A **Player** has won a combat if they received either the attacker or defender designation and are the only **Player** that has units remaining at this battlefield during this step.
468.3.b.	A **Player** has lost a combat if they received either the attacker or defender designation and are the only **Player** that does not have any units remaining at this battlefield during this step.
468.3.c.	**Units** at this battlefield inherit the same combat result as their controllers.
468.3.d.	There is “No Result” if units were recalled during step 3d of the Combat Cleanup, if both **Players** have **units** present during this task, or if neither player has **units** present during this task.
468.3.d.1.	If “No Result” was reached, and both players have **units** remaining, stage a **Showdown** and a **Combat** at this battlefield.
468.4.	The following **Task** becomes **Outstanding:** *Reminder:* Resolve any items on the chain from determining combat result and associated FEPR before performing this step.
468.5.	1. If no Showdown or Combat is staged at this location, the player with **Units** remaining here **Establishes Control** if they didn’t already control this Battlefield**.**
468.5.a.	Clear the **Contested Status**.
468.5.b.	If there are no **Units** remaining here controlled by any player, the **Battlefield** becomes **Uncontrolled.**
468.5.c.	Remove all **Hidden** cards from this **Battlefield** that do not share a controller with the **Battlefield**.
468.5.d.	**Establishing Control** results in a **Conquer** if that player has not yet scored this **Battlefield** this turn. *See **rule 188. Control** for more information on **Control.*** *See **rule 471.1.** for more information on **Conquering.***
468.5.e.	This does not have to be the player that applied **Contested** to the **Battlefield.**
468.6.	The following **Task** becomes **Outstanding**: *Reminder:* Resolve any items on the chain from establishing control and associated FEPR before performing this step.
468.7.	1. Combat ends.
468.7.a.	Remove Attacker and Defender Designation from all **Units** and **Players**.
468.7.b.	At the end of Combat or Combat ends effects take place.
468.7.c.	All “this combat” effects expire simultaneously.
469.	**Scoring**

470.	**Scoring** is the act of a **Player** seizing or maintaining control over **Battlefields** they have not yet **Scored** this turn.
470.1.	**Scoring** is a distinct process from **Gaining Points. Scoring** may result in a player **Gaining Points,** but the two are not intrinsically linked.
470.2.	Card text will refer to the process of **Gaining Points** in the following way: “Score X points.” The “score” in this text does not refer to the process of **Scoring.**
470.3.	Card text will refer to the process of **Scoring** using the word “score” without referring to some number of points. This does refer to the process of **Scoring.**
471.	A player **Scores** in one of two ways:
471.1.	**Conquer:** A player gains **Control** of a **Battlefield** they did not yet **Score** this turn.
471.1.a.	In **Modes of Play** with teammates, **Battlefields** under the **Control** of a teammate during the scoring step of the **Beginning Phase** of a player’s turn are also disqualified from being **Scored** through **Conquer** by any means by that player’s team.
471.1.b.	A player will gain control of a **Battlefield** after establishing **Control.**
471.2.	**Hold:** A player maintains **Control** of a **Battlefield** they did not yet **Score** this turn during their **Beginning Phase.**
472.	A player may only **Score**, from either method, once per **Battlefield** per turn.
473.	When a player **Scores**, two things occur:
473.1.	The player **Gains** up to one **Point**, depending on their current score.
473.1.a.	The **Final Point** has additional restrictions.
473.1.a.1.	Notably, points **Gained** from sources that are not **Conquer** are not beholden to these restrictions.
473.1.b.	When a player tries to **Gain** a **Point** through a **Conquer**, and their current **Point Total** is 1 point from the **Victory Score** of the **Mode of Play** or higher, the following occurs:
473.1.b.1.	If the player has **Scored** every **Battlefield** this turn, that player **Gains** the **Final Point.** If the player has *not* **Scored** every **Battlefield** this turn, that player draws a card instead.
473.2.	Trigger **Score abilities** at the **Battlefield** that **Scored.**
473.2.a.	**Conquer abilities** trigger at a **Battlefield** that was **Conquered.**
473.2.b.	**Hold abilities** trigger at a **Battlefield** that was **Held.**
473.2.c.	These will only trigger when the **Battlefield** is **Scored;** I.E. These cannot be triggered more than once per turn for a player.
474.	When a cleanup occurs and a player has accrued **Points** greater than or equal to the **Victory Score** for their **Mode of Play,** and if they have more points than every opponent, they **Win the Game**.
475.	**Layers**
476.	Layers are the mechanism in which **Game Effects** alter the Traits, Intrinsic Abilities, or other properties of **Game Objects.**
477.	Layers are an organizational structure.

477.1.	Layers only serve to structure the application and order that **Game Effects** apply to **Game Objects** to maintain consistency.
478.	The layers are applied **repeatedly** until **all effects operating on an object have been applied once** and **no changes** have been processed.
478.1.	Layers are applied and evaluated continuously. All **Game Objects** have their layers updated in the same instant, but each **Game Object** is treated separately and individually when evaluating layers.
478.1.a.	If evaluating a **Game Effect's** applicability depends on information from one or more other **Game Objects,** that **Game Effect** has an object level **Dependency.** Pause evaluating the layers of the dependent **Game Object** and evaluate the layer effects of those **Game Objects** whose information is referenced. Continue once the applicability of that **Game Effect** has been established or disqualified. *Example:* A 4 [M] unit reads in part "While I'm [Mighty], I'm a Yeti." Another unit reads in part "I have all tags of units you control." When the 4 [M] unit is buffed, the layers for all game objects are evaluated. While evaluating the layers for the second unit, it requires us to pause and evaluate the layers for all other units. When we're evaluating the layers for the 4 [M] unit, after all is said and done, the unit has the Yeti tag. Once we've evaluated all units, we go back to evaluating the second unit, and at that time it has the Yeti tag as well.
478.1.b.	If a **Game Object** has an object level dependency with a **Game Object** that itself has an object level dependency with a third **Game Object** and so on, determine the final point of the dependency chain and evaluate the layer effects of that **Game Object** first, continuing up the dependency chain until all **Game Objects** have had their layer effects evaluated.
478.1.c.	If a dependency chain loops back around on itself, identify the minimum set of **Game Objects** in the loop and evaluate their layer effects simultaneously, layer by layer. If any of them have **Game Effects** that reference **Game Objects** from outside the set, pause and evaluate those **Game Objects** first before continuing with the set. *Example:* A 4 [M] unit reads "If there is a [Mighty] enemy unit here, I have +5 [M]." Both players control one of these units at a battlefield during combat. Each one is buffed. A third player plays Siphon Power, which reads "Choose a battlefield. Give friendly units there +1 [M] this turn, and enemy units there -1 [M] this turn, to a minimum of 1 [M]." Both of the units there are given -1 [M]. Because they have effects that reference each other, they have a dependency chain. After evaluating their layers simultaneously, layer by layer, both units will be 4 [M].
478.2.	Layers are applied in sequence. Each effect in them is applied as soon as able, and only a single time across all sequences.
478.3.	When a sequence of applications completes, recur the process, and evaluate each layer again applying any effects that may now be applicable.
478.4.	The removal or disqualification of an effect is separate from the application of the effect, but still can only be applied once. *Example:* Fiora, Victorious has printed Might 4 and says "While I'm Mighty, I have Deflect, Ganking, and Shield." If a player places a buff on Fiora, her Might is increased in the Arithmetic layer, after the layer for Ability-Altering Effects. The Ability-Altering Effect layer is then re-checked and the abilities Deflect, Ganking, and Shield applied. Since each effect has been applied once and there are no other effects to apply, Fiora's characteristics are finalized as 5 Might with Deflect, Ganking, and Shield. While a buffed Fiora, Victorious is in combat as a defender, an additional +1 Might will be applied in the Arithmetic layer, giving her 6 Might and the 3 keywords. *Example:* A buffed Fiora, Victorious is in combat as a defender when her buff is removed. Reevaluating the layers in sequence, she no longer gains Deflect, Ganking, and Shield during the Ability-Altering Effect layer, so when the Arithmetic layer is evaluated, neither the buff (which is gone) nor Shield (which she no longer has) apply. She goes directly from 6 Might with three keywords to 4 Might with no keywords.

479.	Layers are applied in the following order:
479.1.	1. Copy Effects
479.1.a.	This layer deals with all copy effects.
479.1.b.	When a **Copy** effect is applied to a **Game Object,** the traits specified by the **Copy Effect** replace or are added to the **Copyable Traits** of the **Game Object** being **Copied** as specified by the effect. If no traits are specified by a **Copy Effect,** all traits of the **Game Object** are replaced with those of the **Copied Game Object.** *Example:* A player triggers Leblanc, Deceiver's hold effect and plays a Reflection token, making it a copy of Honest Broker. That player then plays Mirror Image, targeting the Reflection token. When the Mirror Image Reflection token is played, it copies all of the copyable traits of the original Reflection token - which are currently those of Honest Broker which it is a copy of. That player will have three units named Honest Broker in play, two of which are token Copies with Temporary.
479.1.b.1.	The copyable traits of a **Game Object** are all of the printed—or if a copy effect is applied, copied—traits of that **Game Object.** In the case of a **Token,** they are the traits the token had when it was **Created.** *Example:* The copyable traits include the printed versions of the following traits: Name, Supertype, Type, Tags, Cost, Domain, Rules Text, Effect Text, Might, Might Bonus, Flavor Text, Art
479.1.c.	Copyable traits of a **Game Object** are distinct from the actual traits of that **Game Object,** which may be modified by subsequent applied Layer effects.
479.1.d.	Effects for this layer can be identified by the phrase "copy" in the text. *Example:* Svellsongur is an Equipment that reads in part "As this is attached to a unit, copy that unit's text to this Equipment's effect text for as long as this is attached to it." This is a copy effect that is applied in this layer.
479.2.	2. Trait-Altering Effects
479.2.a.	This layer deals with effects that grant, remove, or replace inherent traits of **Game Objects.** Name Supertype Type Tags Controller Cost Domain Base Might Base Might Bonus
479.2.b.	Effects for this layer can be identified by the phrase "become(s)", "give," "is," or "are" in the text. *Example:* A permanent has the ability "Other friendly units are Yordles." Other friendly units gain the Yordle tag in this layer.
479.3.	3. Ability-Altering Effects
479.3.a.	This layer deals with non-Copy effects that grant, remove, or replace the abilities or rules text of **Game Objects**. Keywords Passive Abilities Appending rules text Removing rules text Effect Text
479.3.b.	Effects for this layer can be identified by the phrase "become(s)," "give," "lose(s)," "have," "has,"

	"is," or "are" in the text. *Example:* A permanent has the ability "Other friendly units have [Vision]." Other friendly units gain the **Vision** keyword in this layer.
479.3.c.	**Abilities** of **Effect Text** of **Attached** cards are appended in this layer.
479.4.	4. Arithmetic Effects
479.4.a.	This layer deals with the mathematics of increasing and decreasing the numeric values of the traits of **Game Objects.** Might Energy Cost Power Cost
479.4.b.	When an arithmetic effect from a source that is not a passive ability has a limitation that applies, it is limited at the time of its application, and is “remembered” at that limited level for the duration of its effect. This process is called “snapshotting.” *Example:* If an effect gives a unit “-4 [M] to a min of 1 this turn” choosing a unit with 2 [M], then the effect will generate -1 [M] this turn. *Example:* A unit reads “Units you control here have their Might increased to 5 [M].” This is a passive ability, so it will not snapshot. *Example:* A spell reads “Increase a friendly unit’s Might to 5 [M].” This effect is applied once, with an unlimited duration. Because it isn’t from a passive ability, it will snapshot.
479.4.c.	Players cannot increase a numeric attribute by a negative amount. If an effect would instruct a player to do so, they increase it by 0 instead. Example: A player plays Last Stand, which reads “Double a friendly unit's Might this turn. Give it Temporary.” The player declares a 2 [M] unit as the target during finalization. In reaction to Last Stand, an opponent plays Eclipse targeting the 2 [M] unit. When Last Stand resolves, the unit is -2 [M]. Last Stand instructs its controller to increase the unit’s Might by its current amount, -2, when the double action is performed. This is not possible, so the unit’s Might is increased by 0 instead.
479.4.d.	**Might Bonuses** of **Attached** cards are applied in this layer.
479.4.e.	This layer applies arithmetic in the following way.
479.4.e.1.	1. Increases
479.4.e.1.a.	Positive values, or increases, to Might are applied first.
479.4.e.1.b.	If there is a restriction or limitation to this increase and it isn’t from a passive ability, the limitation is “snapshotted” for the duration of the effect.
479.4.e.2.	2. Decreases
479.4.e.2.a.	Negative values, or decreases, to Might are applied last.
479.4.e.2.b.	If there is a restriction or limitation to this decrease and it isn’t from a passive ability, the limitation is “snapshotted” for the duration of the effect.
479.4.f.	Effects for this layer can be identified by the phrase "give,” “swap,” "increase," "decrease," "cost ... less," "cost ... more," "-X,” or “+X,” in the text. *Example:* An effect says “I cost [1] less for each card you've played this turn, to a minimum of [1].” The cost is modified in this layer.
480.	If more than one effect applies to the same **Game Object** in the **Same Layer**, or to each other in the same layer, then both effects will apply but their order may be determined by **Dependency.**

