

Epic Card Game - Card Rulings - Last updated October 19 2015

If you are reading this document after November 30 2015, please go to epiccardgame.com/rules for an update.

AMNESIA

- A player can target their own discard pile. If they do, they will not be able to Recycle.
- Does not count as playing a {1} cost card, even if the {1} ability is chosen.

ANCIENT CHANT

- Will trigger no matter how it leaves the discard pile.

ANGEL OF DEATH

- This ability does not target, and will break Untargetable champions, but will not work against Unbreakable champions.

ANGEL OF MERCY

- If you have no Good champions in your discard pile when your turn begins, this ability will do nothing.

ANGELIC PROTECTOR

- May target itself.

APOCALYPSE

- This ability does not target, and will break Untargetable champions, but will not work against Unbreakable champions.

AVENGING ANGEL

- It does not matter how Avenging Angel became expended.
- If Avenging Angel is removed, or no longer controlled by you, you may be attacked as normal.
- If Avenging Angel is somehow expended after attackers have been declared, this will not stop the attack.
- In a multiplayer game, this will not prevent other players from being attacked.

BANISHMENT

- If played against an Unbanishable champion, this effect will not work. The relevant player will still draw a card.

BELLOWING MINOTAUR

- Champions that enter play after this effect will not get the +2/+2 bonus.

BITTEN

- If played against an Unbreakable champion, this effect will not work. The relevant player will still put a Zombie token into