480.1.	A **Dependency** is established if:
480.1.a.	Applying one of the effects alters the existence of the other; or
480.1.b.	Applying one of the effects alters the number of objects the other effect can influence; or
480.1.c.	Applying one of the effects alters the outcome when applying the other.
481.	To determine which effect **Depends on** another, determine which of the prior criteria applies, and then also which effect's evaluation is altered by the sequence of applications. That effect is said to **Depend on** the other. *Example:* A unit with 4 [M] is under the effects of a passive ability that reads "Units you control here have their Might increased to 5 [M]." Its controller plays Discipline on the unit, giving it +2 [M]. When applying Layer alterations, both effects are applied in the same layer. If we apply the passive ability first, the passive ability will give +1 [M] while the Discipline effect will give +2 [M]. If we apply them in the other order, the Discipline effect will give +2 [M], and the passive ability will give +0 [M]. The passive ability is altered by the sequence of applications, so it depends on the Discipline effect.
481.1.	If both effects are altered by the application of the other, no **Dependency** can be established. *Example:* A unit with 4 [M] is under the effects of a passive ability that reads "Units you control here have their Might increased to 5 [M]." Its controller plays a spell that reads "Give a unit +2 [M], to a maximum of 5 [M]." If we apply the passive ability first, the passive ability will apply +1 [M] and the spell effect will apply +0 [M]. If we apply the spell effect first, it will apply +1 [M] while the passive ability applies +0 [M]. Both effects are altered by the sequence of applications, so we can't establish a dependency.
481.2.	To resolve a dependency, the effects within the same layer that created the dependency must be applied such that: 1. Identify which effect **Depends on** the other within the Layer. 2. Apply the effect that is depended on first. 3. Immediately apply the effect that Depends on the first effect next. *Example:* A unit with 4[M] is under the effects of a passive ability that reads "Units you control here have their Might increased to 5 [M]." Its controller plays Discipline on the unit. As previously established, the passive ability depends on the Discipline effect. We apply the Discipline effect first, giving the unit +2 [M], and then immediately apply the passive ability that depends on it. The unit's final Might is 6 [M].
482.	If more than one effect applies to the same **Game Object** in the same layer but no dependency is established, then **Timestamp** order is applied to the effects within that layer and sublayer
482.1.	When an effect begins applying, it establishes a time for which it is compared against other Game Effects for purposes of resolving Layered effects as its **Timestamp.**
482.1.a.	**Timestamps** are not rote values.
482.1.b.	**Timestamps** are relative comparisons between effects and when they began applying to the game.
482.1.c.	**Timestamps** are not referenced by Game Effects in any way. They are only used to finalize layered effects.
482.2.	When **Rules Text** becomes **Inactive** for any reason, it loses its **Timestamp.** When it ceases to be **Inactive,** a new **Timestamp** is established.
482.3.	Effects are applied such that the earliest **Timestamp** within each Layer and Sublayer applies first, followed by other Effects in that Layer and Sublayer in chronological order.
483.	## Modes of Play
484.	There are multiple methods of playing **Riftbound.**

485.	A **Mode of Play** must define several variables for the game.
485.1.	**Number of Players**: How many people are playing the game.
485.2.	**Formation of Players**: How the players are organized while playing.
485.2.a.	This defines if a player is alone or on a team.
485.2.b.	This defines the number of opponents.
485.3.	**Victory Score:** The point total a player or team must reach to win.
485.3.a.	**Victory Scores** can be any positive number.
485.4.	**Battlefield Count:** Determines how many **Battlefields** are in play, contributed by players, during play.
485.4.a.	This may influence deck building requirements in competitive settings.
485.4.b.	This may involve utilizing less **Battlefields** than there are players.
485.5.	**Setup:** Any changes to initial setup required for this mode.
485.6.	**Format:** Conditions to win or additional rules added over play.
485.7.	**First Turn Process:** Adjustments to each player's first turn.
485.8.	**Unique Rules**
485.8.a.	If any, they will be appended here.
486.	Sanctioned Modes
487.	1v1 (Duel)
487.1.	2 Players
487.2.	1v1 1 opponent each No teams
487.3.	**Victory Score:** 8
487.4.	**Battlefield Count:** 2
487.4.a.	Each player provides three (3) **Battlefields**, included in their deck during deck building. Only 1 will be used, chosen during setup.
487.5.	**Setup:** Each player randomly selects one (1) of their three (3) **Battlefields**. The other two are removed and will not be used for this game. The selected **Battlefields** are placed simultaneously in **the Battlefield Zone.**
487.6.	**Format:** Best of 1. The first player to reach the **Victory Score** in **Points** wins the **Match.**
487.7.	**First Turn Process:** The player going second channels an *extra* Rune from their Rune Deck during their first **Channel Phase** of the game.
488.	1v1 (Match)
488.1.	2 Players
488.2.	1v1 1 opponent each No teams

488.3.	**Victory Score:** 8
488.4.	**Battlefield Count:** 2
488.4.a.	Each player provides three (3) **Battlefields**, included in their deck during deck building. Only 1 will be used, chosen during setup.
488.5.	**Setup:** Each player selects one (1) of their three (3) **Battlefields**. The other two are set aside and will not be used for this round of play. The selected **Battlefields** are placed simultaneously in **the Battlefield Zone**. After this game, if a player won, the **Battlefields** that were used are to be removed and not selected again for this **Match**. One of the remaining **Battlefields** that were set aside must be chosen instead.
488.5.a.	If no player won a game, the battlefields presented for that game may be reused in a subsequent game.
488.6.	**Format:** Best of 3. The first player to reach the **Victory Score** in **Points** wins the game. The winner of that game earns **One Game Win.** Players then reset the game state, remove the **Battlefields** in play from the game, choose new **Battlefields** from those set aside, and play again. The first player to earn **Two Game Wins** wins the match.
488.6.a.	This format may be played as best of 5. In such a case, during games 4 and 5 of the match players may present a battlefield that has been removed from the game.
488.6.a.1.	Players may only re-use a battlefield in this way if they have already presented each of their battlefields at least once during the match.
488.6.a.2.	Players may not present a battlefield more than twice in a match when re-using battlefields in this way.
488.7.	**First Turn Process:** The player going second channels an *extra* Rune from their Rune Deck during their first **Channel Phase** of the game.
489.	FFA3 (Skirmish)
489.1.	3 Players
489.2.	FFA 2 opponents each No teams
489.3.	**Victory Score:** 8
489.4.	**Battlefield Count:** 3
489.4.a.	Each player provides three (3) Battlefields, included in their deck during deck building. Only 1 will be used, chosen during setup.
489.5.	**Setup:** Each player randomly selects one (1) of their three (3) **Battlefields**. The other two are discarded and will not be used for this game. The selected **Battlefields** are placed simultaneously between the three Players before play and will be used for this game.
489.6.	**Format:** Best of 1. The first player to reach the **Victory Score** in **Points** wins the **Match.**
489.7.	**First Turn Process:** The player going first *does not draw a card* during their first **Draw Phase** of the game. The player going last channels an *extra* Rune from their Rune Deck during their first **Channel Phase** of the game.
490.	FFA4 (War)
490.1.	4 Players

490.2.	FFA 3 opponents each No teams
490.3.	**Victory Score:** 8
490.4.	**Battlefield Count:** 3
490.4.a.	Each player provides three (3) **Battlefields**, included in their deck during deck building.
490.4.b.	The player who is taking the first turn removes their **Battlefields.** They will not be used.
490.5.	**Setup:** Each player who is not going first randomly selects one (1) of their three (3) **Battlefields**. The other two are removed and will not be used for this game. The selected **Battlefields** are placed simultaneously between the players before play and will be used for this game.
490.6.	**Format:** Best of 1. The first player to reach the **Victory Score** in **Points** wins the **Match.**
490.7.	**First Turn Process:** The player going first *does not draw a card* during their first **Draw Phase** of the game. The player going last channels an *extra* Rune from their Rune Deck during their first **Channel Phase** of the game.
491.	2v2 (Magma Chamber)
491.1.	4 Players
491.2.	2v2 2 opponents each 1 teammate
491.3.	**Victory Score:** 11
491.4.	**Battlefield Count:** 3
491.4.a.	Each player provides three (3) **Battlefields**, included in their deck during deck building.
491.5.	**Setup:**
491.5.a.	Each player who is not going first randomly selects one (1) of their three (3) **Battlefields**. The other two are removed and will not be used for this game. The selected **Battlefields** are placed simultaneously between the players before play and will be used for this game.
491.5.b.	The player who is taking the first turn removes their **Battlefields.** They will not be used.
491.5.c.	Turn order alternates teams.
491.5.c.1.	The first player will be followed by an opponent, then the first player's teammate, then the first opponent's teammate, and so on.
491.5.c.2.	If allies are sitting across from each other, turn order proceeds clockwise as normal.
491.5.c.3.	If allies are sitting next to each other, turn order is passed across the table.
491.6.	**Format:** Best of 1. The first team to reach the **Victory Score** in **Points** wins the **Match.**
491.6.a.	Teammates win or lose together.
491.6.a.1.	If one player **Concedes**, then the entire team loses.
491.6.a.2.	If one player **Loses,** then the entire team loses.
491.6.a.3.	If one player **Wins**, then the entire team wins.

491.7.	**First Turn Process:** The player going first *does not draw a card* during their first **Draw Phase** of the game. The player going last channels an *extra* Rune from their Rune Deck during their first **Channel Phase** of the game.
491.8.	**Unique Rules**
491.8.a.	Players may play spells or activate abilities during their **Teammate's Turn.** In order to do so, their **Teammate** will invite them to play a spell or activate an ability using their own **Priority.**
491.8.b.	A **Battlefield** can only be **Scored,** via **Conquering** or **Holding,** once per team per turn.
491.8.b.1.	**Battlefields** controlled during the **Scoring Step** in the **Beginning Phase** of a player's turn by that player's teammate are ***disqualified from being scored*** by that Team, that turn. *Example:* A player may not induce their partner to retreat, and then conquer a Battlefield their teammate was controlling.
491.8.c.	**Control** is not shared.
491.8.c.1.	Players may not **Hide** cards at **Battlefields** controlled by their Teammate.
491.8.c.2.	Players may not issue **Standard Movement** to their Teammate's **Units.**
491.8.d.	**Points** are shared by a team.
491.8.d.1.	Both players on a team have the same number of **Victory Points.**
491.8.d.2.	If a player gains or loses points, their team gains or loses those points.
491.8.d.3.	If a spell or ability references or checks a player gaining or losing points, that ability checks whether that player's team gains or loses points.
491.8.e.	**Friendly** describes controlled **Game Objects** by a player or their Teammate. *Example:* "When you play me, ready a *friendly unit*" could target a player's own Units or their teammate's Units.
491.8.f.	Hands are **Private Information.** Players may show their **Private Information** to one or more players at any time during play, including their teammate.
491.8.f.1.	**Revealing Cards** is still a game action and cannot be done unless instructed. *See **rule 425. Reveal** for more information.*
491.8.g.	The **Final Point** has an adjustment to the criteria when scoring.
491.8.g.1.	When scoring the **Final Point** from **Conquer** during their or a teammate's turn, a player must **Score** each **Battlefield** in the same turn, *excepting* any that were occupied by their ally during the scoring step of that turn's **Beginning Phase**. *See **rule 469. Scoring** for more information.*
491.8.g.2.	No other changes to **Final Point** restrictions.
491.8.h.	Teammates may not utilize the same **Champion Legend.**
491.8.i.	Teammates may not utilize the same **Battlefields.**
649.	**Conceding**
650.	A player may concede at any time.
651.	When a player concedes, they are removed from the game in progress.
651.1.	If only one other player is remaining after a player has conceded, the player remaining **Wins.**

651.2.	If more than one player remains after a concession, follow the steps for the **Removal of a Player.**
651.3.	Removal of a player involves them no longer being able to make choices or otherwise influence the game.
651.4.	If the player has **Teammates** due to the **Mode of Play**, that player's **Teammates** also lose and are removed from the game.
652.	If the game continues, follow these steps for **Removal of a Player.**
652.1.	**Banish** all permanents, runes, and facedown cards they currently control and all permanents, runes, and facedown cards they own.
652.2.	Remove the **Battlefield** they contributed to the game if it is in use.
652.2.a.	If it was in use, **Replace** it with a token battlefield with no abilities.
652.2.b.	Any units or hidden cards there do not move and are otherwise unaffected by this process. *See **rule 439. Replace** for more information.*
652.2.c.	If the removed battlefield was applying any continuous effects, those continuous effects immediately cease, which may cause changes in the characteristics of units or hidden cards there. *Example:* A battlefield reads "Units here have +1 [M]." If that battlefield's owner concedes and the battlefield is removed from the game as a result, units there immediately cease to get +1 [M].
652.3.	Remove all cards they own from the game.
652.4.	**Counter** all spells and abilities of all types controlled by the player that has conceded.
652.5.	Proceed with the game.
652.5.a.	Turn
652.5.a.1.	If the removed player was the **Turn Player**, play proceeds in **Turn Order** to the next available player in order.
652.5.b.	Focus
652.5.b.1.	If the removed player had **Focus** in a **Showdown**, the next **Player** in order receives **Focus**.
652.5.b.2.	If the player being removed creates a state where all **Players** have **Passed** their **Focus**, the **Showdown** ends and play proceeds as necessary, E.G. **Combat** is resolved or a **Cleanup** is completed.
652.5.c.	Priority
652.5.c.1.	If the removed player had **Priority** during a **Chain**, the next **Player** in order receives **Priority**.
652.5.c.2.	If the player being removed creates a state where all **Players** have passed **Priority**, then the most recent spell or ability on the **Chain** will resolve with **Priority** being re-established as appropriate for the state after the resolution of that spell or ability.

700. Additional Rules

701.	**Buffs**

702.	**Buffs** are counters placed on **Units.**
702.1.	**Buffs** can be tracked with a buff reminder card from a **Riftbound** booster pack or with any spare object in your surroundings.
702.2.	**Buffs** can be added or spent.
702.2.a.	To **Buff** a **Unit**, a player chooses a **Unit** and then places a buff on it. That **Unit** is **Buffed** for as long as the buff remains on it.
702.2.b.	**Spending** a **Buff** removes a single **Buff** counter from a **Unit**.
702.2.b.1.	A buff cannot be spent from a **Unit** that does not have a buff.
702.2.b.2.	A player can only spend buffs on units they control.
702.3.	There can only be one **Buff** on a **Unit** at a time.
702.3.a.	If a **Buff** is added, or instructed to be added, on a **Unit** that already has a **Buff**, it is *not* placed instead.
703.	Each **Buff** individually contributes +1 **Might** to a **Unit.**
704.	**Buffs** are **Game Objects** and may be referenced, counted, or affected by other effects as specified.
704.1.	**Buffs** are counters, and thus are not targeted by spells and abilities. *See **rule 741. Counters** for more information.*
705.	If a **Unit** leaves play, remove all **Buffs** from it.
705.1.	**Champions** do not retain **Buffs** in the Champion Zone, even if they return there somehow.
706.	**Mighty**
707.	**Mighty** is a description that applies to some units. Other game effects can check whether a unit is **Mighty.**
708.	A **Unit** "is Mighty" as long as its Might is 5 or greater.
709.	A **Unit** "becomes Mighty" at the moment its Might changes from being less than 5 to being 5 or greater. *Example:* A Unit with Might 4 that gets +1 [M] becomes **Mighty**. *Example:* A Unit with Might 5 that gets +1 [M] does *not* become **Mighty**, because it was already **Mighty.**
710.	Units on the board are evaluated according to their current Might. *Example:* A unit with a base Might of 3 is targeted by a spell that reads "A unit gets +3 [M] this turn." As that spell resolves, its Might changes from 3 to 6, and it becomes **Mighty**. When that effect expires at the end of the turn, it will no longer be **Mighty.**
711.	Units in **Non-Board Zones** are evaluated according to their printed Might. *Example:* A unit in the trash is **Mighty** if its printed Might is 5 or greater. It doesn't matter if there were effects raising or lowering its might while it was on the board.
712.	**Bonus Damage**
713.	**Bonus Damage** is an intrinsic property that can be granted to **Deal** actions that influence the amount of **Damage** that the action is distributing.
714.	If more than one instance of **Bonus Damage** is applied or granted to a **Deal** action, all instances are summed and applied once.
714.1.	Bonus Damage can only be a positive value, and can only increase the amount of **Damage** being

	distributed.
714.2.	If, for any reason, **Bonus Damage** would be a negative number, then no **Bonus Damage** is applied to the action.
715.	Bonus Damage applies to the total damage **Dealt** by one instance of the action.
715.1.	If the **Deal** action has a single target, the amount of **Damage** to that target will be increased by the **Bonus Damage** granted to it.
715.2.	If the **Deal** action has multiple targets, the amount of **Damage** dealt to each target is increased by **Bonus Damage** individually and separately. *Example:* Singularity is a spell that says "Deal 6 to each of up to two units." A player plays Singularity while they also control Annie, Fiery, a unit that says "Your spells and abilities deal 1 Bonus Damage." Singularity deals 1 Bonus Damage to both of its targets, dealing 7 to each.
715.3.	If the **Deal** action **Splits** damage, then the **Bonus Damage** applies to the amount of **Damage** that will be **Split**. This can alter the number of targets eligible to be chosen. *Example:* Volibear, Furious is a unit that says in part "When I attack, deal 5 damage split among any number of enemy units here." A player attacks with Volibear, Furious while they also control Annie, Fiery, a unit that says "Your spells and abilities deal 1 Bonus Damage." Volibear, Furious now deals 6 damage split among any number of enemy units at its location, and can choose to split that damage among up to 6 units rather than the usual 5.
715.4.	If no damage was **Dealt,** then **Bonus Damage** will not apply. *Example:* Teemo, Strategist is a unit that reads in part "When I defend, choose an enemy unit here and reveal the top 5 cards of your Main Deck. Deal 1 to that unit for each card with Hidden revealed this way, then recycle the revealed cards." He has Rabadon's Deathcrown attached to him. An enemy unit moves to the battlefield where Teemo is located and a combat opens there. Teemo's controller reveals the top 5 cards of their Main Deck and reveals no cards with Hidden. Although the ability has 3 Bonus Damage from Rabadon's Deathcrown, no deal action is performed for the Bonus Damage to apply to.
715.4.a.	If Damage is replaced or reduced by any means, the replacing or reducing action will include the Bonus Damage in the total damage when determining how much damage is to be dealt. *Example:* A unit has prevent 3 applied to them. The unit is located at the Void Gate battlefield. An opponent targets the unit with Hextech Ray. Hextech Ray deals 4 damage to the unit, including the Bonus Damage from Void Gate, which the prevent effect will prevent 3 of. The unit takes 1 damage.
716.	**Attachment**
717.	**Attaching** is a limited action that causes cards to become linked to each other to combine their effects in some way. This causes one card to become **Attached** and the other to become **A Top-Most Card.** *See **rule 435. Attach** for more information.*
718.	**Attached** is the state of a card being linked to another card in this way.
718.1.	A card remains in this state until **Detached.**
718.2.	While in this state, the card's printed **Rules Text** is **Inactive.** *See **rule 720. Inactive** for more information.*
718.3.	While in this state, **Abilities** in the card's **Effect Text** are appended to the **Rules Text** of the **Top-Most Card.**
718.4.	While in this state, the card's **Might Bonus** modulates the **Top-Most Card**'s **Might** by the value listed.
718.5.	**Attached** cards still have all properties of being a card on the board while in this state.

718.5.a.	**Attached** cards still have all **Types** and **Tags** while **Attached.**
718.5.b.	**Attached** cards still can be chosen or targeted by game effects while **Attached.**
718.5.c.	**Attached** cards cannot be moved separately from the **Top-Most Card** they are **Attached** to.
718.5.d.	A card may be **Attached** only to a single **Top-Most card** at a time.
718.5.e.	**Attached** cards may have different **Controllers** from their **Top-Most card.**
718.5.f.	Changes in **Control** of the **Top-Most card** do not impact **Control** of **Attached** cards and vice versa.
718.5.g.	An **Attached** card still appends the abilities in its **Effect Text** to the **Rules Text** of the **Top-Most card** and modulates the **Top-Most Card**'s **Might** by its **Might Bonus.**
718.6.	Only non-**Unit Game Objects** may be **Attached.**
718.6.a.	If a non-**Unit Game Object** that is **Attached** becomes a **Unit** through any means, it detaches as it becomes a **Unit.**
719.	A **Top-Most Card** is a card that has one or more cards linked to it through the process of **Attaching.**
719.1.	The **Effect Text** of all cards **Attached** to this card are appended to the **Rules Text** of this card for as long as they remain **Attached.**
719.2.	This card ceases being a **Top-Most Card** when there are no longer any cards **Attached** to it.
719.3.	A **Top-Most Card** and all cards **Attached** to it are at the same location.
719.3.a.	When the **Top-Most Card** changes locations, all **Attached** cards change locations with it.
719.4.	The **Exhausted** and **Ready** state of the **Top-Most** card does not affect nor change the status of the **Attached** cards and vice versa.
719.4.a.	This is true of all statuses aside from location, **Attached,** and **Top-Most.** *Example:* If the top-most card becomes stunned, it does not affect the state of any attached cards. *Example:* If an attached card becomes empowered, it does not affect the state of its top-most card.
719.5.	When a **Top-Most Card** changes zones from a board zone to a non-board zone, all **Attached** cards **Detach** from it, remaining in their current zones.
719.5.a.	The player that controls the **Top-Most Card** that changed zones decides the order these cards **Detach** in, and thus the order of any relevant effects that occur due to the **Detach** occurring.
720.	**Inactive**
721.	Card text can occasionally be assigned to be ignored, disregarded, or otherwise rendered as not applicable during the course of play. This state is referred to as **Inactive.**
721.1.	Text marked this way is not applied at all while in this state.
721.2.	**Inactive** Abilities do not trigger, do not apply, and cannot be activated. **Inactive** instructions are not processed.
722.	**Inactive** text is still present on cards.

722.1.	Cards with **Inactive** text still have keywords for the sake of Game Effects that want to reference or see if a card has a keyword.
722.2.	Game Effects that parse or interpret text to determine target eligibility may still parse **Inactive** text for the sake of eligibility. *Example:* Spinning Axe is a gear with [Temporary]. While it's attached and its rules text is inactive, its [Temporary] ability doesn't trigger. However, a spell that reads "Destroy a gear with [Temporary]" could still choose and destroy Spinning Axe.
723.	**Rules Text** is never **Inactive** by default.
724.	**Effect Text** is **Inactive** unless the card with the **Effect Text** is **Attached.**
725.	**Inactive** text can partially cease to be **Inactive** under specific circumstances and exceptions.
725.1.	If an **Attached** card has a **Passive** or **Replacement** ability that applies during the process of **Attaching** or a **Triggered** ability that triggers off of **Attaching**, that text exists and can be processed as it **Attaches.**
725.2.	If an **Attached** card has a **Passive** or **Replacement** ability that applies during the process of **Detaching** or a **Triggered** ability that triggers off of **Detaching**, that text exists and can be processed as it **Detaches.**
725.3.	If an **Attached** card has an **Equip** ability, the **Weaponmaster** keyword can reference that **Equip** ability and any abilities that passively modify that **Equip** ability.
725.4.	If a **Dependent Ability** is a **Triggered Ability** whose condition occurs at the same time as the **Dependent Keyword's** condition being fulfilled, that text exists and can be processed as it is fulfilled.
726.	**Dependent Keywords**
727.	**Keywords** can be **Dependent Keywords**
727.1.	A **Dependent Keyword** is comprised of both a **Condition** that it is short for, and an ability of some format immediately after the **Keyword** itself. *Example:* Noxus Hopeful has "[Legion][>] I cost [2] less." [Legion] is short for the condition "if you have played another card this turn, this card gains [Text]," while "I cost [2] less" is the dependent ability.
727.1.a.	A **Dependent Keyword** will always be functionally short for a **Condition.**
727.1.a.1.	This **Condition** may also have a determined **Duration**, **Time**, or **Limitation** as part of its definition. *Example:* Legion specifies the duration of its condition: "if you have played another card this turn." This turn is the duration. *Example:* A dependent keyword that is short for "Until you have spent [3] this turn" would include a limitation on its condition. *Example:* A dependent keyword that is short for "After you've attacked this turn" would include a time after which the condition is active.
727.1.b.	The **Dependent Ability** associated with the **Dependent Keyword** is **Inactive** on the card with the **Dependent Keyword** until the **Condition** is met, when it becomes **Active**
727.1.b.1.	The **Dependent Ability** is present on the card for the sake of reference or evaluation until the **Condition** is met *See **rule 720. Inactive** for more information*
727.1.b.2.	The **Dependent Ability** is **Active** exactly as written while the **Condition** is true *Example:* Gustwalker has "[Level 3][>] I have +1 [M] and Ganking." As long

	as its controller has 3 XP, Gustwalker's Ganking is active.
727.1.b.3.	If an ability has multiple **Dependent Keywords,** all of them must have their **Condition** met in order for the ability to be active. *Example:* A unit reads "[Level 11][>>][Legion][>] When you conquer, gain 1 point." In order for the conquer effect of the unit to be active, its controller must have 11 XP and have finalized a card other than the unit that turn.
727.1.c.	The **Dependent Abilities** of **Dependent Keywords** can be of any type
727.1.c.1.	**Triggered Abilities** of **Dependent Keywords** must be **Active** for their trigger to be evaluated.
727.1.c.1.a.	If a **Triggered Ability** becomes active at the same time as its trigger condition would be fulfilled, it triggers.
727.1.c.1.b.	If the condition for the **Dependent Keyword** causes the **Triggered Ability** to become **Inactive** after it has been added to the chain as a **Pending Item**, that chain item will not be affected and will proceed with being played as normal.
727.1.c.2.	**Passive Abilities** begin applying at the same time the **Dependent Keyword** becomes true.
727.1.c.3.	**Activated Abilities** that become **Active** from **Dependent Keywords** can be activated at their associated timing after that ability has been granted
727.1.c.3.a.	If the condition for the **Dependent Keyword** causes the **Activated Ability** to become **Inactive** after it has been added to the chain as a **Pending Item**, that chain item will not be affected and will proceed with being played as normal.
728.	**XP**
729.	**XP** is a resource that is accrued, spent, or otherwise modified by **Players** through the course of play.
729.1.	The amount of **XP** that a player has should be marked clearly.
729.1.a.	**XP** is a value that can be tracked by counters, dice, cards, or any method that clearly displays the specific value of **XP** that is currently on a **Player.**
729.2.	The amount of **XP** a **Player** has is **Public Information.**
730.	**XP** can be **Gained** and **Spent.**
730.1.	To **Gain XP**, increase the value of **XP** marked on the **Player** gaining it.
730.2.	To **Spend XP**, reduce the value of **XP** marked on the **Player** spending it.
731.	**XP** is not a **Game Object.**
731.1.	**XP** cannot be targeted, readied, or exhausted.
732.	**XP** is not shared between **Allies** in **Game Modes** with **Teammates.**
733.	There is no limit to an amount of **XP** a player can accrue.
734.	**Additional Turns**
735.	Certain **Game Effects** will instruct a player to "take a turn after this." These effects create a temporary **Additional Turn** owned by that player that is inserted into the turn queue after the current turn.

736.	Turn order is established when the game begins as a repeating set of players. This populates a looping queue of turns that each player will take, starting with the first turn taken by the First Player, and repeating indefinitely.
737.	When an **Additional Turn** is inserted into this queue, it does not change the **Turn Order** of the game. The owner of the **Additional Turn** just has the next queued turn. After that turn is completed, it will be removed and the queue will proceed with its previously queued turns.
738.	If multiple **Additional Turns** are queued, they are added to the queue in the order the **Game Effects** that generated them occurred. *Example:* The First Player plays, through some means, two Time Warps during their turn. The Time Warps create two Additional Turns for their controller and insert them into the turn queue after the current turn. If the turn queue is represented as [> A > B > C > D >], then these Additional Turns will appear as [> A > A* > A* > B > C > D >]. After the last Additional Turn is played, the queue returns to its previously queued turns. The "*" denotes that a turn is an Additional Turn. *Example:* The First Player plays Promising Future during their turn, during the resolution of which the Second and Fourth Player choose, banish, and play one Time Warp each. The Fourth Player's Time Warp resolves first, inserting an Additional Turn for them in the queue as such: [> A > D* > B > C > D >]. The Second Player's Time Warp resolves afterwards, inserting that turn: [> A > B* > D* > B > C > D >]. When the First Player passes the turn, the Second Player will take their turn, followed by the Fourth Player, after which the queue returns to its previously queued turns.
739.	**Special Terms**
740.	Card text and this rules document use certain terms in specific ways that are different from their common usage.
740.1.	Some card text refers to **Game Objects** in particular ways:
740.1.a.	Two **Game Objects** are **friendly** if they share a controller, or if one's controller is teammates with the other's.
740.1.b.	Two **Game Objects** are **enemies** if one's controller is an opponent of the other's.
740.2.	Some card text refers to **Units** in particular ways:
740.2.a.	A unit is **alone** when there are no other friendly units at the same location.
740.2.b.	A unit is **one on one** when it and the enemy unit at the same location are both **alone.**
740.2.c.	A unit is **in combat** if it is occupying a battlefield where combat is ongoing and has a combat designation.
740.3.	Some card text refers to specific terminology:
740.3.a.	A **tie** occurs when there are units controlled by different players located at a battlefield where combat is taking place during the step 3d of the combat cleanup.
740.4.	Some terms in this document are used in particular ways:
740.4.a.	**Costs within instructions** are instructions that take a particular form ("[do X] to [do Y]"). [Do X] is the cost associated with the instruction, and [do Y] is the effect.
740.4.a.1.	For spells, costs within instructions are paid on resolution of the spell. In order to get the effect, the cost must be paid.
740.4.a.2.	For triggered abilities, costs within instructions that appear in the first part of the trigger effect are paid on finalization of the triggered ability. In order to place the triggered ability on the chain, the cost must be paid.
740.4.a.2.a.	Costs within instructions that appear in any later part of the trigger effect

	are paid on resolution.
741.	**Counters**
742.	**Counters** are **Game Objects** generated by and given to other **Game Objects** on the board during play.
742.1.	Unlike other **Game Objects, Counters** are not targeted by spells and abilities. If an effect instructs a player to interact with a **Counter,** the **Counter** is chosen when the corresponding instruction executes.
743.	**Counters** serve to track semi-permanent effects on **Game Objects.**
744.	**Counters** can have game effects themselves, or serve as the prerequisite for game effects.
745.	**Counters** can be spent by game effects.
745.1.	In order to do so, that player must remove that many counters of the specified type from the specified **Game Objects.**
745.1.a.	If no type of counter is specified, any counter can be removed this way.
745.1.b.	If no type of **Game Object** is specified, then counters can be removed from any **Game Objects** with the specified counter.
745.2.	In order to spend a **Counter**, the spending player must control the **Game Object** the **Counter** is placed on.
746.	Some effects may move a **Counter** between two **Game Objects.** The **Counter** is either on the first **Game Object** or the second. There is no state for a **Counter** being between either object.
747.	**Counters** that leave a **Game Object** without being placed on another game object cease to exist.
748.	**Game Objects** that change zones to a non-board zone lose all of their **Counters**. *See **rule 124.** for more information on temporary modifications.*
749.	**Counters** do not have a controller.
750.	**Making New Choices**
751.	Some Game Effects will instruct a player to make new choices for a finalized item on the chain.
752.	This refers to the choices normally made during finalization, with some exclusions. *See **rule 355. Make Relevant Choices** for more information.*
752.1.	The relevant choices that can be remade for these **Game Effects** are locations to be played to, modes, destinations, and targets.
752.2.	This does *not* refer to any choices made “as you play this” or “as I am played,” or any choices made for Optional Additional Costs.
753.	When making new choices in this way, a player must choose to remake all choices made for a chain item, even if they choose to make the same choice that was previously made.
753.1.	A player may not make choices this way that would be illegal or that would lead to an illegal state, even if there are no other options.
753.2.	A player may not choose to make new choices for a chain item if there aren’t legal choices that they could make in this way. In such a case, the instruction to make new choices is negated.
753.3.	Restrictions and requirements applied to a chain item will also apply to new choices made for that chain item in this way. *Example:* If a card is played from facedown, it gains the restriction that it can only target

	game objects at the battlefield it was played from unless its targeting is restricted in such a way that choosing a unit at that battlefield is impossible. If a player makes new choices for such a card, they must still choose from among objects at that battlefield.
754.	If, as a result of new choices, the chain item targets a **Game Object,** even if it previously targeted the same **Game Object,** any **Targeting Effects** of that **Game Object** will trigger as appropriate.
755.	Any costs "to play" the chain item that are incurred as a result of new choices made in this way are ignored.
755.1.	The chain item is already played and its costs paid. Any further costs incurred have no effect on the finalized chain item.
756.	**Untargetability**
757.	Some **Game Effects** declare that a **Game Object** can't be chosen by a certain set of spells and abilities. Those effects designate the **Game Object** as **Untargetable.**
757.1.	These passive abilities will usually take the form "[Game Object] can't be chosen by [Category] spells and abilities." *Example:* Ruin Runner's passive ability reads "I can't be chosen by enemy spells and abilities."
758.	Untargetable **Game Objects** are not legal targets for the indicated spells and abilities. *See **rule 355.6. Targeting** for more information.*
758.1.	If a **Game Object** becomes untargetable for a spell or ability after becoming its target and before it resolves, the spell or ability will **mistarget** on resolution. Any instructions related to that **Game Object** will be ignored as the spell resolves.
758.2.	If the spell or ability changes for any reason such that it will no longer fall under the category of spells or abilities for which a **Game Object** is untargetable, the **Game Object** will become a legal target for that spell or ability. *Example:* A 1 [M] unit reads "I can't be chosen by enemy spells or abilities with Energy cost less than my Might." That unit is targeted by an enemy Falling Star; in reaction to the Falling Star, the unit's controller plays Discipline targeting that unit, bringing its Might to 3 [M]. If Falling Star resolved at that point, the unit would be unaffected by it as it resolves. Falling Star's controller plays Eclipse before Falling Star resolves, bringing the unit's Might to -1 [M]. When Falling Star resolves now, the unit is affected by the spell and has 6 damage marked. It dies in the following cleanup.
758.2.a.	This will also occur if the **Game Object** is no longer among the set of objects that are made untargetable by a **Game Effect.** *Example:* Alpha Wildclaw and Vilemaw are controlled by the same player and located at a battlefield. An opponent targets Vilemaw with Rebuke. Before Rebuke resolves, Vilemaw's controller plays Discipline targeting Alpha Wildclaw, making Vilemaw no longer a legal target. Rebuke's controller then targets Alpha Wildclaw with Star-Crossed. When Star-Crossed resolves, Alpha Wildclaw's passive ability no longer applies to Vilemaw, making it a legal target for Rebuke. After all spells and abilities have resolved, both Vilemaw and Alpha Wildclaw will be returned to hand.
759.	**Naming Cards, Types, and Tags**
760.	Some **Game Effects** may instruct a player to name or guess a card, type, or tag.
761.	The act of naming a card in this way may be accomplished in one of two ways:
761.1.	1. Stating the exact name of the card. *Example:* "Kai'Sa, Evolutionary" identifies the card Kai'Sa, Evolutionary.
761.2.	2. Identifying a combination of traits and characteristics that can identify that card uniquely. *Example:* "The blue Kai'Sa," "the 6 [M] Kai'Sa" or "the [6] Energy Kai'Sa" are sufficient to

	identify Kai'Sa, Evolutionary when there are no other cards that satisfy those traits. *Example:* If there is only one unit with Kato in their name, saying "Kato" is sufficient to identify the card in question even if the exact name of the card is "Kato the Arm."
762.	When instructed to name a card, a player must name a card that is legal in the **Format** being played.
762.1.	They cannot name a card that doesn't exist.
762.2.	A player cannot choose the name of a token when instructed to name a card.
763.	When instructed to name a tag, a player cannot choose to name a tag that does not exist on cards or tokens in Riftbound.
763.1.	The following tags exist in Riftbound: Ahri, Akali, Akshan, Ambessa, Anivia, Annie, Aphelios, Ashe, Azir, Bandle City, Bard, Bilgewater, Bird, Blitzcrank, Bomb, Caitlyn, Cat, Darius, Demacia, Demon, Diana, Dog, Dr. Mundo, Dragon, Draven, Ekko, Elite, Equipment, Evelynn, Ezreal, Fae, Fiora, Fizz, Freljord, Galio, Gangplank, Garen, Graves, Heimerdinger, Hwei, Icathia, Illaoi, Ionia, Irelia, Ivern, Ixtal, Janna, Jarvan IV, Jax, Jayce, Jhin, Jinx, K'Sante, Kai'Sa, Karma, Karthus, Katarina, Kathkan, Kayle, Kayn, Kennen, Kha'Zix, Kog'Maw, LeBlanc, Lee Sin, Leona, Lillia, Lucian, Lulu, Lux, Malzahar, Master Yi, Mech, Mel, Miss Fortune, Mordekaiser, Morgana, Mount Targon, Nami, Nasus, Neeko, Nidalee, Nilah, Nocturne, Noxus, Orianna, Ornn, Piltover, Pirate, Poppy, Poro, Pyke, Qiyana, Recruit, Rek'Sai, Rell, Renata Glasc, Renekton, Rengar, Riven, Rumble, Sentinel, Seraphine, Sett, Shadow Isles, Shen, Shurima, Sivir, Sona, Soraka, Spider, Spirit, Swain, Syndra, Taric, Teemo, The Void, Trifarian, Tryndamere, Twisted Fate, Udyr, Vayne, Vex, Vi, Viktor, Volibear, Warwick, Xerath, Xin Zhao, Yasuo, Yone, Yordle, Yuumi, Zaun, Zed, Ziggs, Zilean.
764.	**Ignoring Effects**
765.	Some Game Effects may instruct players to ignore abilities while performing a game action or procedure.
766.	Any abilities ignored in this way are treated as inactive for the purposes of the game action or procedure. *Example:* A spell reads "Ignore Deflect while paying this spell's costs." Any instances of the Deflect keyword on relevant units are treated as inactive while paying the costs of the spell. *Example:* A unit reads "You ignore Backline while assigning combat damage here." While assigning combat damage in the combat damage step with this unit present, any instances of Backline on enemy units is treated as inactive. The unit's controller can assign damage to any units with Backline as if they didn't have it.
767.	Ignored abilities are only treated as inactive for the specific game action or procedure described, and only by the players directed by the ability. *Example:* A spell reads in part "Ignore Deflect while paying this spell's costs." If another player attempts to play a spell targeting the same units that the above spell does, that other spell will not ignore Deflect. *Example:* A unit reads "You ignore Backline while assigning combat damage here." Any other player assigning combat damage at the same location as that unit will not be able to ignore Backline.
800.	**Keywords**
801.	A **Keyword** is a specific term that appears on **Cards** that acts as a shorthand for a specific game effect, or **ability** of any variety.
801.1.	A **Keyword** can be an ability.
801.2.	**Keywords** can be identified by having a **colored highlight** behind them.
801.2.a.	The color of the highlight has no effect on gameplay.
801.3.	**Keywords** can be referenced or specified by other **Game Effects.**

801.3.a.	Other effects may grant **Keywords.**
801.3.a.1.	The definition and rules of the specific **Keyword** will determine the behavior if a **Keyword** is granted while it is already present.
801.3.a.2.	The effect that granted the **Keyword** will specify the duration for which it is granted.
801.3.a.3.	If an effect that grants a **Keyword** does not specify a duration, the duration is as long as that **Game Object** remains on **the Board** or in its current **Non-Board Zone.**
801.3.b.	Other effects may remove **Keywords.**
801.3.b.1.	The effect that removed the **Keyword** will specify the duration it is removed.
801.3.b.2.	If an effect that removes a **Keyword** does not specify a duration, the duration is as long as that **Game Object** remains on **the Board** or in its current **Non-Board Zone.**
802.	A card can have any number of **Keywords.**
803.	Similar to other rules text, execute any effects of **Keywords** in the order listed when reading the card from top to bottom of the rules text.
804.	Keyword Glossary
805.	**Accelerate**
805.1.	**Accelerate** is an **Optional Additional Cost** keyword.
805.1.a.	**Accelerate** is present on **Units.**
805.1.b.	**Accelerate** is functionally short for "As you play me, you may pay [1][C] as an additional cost. If you do, I enter ready."
805.1.b.1.	If the unit has one or more domains, the Power portion of the **Accelerate** cost can be paid only with a Power that matches one of the domains of the unit.
805.1.b.2.	If the unit has no domain, the Power portion of the **Accelerate** cost can be paid with [A] (a Power of any domain).
805.2.	**Accelerate** is an **Optional Additional Cost** to be paid as a player plays the unit with the ability.
805.2.a.	**Accelerate** costs cannot be paid while the unit is on the board, only as part of the steps of playing a card.
805.2.b.	Paying the cost generates a **Delayed Replacement Effect.** Even if the unit loses the **Accelerate** keyword during the finalization process, as long as the cost was paid, that unit will still enter ready.
805.3.	**Accelerate** has no function while on the board.
805.4.	Multiple instances of **Accelerate** are redundant.
805.5.	**Accelerate,** and whether or not a unit has **Accelerate,** is a characteristic of the Unit and may be checked or referenced by other **Game Effects.**
805.6.	**Accelerate** generates a delayed replacement effect that replaces a unit entering the board exhausted with it entering ready. It does not enter exhausted and then become ready.
805.6.a.	**Accelerate** will not interact with, or trigger, abilities that are affected by units becoming ready.
806.	**Action**

806.1.	**Action** is a **Permissive** keyword.
806.1.a.	It is present on **Cards, Rune Abilities, Legend Abilities** or **Permanent Abilities.**
806.1.b.	**Action** grants the corresponding card or effect permission to be played or activated during **Showdowns,** even when it is not the Controlling player's turn.
806.1.c.	**Action** is functionally short for the following:
806.1.c.1.	On Cards: "This can be played during showdowns on any player's turn."
806.1.c.2.	On Activated Abilities: "This can be activated during showdowns on any player's turn."
806.1.d.	**Action** is formatted as “[Action]” on spells, or “[Action][>]” on abilities.
806.2.	The card or effect with this keyword is not restricted to showdowns. This permission is inclusive of all other timings and options available to the ability as written or by default.
806.3.	**Action** does not alter the function of any instruction of the corresponding card or effect it is on. It is *only* permission. *Example:* Playing a Unit with Action still has the inherent restrictions of playing Units without Action. It can only be played to the controlling player's base or a battlefield they control.
806.4.	Some passive abilities may grant a card or ability **Action** under certain conditions. The card or ability does not have the **Action** keyword unless and until those circumstances are true.
806.4.a.	Those conditions might only be fulfilled while the card or ability is on the chain. In such a case, it can still be played or activated at the appropriate timing as long as doing so *could* fulfill the conditions.
806.4.b.	If the chain item does not fulfill the conditions by the time step 5: check legality has been reached, the actions taken while playing it are undone and it is returned to the zone it was played from if it is a card.
806.5.	Action is a referenceable characteristic.
806.5.a.	Whether or not a **Game Object** has **Action** is a characteristic of that **Game Object** and may be checked or referenced by other **Game Effects.**
806.5.b.	Whether or not a **Spell** has **Action** is a characteristic of that **Spell** and may be checked or referenced by other **Game Effects.**
806.5.c.	Whether or not an **Ability** has **Action** is a characteristic of that **Ability** and may be checked or referenced by other **Game Effects.**
807.	**Assault**
807.1.	**Assault** is a **Passive Ability** keyword.
807.1.a.	It is present on **Units.**
807.1.b.	**Assault** is formatted as "Assault [X]".
807.1.b.1.	The X is referenced in the functional text of the ability.
807.1.b.2.	The X is referred to as the **Assault Value.**
807.1.b.3.	If X is omitted, it is presumed to be 1.
807.1.c.	It is functionally short for "While I am an attacker, I have +X [M]."

807.1.d.	Being an attacker means the **Unit** has gained the **Attacker** designation during **Combat.** *See **rule 461. Combat** for more information.*
807.1.d.1.	**Assault** remains in effect as long as the **Unit** maintains the **Attacker** designation.
807.2.	If a Unit has **Assault** or has been granted **Assault** and is granted **Assault** by an additional source, the **Assault Value** of all granted **Assault** keywords is summed. *Example:* Petty Officer has Assault. It is chosen as the target of Cleave, which says "Give a unit [Assault 3] this turn." After Cleave resolves, Petty Officer has Assault 4 this turn.
807.3.	**Assault,** and whether or not a unit has **Assault,** is a characteristic of the Unit and may be checked or referenced by other **Game Effects.**
808.	**Deathknell**
808.1.	**Deathknell** is a **Triggered Ability** keyword.
808.1.a.	It is present on **Permanents.**
808.1.b.	It is formatted as "[Deathknell][>] [Effect]".
808.1.b.1.	[Effect] is the rules text for the specific instance of **Deathknell.** This is referred to as the **Deathknell** effect.
808.1.c.	It is functionally short for "When I die, [Effect]."
808.1.c.1.	[Effect] is the rules text of the **Deathknell** effect.
808.1.c.2.	[Effect] may be written in the past tense. In doing so, it refers to the moment the **Deathknell** trigger was added to the chain, not any previous moment.
808.1.d.	The Trigger for this and similar effects that trigger on their source's death is the Permanent being **Killed** and sent to the **Trash.**
808.1.d.1.	If the Permanent with the effect is not sent to the **Trash**, for example because its "killed" event was replaced with a recall, the triggered ability will be removed from the chain. *Example:* Draven, Audacious is killed in combat. Draven reads in part "When I die in combat, choose an opponent. They gain 1 point." Draven's controller has a Zhonya's Hourglass in base. Draven's death is replaced by him being healed, recalled, and exhausted. Draven's triggered ability will be removed from the chain.
808.1.d.2.	The trigger will be added to the chain as a **Pending Item** before the card with an ability that triggers on its own death is moved to the trash due to a **Kill** instruction or a **Cleanup.**
808.1.d.3.	Before the card is moved to the **Trash**, note its location, its attributes, and any other details related to the effect of its triggered ability to process the trigger after it has been **Finalized**.
808.2.	Each instance of **Deathknell** a Permanent may have will trigger separately.
808.2.a.	The controller will choose the order to add these **Triggers** to the chain.
808.3.	**Deathknell,** and whether or not a permanent has **Deathknell,** is a characteristic of the permanent and may be checked or referenced by other **Game Effects.**
809.	**Deflect**
809.1.	**Deflect** is a **Passive Ability** keyword.

809.1.a.	It is normally present on Permanents.
809.1.b.	It is formatted as "Deflect [X]".
809.1.b.1.	The X is referenced in the functional text of the ability.
809.1.b.2.	The X is referred to as the **Deflect Value.**
809.1.b.3.	If X is omitted, it is presumed to be 1.
809.1.c.	It is functionally short for "Spells and abilities an opponent controls that target [me/this] cost an amount of Power equal to [Deflect Value] more to play as an additional cost for each time they choose [me/this]."
809.1.c.1.	The Power used to pay this cost may always be of any Domain. *Example:* A Fury spell targets an Order unit with Deflect. The Power used to pay the Deflect cost can be any Domain; it does not need to match the Domain of the spell or the target.
809.1.d.	It is an effect that imposes a **Mandatory Additional Cost** on Spells and Abilities that choose the **Game Object** that has this ability. *See **rule 349. Playing Cards** for more information.*
809.2.	If a **Game Object** has **Deflect,** or has been granted **Deflect,** and is granted **Deflect** by an additional source, the **Deflect Value** of all granted **Deflect** keywords is summed.
809.3.	**Deflect,** and whether or not a **Game Object** has **Deflect,** is a characteristic of the permanent and may be checked or referenced by other **Game Effects.**
810.	**Ganking**
810.1.	**Ganking** is a **Passive Ability** keyword.
810.1.a.	It is present on Units.
810.1.b.	It is functionally short for "I may move to a battlefield from another battlefield with a standard move."
810.1.c.	It is a passive ability that adds permissions to the Unit's Standard Move.
810.1.c.1.	It does not restrict or remove options from the Unit's Standard Move.
810.1.c.2.	It does not have an activation cost.
810.1.c.3.	It does not give additional abilities or activations of Movement, only new options for the Standard Move.
810.2.	Multiple instances of **Ganking** are redundant.
810.3.	**Ganking,** and whether or not a unit has **Ganking,** is a characteristic of the Unit and may be checked or referenced by other **Game Effects.**
811.	**Hidden**
811.1.	**Hidden** is a keyword that acts as a prerequisite to perform the **Hide** Discretionary Action.
811.1.a.	It is present on Spells, Units, and Gear.
811.1.b.	It is functionally short for "While this card is in your hand or in your Champion Zone on your turn during an Open State, you may pay [A] to hide this facedown at a battlefield you control that doesn't already have a facedown card hidden there for as long as you control that battlefield. Beginning on the next turn, this gains [Reaction] and you may play this, ignoring its base cost."

811.1.c.	It allows the player to take the Discretionary Action **Hide**.
811.1.c.1.	Hide is not a subset of **Play**.
811.1.c.2.	Hiding a card does not open a chain.
811.1.c.3.	Playing a card from facedown (or "from Hidden") does open a chain.
811.1.d.	Some choices made while playing a card from facedown are restricted to the battlefield where it was hidden. A card cannot be played from facedown if it is a spell with no valid targets under these restrictions. *See **rule 355.6. Targeting** for more information.*
811.1.d.1.	A hidden permanent must be played to that battlefield.
811.1.d.1.a.	This includes hidden gear, and overrides the normal restriction that gear have in only being allowed to be played to base.
811.1.d.2.	If a hidden spell chooses any targets, those targets must be chosen from among options at the battlefield it was played from, unless it explicitly restricts targeting in such a way that makes this impossible. *Example:* Emperor's Divide is a spell with hidden that reads in part "Move any number of friendly units at a battlefield to their base." When this spell is played from facedown, all units chosen for the spell must be located at the same battlefield it was played from.
811.1.d.3.	If a play effect of a hidden permanent chooses any targets, those targets must be chosen from among options at the battlefield it was played to, unless the ability explicitly restricts targeting in a way that makes this impossible. *Example:* Blastcone Fae is a unit with Hidden and "When you play me, give a unit -2 [M] this turn, to a minimum of 1 [M]." Because this is a play effect, its target must be chosen from among units at the battlefield it was played to if Blastcone Fae was played from facedown. *Example:* Tideturner is a unit with Hidden and "When you play me, you may choose a unit you control at another location. Move me to its location and it to my original location." Because its play effect has a targeting restriction that can never be fulfilled by a unit at its battlefield, its target may be chosen freely from among the available options. *Example:* A spell reads in part "The next unit you play this turn can be played to any battlefield." After playing that spell, a player plays Blastcone Fae from facedown to a battlefield other than the one where it was hidden. Blastcone Fae's play effect must choose targets from among units at the battlefield Blastcone Fae was played to, not the one it was played from.
811.1.d.3.a.	A play effect of a permanent played from facedown references information from its source when determining what battlefield it was played from and what targets are legal. *Example:* A unit reads in part "When you play me, kill another friendly unit." If it is played from the facedown zone, the play effect must choose a friendly unit at the battlefield the unit was played from. If the unit is no longer on the board when the play effect attempts to finalize, it will not be able to choose a legal target. If the unit is no longer on the board when the play effect attempts to resolve, the play effect will not be able to reference the information of where the unit was played from, and it will mistarget.
811.1.d.4.	Each target is treated separately and individually when processing this rule.

	Example: Smoke and Mirrors is a spell that reads in part "Choose a unit you control and another unit you control at a different location." If Smoke and Mirrors is played from facedown, the first unit chosen can be chosen at the battlefield Smoke and Mirrors was played from, so it must be. The second unit chosen explicitly restricts targeting in a way that makes this impossible, so it can be chosen from any location.
811.1.d.5.	If a hidden spell or a play effect of a hidden permanent causes you to play a unit, you must choose to play that unit at that battlefield.
811.2.	Abilities and instructions of hidden cards other than the choices listed above function as normal. *Example:* Stand United is a spell that has Hidden and says "Buff a friendly unit. Buffs give an additional +1 might to friendly units this turn." If it's played from facedown, the first part of its ability must choose a friendly unit at the same battlefield, but the second part of its ability affects all friendly units with buffs, no matter where they are.
811.3.	Instead of being hidden, a card with **Hidden** may be played for its cost as normal, at its normal timing with no restrictions on targeting.
811.4.	Multiple instances of Hidden are redundant.
811.5.	**Hidden,** and whether or not a card has **Hidden,** is a characteristic of the card and may be checked or referenced by other **Game Effects.**
811.5.a.	This is true as long as the card is not facedown. A facedown card is not a card with **Hidden.**
811.6.	A card that is **Hidden** gains **Reaction** the turn after it is hidden while facedown or played from facedown, and may be played any time a card with **Reaction** may be played as a result.
811.6.a.	The property is granted to the card in its facedown state, and is not publicly known.
812.	**Legion**
812.1.	**Legion** is a **Dependent Keyword.**
812.1.a.	It is formatted as "[Legion][>] [Text]".
812.1.b.	Starting from the Keyword to the end of the clause, the entire statement is the **Legion Ability**.
812.1.b.1.	**Legion** is functionally short for "If you have played another card this turn, this card gains [Text]."
812.1.b.2.	The [Text] is the **Dependent Ability.**
812.1.c.	As long as a card different than the one with the **Legion** ability has been **Finalized** by you on the same turn then the **Dependent Ability** is **Active** on the card with **Legion.**
812.2.	All instances of **Legion** on cards a player controls are satisfied by that player playing a single card. *Example:* One card has three different Legion Abilities. The Legion Text of all three abilities will be active as long as one card has been finalized by the card's controller earlier in the same turn.
812.3.	**Legion**, and whether or not a card has **Legion**, is a characteristic of the card and may be checked or referenced by other **Game Effects.**
813.	**Reaction**
813.1.	**Reaction** is a **Permissive** keyword.
813.1.a.	It can be present on **Cards, Rune Abilities, Legend Abilities** and **Permanent Abilities.**

813.1.b.	**Reaction** grants the corresponding card or effect all abilities and permissions of **Action.**
813.1.c.	**Reaction**, additionally, is functionally short for the following:
813.1.c.1.	On Cards: "This can be played during **Closed States** on any player's turn."
813.1.c.2.	On Activated Abilities: "This can be activated during **Closed States** on any player's turn."
813.1.d.	**Reaction** is formatted as “[Reaction]” on cards, or “[Reaction][>]” on abilities.
813.2.	The corresponding card or effect with this keyword is not restricted to **Closed States** or **Showdowns**. This permission is inclusive of all other timings and options available to the ability as written, Action's permissions, or by default.
813.3.	**Reaction** does not alter the function of any instruction of the Card, Rune, or Effect it is on. It is *only* Permission.
813.3.a.	Playing **Units** with **Reaction** still has the inherent restrictions of playing **Units** without **Reaction.** It can only be played to the controlling player's base or a battlefield they control.
813.4.	Some passive abilities may grant a card or ability **Reaction** under certain conditions. The card or ability does not have the **Reaction** keyword unless and until those circumstances are true.
813.4.a.	Those conditions might only be fulfilled while the card or ability is on the chain. In such a case, it can still be played or activated at the appropriate timing as long as doing so *could* fulfill the conditions.
813.4.b.	If the chain item does not fulfill the conditions by the time step 5: check legality has been reached, the actions taken while playing it are undone and it is returned to the zone it was played from if it is a card.
813.5.	**Reaction** is a referencable characteristic.
813.5.a.	Whether or not a **Game Object** has **Reaction** is a characteristic of that **Game Object** and may be checked or referenced by other **Game Effects.**
813.5.b.	Whether or not a **Spell** has **Reaction** is a characteristic of that **Spell** and may be checked or referenced by other **Game Effects.**
813.5.c.	Whether or not an **Ability** has **Reaction** is a characteristic of that **Ability** and may be checked or referenced by other **Game Effects.**
814.	**Shield**
814.1.	**Shield** is a **Passive Ability** keyword.
814.1.a.	It is present on Units.
814.1.b.	**Shield** is formatted as "Shield [X]".
814.1.b.1.	The X is referenced in the functional text of the ability.
814.1.b.2.	The X is referred to as the **Shield Value.**
814.1.b.3.	If X is omitted, it is presumed to be 1.
814.1.c.	It is functionally short for "While I am a defender, I have +X [M]."
814.1.d.	Being a defender means the **Unit** has gained the **Defender** designation during **Combat.** *See **rule 461. Combat** for more information.*
814.1.d.1.	**Shield** remains in effect as long as the **Unit** maintains the **Defender** designation.

814.2.	If a **Unit** has **Shield,** or has been granted **Shield,** and is granted **Shield** by an additional source, the **Shield Value** of all granted **Shield** keywords is summed. *Example:* Stalwart Poro has Shield. It is chosen as the target of Block, which says "Give a unit [Shield 3] and [Tank] this turn." After Block resolves, Stalwart Poro has Shield 4 this turn.
814.3.	**Shield,** and whether or not a unit has **Shield,** is a characteristic of the Unit and may be checked or referenced by other **Game Effects.**
815.	**Tank**
815.1.	**Tank** is a **Passive Ability** keyword.
815.1.a.	It is present on Units.
815.1.b.	It is functionally short for "I must be assigned lethal damage before any other unit with the same controller as me that does not have [Tank] during the Combat Damage step."
815.1.c.	It alters how players can elect to assign combat damage during combat.
815.1.c.1.	Players must still assign lethal damage to a unit before moving to the next when assigning their damage.
815.1.c.2.	If more than one unit with **Tank** is present with the same controller in Combat, damage may be assigned to any of them. Units without **Tank** are invalid assignments until all units with **Tank** have lethal damage assigned to them.
815.2.	Multiple instances of **Tank** are redundant.
815.3.	**Tank,** and whether or not a unit has **Tank,** is a characteristic of the Unit and may be checked or referenced by other **Game Effects.**
816.	**Temporary**
816.1.	**Temporary** is a **Triggered Ability** keyword.
816.1.a.	It is present on Permanents.
816.1.b.	It is functionally short for "At the start of this permanent's controller's Beginning Phase, before scoring, kill this."
816.1.c.	The Trigger Condition is the controller of the permanent's Beginning Phase starting.
816.2.	Multiple instances of **Temporary** are redundant.
816.2.a.	Regardless of how many instances there are, the ability will only trigger once.
816.3.	**Temporary,** and whether or not a permanent has **Temporary,** is a characteristic of the permanent and may be checked or referenced by other **Game Effects.**
817.	**Vision**
817.1.	**Vision** is a **Triggered Ability** keyword.
817.1.a.	It is present on Permanents.
817.1.b.	It is functionally short for "When this is played, [Predict]."
817.1.c.	The trigger is the permanent entering the Board.
817.2.	Multiple instances of **Vision** trigger separately.
817.2.a.	The player may choose to recycle or not recycle for each instance of **Vision** separately.

817.2.b.	If the player does not recycle the top card and nothing else happens in between the triggers resolving, each instance of **Vision** will see the same card.
817.3.	**Vision,** and whether or not a permanent has **Vision,** is a characteristic of the permanent and may be checked or referenced by other **Game Effects.**
818.	**Equip**
818.1.	**Equip** is an **Activated Ability** keyword.
818.1.a.	**Equip** is present on **Gear** with the tag **Equipment.**
818.1.b.	**Equip** has a cost to activate and **Attaches** the card with **Equip** to a chosen **Unit** when the cost is paid.
818.1.b.1.	**Equip's** choice is a **Target.**
818.1.b.2.	The chosen **Unit** will become the **Top-Most Card** for the **Attach** action.
818.1.c.	**Equip** is formatted as "**Equip** [Cost]"
818.1.c.1.	If paying costs or making choices for this ability causes triggered abilities to trigger, they will be placed on the chain above this ability in a **Pending** state. *See **rule 376. Activated Abilities** for more information.*
818.1.c.2.	**Equip** is functionally short for "[Cost]: **Attach** this gear to a unit you control."
818.1.c.3.	**Equip** costs may include both resource costs and non-resource costs.
818.1.c.4.	**Equip** abilities may also include text that alters the **Equip** cost. Such text is taken into account when determining a card's **Equip** cost when paying for the ability.
818.1.c.5.	**Equip** abilities may include text that alters the timing or targeting of the **Equip** ability.
818.2.	When the **Attach** action completes from this keyword, the **Unit** that was chosen is considered to have been **Equipped** by the **Gear** with this ability.
818.2.a.	This is an event other **Game Effects** and **Triggered Abilities** can reference.
818.3.	**Equipped** is the state of a **Top-Most Card** being **Attached** by one or more cards that are **Equipment.**
818.3.a.	The state of being **Equipped** is synchronous with that of the **Attached** state of the **Equipment.**
818.3.b.	A **Top-Most Card** is **Equipped** as long as one or more of its **Attached** cards are **Equipment.**
818.3.c.	The state of being **Equipped** corresponds to a **Top-Most card** having a card with **Equip** that is **Attached** to it.
818.4.	Multiple instances of **Equip** are equivalent to multiple **Activated Abilities** and can each be activated separately by paying the corresponding costs.
818.5.	**Equip,** and whether or not a **Gear** has **Equip,** is a characteristic of the Gear and may be checked or referenced by other **Game Effects.**
818.5.a.	Whether or not a **Gear** has **Equip** may be referenced even if the **Rules Text** of the **Gear** is **Inactive.** *See **rule 716. Attachment** for more information.*
819.	**Quick-Draw**
819.1.	**Quick-Draw** is a **Triggered Ability** keyword. It is also a **Permissive** keyword.

819.1.a.	**Quick-Draw** is present on **Gear** with **Equip** abilities.
819.1.b.	Cards with **Quick-Draw** have **Reaction** inherently.
819.1.c.	**Quick-Draw** allows cards to be played and **Attached** using **Reaction** timing.
819.1.d.	**Quick-Draw** is functionally short for "**[Reaction]**" and "When you play this, **attach** it to a **Unit** you control." *See **rule 716. Attachment** for more information.*
819.2.	Multiple instances of **Quick-Draw** do not trigger separately and have no effect beyond the first.
819.3.	**Quick-Draw**, and whether or not a gear has **Quick-Draw**, is a characteristic of the Gear and may be checked or referenced by other **Game Effects.**
820.	**Repeat**
820.1.	**Repeat** is an **Optional Additional Cost** keyword.
820.1.a.	**Repeat** is present on **Spells** and **Abilities.**
820.1.b.	**Repeat** is an optional cost that a player may pay to execute the effect of their spells and abilities a second time.
820.1.c.	**Repeat** is formatted as "**Repeat** [Cost]"
820.1.c.1.	The Cost is an **Additional Cost** to be paid during the steps of playing the spell or ability.
820.1.c.2.	If a spell or ability has more than one instance of **Repeat**, each Cost may be paid or not paid individually.
820.1.c.3.	Each **Repeat Cost** can be paid only a single time.
820.1.d.	**Repeat** is functionally short for "You may pay **[Cost]** as an additional cost as you play this. If you do, execute the instructions of this chain item one additional time during resolution."
820.1.d.1.	When the additional cost is paid, the effect of the spell or ability, upon resolution, will be performed an additional time. *Example: Desert's Call is a spell with [Repeat] [2] and "Play a 2 [M] Sand Soldier unit token." If its controller pays its Repeat cost as they play it, the card's instruction to play a Sand Soldier is executed twice, as though the card says "Play a 2 [M] Sand Soldier unit token. Play a 2 [M] Sand Soldier unit token."* *Example:* A unit reads in part "When I attack or defend, you may deal damage equal to my Might to an enemy unit here," and "My abilities have [Repeat] — Discard 1." When its ability triggers, if its controller pays the Repeat cost as they play it, the ability's instruction to deal damage equal to the unit's Might is executed twice, as though the ability says "Deal damage equal to my Might to an enemy unit here. Deal damage equal to my Might to an enemy unit here."
820.1.d.2.	Any instructions not performed on resolution of the spell or ability are ignored.
820.2.	When a spell or ability's effect is performed an additional time with **Repeat**, choices must be made at the usual time during the **Make Relevant Choices** step of **Playing a Card.** *See rule **349. Playing Cards** for more information.*
820.2.a.	Choices made for the additional execution do not have to be the same as the choices made for the initial execution. *Example:* Rocket Barrage is a spell with [Repeat] [4][C] and "Choose one —

	Deal 4 to a unit in a base. [or] Kill a gear." If Rocket Barrage's controller pays its Repeat cost as they play it, they may choose the same mode or a different one, and if they choose the same mode, may choose the same target or a different one. If they choose "Kill a gear" twice and choose two different gear, they must specify which gear is the first target and which is the second. As the spell resolves, those two gear will be killed in the chosen order.
820.3.	Multiple instances of **Repeat** can be paid for separately. The spell or ability's instructions will be executed an additional time on resolution for each instance of **Repeat** that is paid for.
820.3.a.	Regardless of the number of times a spell or ability's instructions are executed with this keyword, it is only **Played** once.
820.4.	**Repeat**, and whether or not a spell or ability has **Repeat**, is a characteristic of the spell or ability and may be checked or referenced by other **Game Effects.**
821.	**Weaponmaster**
821.1.	**Weaponmaster** is a **Triggered Ability** keyword.
821.1.a.	**Weaponmaster** is present on **Units.**
821.1.b.	**Weaponmaster** is a **Play Effect** that chooses an **Equipment** you control and allows you to pay its **Equip** cost at a discount, regardless of the usual timing of the **Equip** ability, to **Attach** that **Equipment** to the unit with **Weaponmaster.**
821.1.c.	**Weaponmaster** is functionally short for: "When you play me, you may choose a **Card** you control with the **Equipment** tag. Necessary portions of its **Rules Text** are no longer Inactive if they are currently **Inactive.** Pay the cost of its **Equip** ability, reduced by [A], to attach it to this unit." *See **rule 716. Attachment** for more information.*
821.1.c.1.	**Weaponmaster** can choose an **Equipment** whether it has an **Equip** ability or not.
821.1.c.2.	The cost of the **Equip** ability is determined as though that **Equip** ability was being activated choosing the unit with the **Weaponmaster** ability, as modulated by any abilities that alter **Equip** costs.
821.1.c.2.a.	The **Equip** ability is not actually activated when its cost is determined in this way. An effect that grants an activated ability a cost reduction when it is played will not apply to the **Equip** cost calculated during the resolution of a **Weaponmaster** trigger, because the **Equip** ability is not actually played.
821.1.c.2.b.	Effects that reduce the cost of **Equip** abilities without referring to those abilities being played, or the **Equip** ability being referenced in specific, will be included when calculating costs in this way.
821.1.c.3.	If the chosen card's **Equip** cost does not contain [A], it can still be paid, but will not be reduced.
821.1.c.4.	If the chosen card doesn't have an **Equip** cost, it can't be paid.
821.1.c.5.	If the chosen card's **Equip** cost can't be paid, if it can't be detached from its current **Top-Most** card, or if it can't be attached to the unit with the **Weaponmaster** ability, it stays in its current location, **Attached** to anything it was already **Attached** to.
821.1.c.6.	The **Equip** ability is not activated this way, and the unit with the **Weaponmaster** ability is not chosen.

821.1.c.7.	Multiple instances of **Weaponmaster** trigger separately, and can choose different targets.
821.1.d.	If you choose the same target with multiple instances of **Weaponmaster**, each will resolve separately.
821.2.	**Weaponmaster** has no function while on the board.
821.3.	**Weaponmaster**, and whether or not a unit has **Weaponmaster**, is a characteristic of the **Unit** and may be checked or referenced by other **Game Effects.**
822.	**Ambush**
822.1.	**Ambush** is a **Passive Ability** keyword.
822.1.a.	It is normally present on **Units**.
822.1.b.	It is functionally short for "I may be played to a battlefield where you control **Units**" and "I have [**Reaction**] as long as I'm being played to a battlefield where you control **Units**."
822.1.c.	It is a passive ability that adds options to locations that are valid for a **Unit** to be played to during the Make Relevant Choices step of Playing a Card *See **rule 349. Playing Cards** for more information*
822.1.d.	**Ambush** can also appear as a verb on a card. In such a case, the verb is taken to mean "play with the permissions of the **Ambush** keyword." *Example:* Rengar, Trophy Hunter reads in part "I can [Ambush] to a battlefield where there are enemy units, even if you don't have units there." This ability expands the normal permissions of the Ambush keyword to include battlefields where there are enemy units. *Example:* A card reads in part "Opponents can only [Ambush] at any time they could play cards with [Action]." This ability introduces a restriction to when opponents can play cards with Ambush.
822.2.	Multiple instances of **Ambush** are redundant.
822.3.	If there are no units at the location chosen before **Finalization** completes for any reason, then it is no longer a valid location by **Ambush**'s reasoning and cannot be played there
822.3.a.	Other effects and permissions may still enable this **Unit** to be able to be played to the selected location, but **Ambush's** permission will not be valid
822.4.	**Ambush**, and whether or not a unit has **Ambush**, is a characteristic of the Unit and may be checked or referenced by other **Game Effects.**
823.	**Hunt**
823.1.	**Hunt** is a **Triggered Ability** keyword.
823.1.a.	**Hunt** is present on **Units.**
823.1.b.	**Hunt** is both a **Conquer** and a **Hold** effect.
823.1.c.	**Hunt** is formatted as "**Hunt** X"
823.1.c.1.	**Hunt** is functionally short for: "When I **Conquer** or **Hold**, my controller gains X XP." *See **rule 728. XP** for more information*
823.1.c.2.	If X is omitted, it is presumed to be 1.
823.1.c.3.	X is referred to as the **Hunt Value.**

823.2.	If a Unit has **Hunt**, or has been granted **Hunt**, and is granted **Hunt** by an additional source, the **Hunt Value** of all granted **Hunt** keywords is summed.
823.3.	**Hunt**, and whether or not a unit has **Hunt**, is a characteristic of the Unit and may be checked or referenced by other **Game Effects.**
824.	**Level**
824.1.	**Level** is a **Dependent Keyword.**
824.1.a.	It is formatted as "[Level [N][>] [Text]".
824.1.b.	Starting from the Keyword to the end of the clause, the entire statement is the **Level Ability**.
824.1.b.1.	It is functionally short for “While you have [N] or more XP, this card gains ‘[Text]’.”
824.1.b.2.	The [Text] here is the **Dependent Ability**
824.1.c.	As long as the controlling player has [N] XP, then the **Dependent Ability** will be be **Active** on the card with **Level**
824.1.c.1.	If the controller of the card with **Level** changes, then the **Dependent Ability** will be rendered **Active** or **Inactive** based on the new controller’s XP.
824.1.d.	The **Dependent Ability** will be **Inactive** as soon as the controlling player has less than [N] XP.
824.2.	**Level,** and whether or not a card has **Level** is a characteristic of the card and may be checked or referenced by other **Game Effects.**
825.	**Unique**
825.1.	**Unique** is a **Deck Constraint Permission.**
825.2.	It is normally present on main deck cards.
825.3.	**Unique** is not functionally short for any rules text, and instead provides a restriction to players during Deck Construction.
825.3.a.	A deck can contain only one card of a given name if the card has **Unique**
825.3.b.	If a card is a **Signature** card and is also **Unique**, then that deck can contain any combination of three **Signature** cards, but still only one of each named **Unique** card.
825.4.	Cards with **Unique** have no additional effects during gameplay.
825.5.	**Unique**, and whether or not a Card has **Unique**, is a characteristic of the Unit and may be checked or referenced by other **Game Effects.**
826.	**Backline**
826.1.	**Backline** is a **Passive Ability** keyword.
826.2.	It is present on Units.
826.3.	It is functionally short for “I must be assigned lethal damage after any other unit with the same controller as me that does not have [Backline] during the Combat Damage step.”
826.4.	It alters how players can elect to assign combat damage during combat.
826.4.a.	Players must still assign lethal damage to a unit before moving to the next when assigning their damage.

826.4.b.	If more than one unit with Backline is present with the same controller in Combat, damage may be assigned to any of them. Units with Backline are invalid assignments until all units without Backline have lethal damage assigned to them.
826.5.	Multiple Instances of Backline are redundant.
826.6.	Backline, and whether or not a unit has Backline, is a characteristic of the Unit and may be checked or referenced by other **Game Effects.**
827.	**Empower**
827.1.	**Empower** is an **Activated Ability** keyword.
827.1.a.	**Empower** is normally present on permanents and legends.
827.1.b.	**Empower** has a cost to activate and **Empowers** the source of the ability when the cost is paid. *See **rule 442. Empower (Game Action)** for more information.*
827.1.b.1.	The source game object is not a target of the **Empower** ability.
827.1.c.	**Empower** is formatted as "**Empower** [Cost]"
827.1.c.1.	**Empower** is functionally short for "[Cost]: **Empower** this. Play only if not Empowered."
827.1.c.2.	**Empower** costs may include both resource costs and non-resource costs.
827.1.c.3.	**Empower** abilities may also include text that alters the **Empower** cost. Such text is taken into account when determining a card's **Empower** cost for any reason.
827.1.c.4.	**Empower** abilities may include text that alters the timing of the **Empower** ability.
827.1.c.5.	**Game Objects** with **Empower** abilities may have or gain permissions to be **Empowered** multiple times. Such **Game Objects** ignore the normal "Play only if not Empowered." restriction on **Empower** abilities.
827.2.	When the **Empower** action completes from this keyword, the source permanent or legend becomes **Empowered.**
827.2.a.	This is an event other **Game Effects** and **Triggered Abilities** can reference.
827.3.	Multiple instances of **Empower** are equivalent to multiple activated abilities and can each be activated separately by paying the corresponding costs.
827.4.	**Empower** and whether a permanent or legend has **Empower** are a characteristic of those **Game Objects** and may be checked or referenced by other **Game Effects.**
828.	**Empowered**
828.1.	**Empowered** is a **Dependent Keyword.**
828.1.a.	It is formatted as "[Empowered][>] [Text]."
828.1.b.	Starting from the keyword to the end of the clause, the entire statement is the **Empowered Ability.**
828.1.b.1.	It is functionally short for "While I have the **Empowered** status, this card gains '[Text]'."
828.1.b.2.	The [Text] here is the **Dependent Ability.**
828.1.c.	As long as the **Game Object** has the **Empowered** status, then the **Dependent Ability** will be

	active.
828.1.d.	If the **Dependent Ability** is a **Triggered Ability** whose condition is "When I become Empowered," or a permutation thereof, it will be active and trigger when its source becomes **Empowered.**
828.2.	**Empowered** and whether or not a card has an **Empowered Ability** is a characteristic of the card that may be checked or referenced by other **Game Effects.**
829.	**Flow**
829.1.	**Flow** is a **Passive Ability** keyword.
829.1.a.	**Flow** is present on **Spells.**
829.1.b.	It is functionally short for "You may play this from your trash for its flow cost. Then banish it."
829.1.b.1.	Banishing the spell in this way is a delayed replacement effect. If the spell would leave the chain after becoming a finalized chain item, and leaving the chain wasn't instructed by its own execution, banish it instead. *See **rule 367. Replacement Effects** for more information.* *See **rule 390. Delayed Abilities** for more information.*
829.1.b.2.	Playing a spell for its **Flow** cost does not change the timing at which it can be played, nor any permissions for the spell aside from the zone from which it can be played.
829.1.c.	**Flow** is formatted as "**Flow** [Cost]"
829.1.c.1.	The cost is an alternate cost that replaces the base cost of the spell to be paid during finalization.
829.1.c.2.	**Flow** costs may include both resource costs and non-resource costs.
829.1.c.3.	If a spell has multiple instances of the **Flow** keyword with different costs, its controller may choose which cost to apply as they play it.
829.2.	**Flow**, and whether or not a spell has **Flow**, is a characteristic of the Spell and may be checked or referenced by other **Game Effects.**
830.	**Deploy**
830.1.	**Deploy** is a **Passive Ability** and a **Triggered Ability** keyword.
830.1.a.	**Deploy** is present on Gear.
830.1.b.	**Deploy** is short for "This may be played or created to any battlefield," "Play or create this only to a battlefield," "If this is not a unit, it is not recalled in cleanups," and "When an opponent holds here, kill this."
830.1.b.1.	**Deploy** grants permission for **Gear** to be played to any **Battlefield,** including enemy occupied and open battlefields.
830.1.b.2.	**Gear** with **Deploy** can be **Moved** by appropriate effects.
830.1.b.3.	**Non-Unit Gear** with **Deploy** are not recalled from **Battlefields** in step 5 of a **Cleanup.** *See **rule 318. Cleanups** for more information.*
830.2.	Multiple instances of **Deploy** are redundant.
830.3.	**Deploy,** and whether or not a card has **Deploy,** is a characteristic of the card and may be checked or

	referenced by other **Game Effects.**
831.	**Disarm**
831.1.	**Disarm** is a **Triggered Ability** keyword.
831.1.a.	**Disarm** is present on **Units.**
831.1.b.	**Disarm** is an **Attack Trigger.**
831.1.c.	**Disarm** is formatted as "Disarm X."
831.1.c.1.	The X is referenced in the functional text of the ability.
831.1.c.2.	The X is referred to as the **Disarm Value.**
831.1.c.3.	If X is omitted, it is presumed to be 1.
831.1.d.	**Disarm** is functionally short for "When I attack, give an enemy unit here -X [M] this turn."
831.1.d.1.	Regardless of how many instances of the **Disarm** keyword a unit has, it will only trigger once using the total **Disarm Value.**
831.2.	If a **Unit** has **Disarm,** or has been granted **Disarm,** and is granted **Disarm** by an additional source, the **Disarm Value** of all granted **Disarm** keywords is summed. Example: Clanging Sentry reads "Your Mechs have [Disarm]." If you play a second Clanging Sentry, both of them will have Disarm 2.
831.3.	**Disarm,** and whether or not a unit has **Disarm,** is a characteristic of the Unit and may be checked or referenced by other Game Effects.
832.	**Show Off**
832.1.	**Show Off** is a **Passive Ability** keyword.
832.1.a.	**Show Off** is normally present on **Cards.**
832.1.b.	**Show Off** is formatted as "[Show Off] [Object]."
832.1.b.1.	The "[Object]" in this ability could be one object or multiple; object/s of a given type; or it could have further specifications on qualities of the object/s. The object in question could be **Game Objects** on the board or cards in hand. *Examples:* A card reads "[Show Off] a unit." A card reads "[Show Off] a card with Energy cost [7] or more." A card reads "[Show Off] five units with different names."
832.1.c.	**Show Off** is functionally short for "As you play [me/this], you may reveal [Object] from your hand and/or pick [Object] from among friendly game objects on the board."
832.1.c.1.	**Showing Off** one or more **Cards** or **Game Objects** in this way can be referenced by linked abilities and instructions. *Example:* A unit reads in part "[Show Off] five units with different names," and "When you play me, kill all other units. If you showed off, the next unit you play this turn costs [1] less for each killed unit."
832.1.c.2.	The decision of whether or not to **Show Off** is made by the controller of the chain item with **Show Off** during the process of finalizing it. *See **rule 355. Make Relevant Choices** for more information.*
832.1.c.3.	If [Object] is a set of **Cards** or **Game Objects,** that set can be composed of **Game Objects** on the board as well as **Cards** in hand, as long as the composed set

	satisfies the **Show Off** condition. *Example:* A unit reads in part "[Show Off] five units with different names." When showing off as part of playing that unit, units may be revealed from hand or picked from among friendly units on the board, as long as the group of units picked and revealed satisfies the specified quality.
832.1.c.4.	If some or all of the [Object] set leave the appropriate zones during the finalization process after being shown off, it will not prevent the source of the **Show Off** ability from becoming a **Finalized Chain Item.** *Example:* A spell reads "[Show Off] a Mech" and "As an additional cost to play this, discard 1." When finalizing the spell, the same Mech being shown off can be discarded to the mandatory additional cost without preventing the spell from being finalized.
832.1.d.	Linked abilities and instructions can reference information about the shown off object/s. *Example:* Primordial Roar is a spell that reads "[Show Off] a unit," and "If you showed off a unit, deal damage equal to that unit's Might to a unit."
832.1.d.1.	The information referenced in this way is checked when the card/s in question are shown off during finalization. Any later changes to the shown off objects will not be considered. *Example:* Primordial Roar is played showing off a friendly unit with 4 [M] and an enemy unit with 3 [M]. In reaction to Primordial Roar, an opponent plays Frigid Touch, giving the friendly unit -2 [M] this turn. Because the information was checked when the friendly unit was shown off, the spell still deals 4 damage to the enemy unit, killing it.
832.2.	Multiple instances of **Show Off** are treated separately.
832.2.a.	If a linked effect or instruction refers to an instance of **Show Off,** it refers to the keyword granted by the same source unless specified otherwise or there is no keyword granted by the same source. If the linked effect or instruction specifies information about the shown off card, it is linked to only that instance of the **Show Off** keyword. If there is no linked keyword, an ability that references showing off is linked to all **Show Off** keywords on the appropriate card. *Example:* A card reads in part "Spells you play have '[Show Off] a Mighty unit.' and 'If you showed off, this costs [A] less." If a spell that reads in part "[Show Off] a spell with Energy cost [7] or more," and "If you showed off, this can't be countered." is played by the same controller, showing off a Mighty unit will not be sufficient to satisfy both abilities that reference showing off because they refer to instances of the show off keyword granted by different sources.
832.3.	**Show Off,** and whether or not a card has **Show Off,** is a characteristic of the card and may be checked or referenced by other **Game Effects.**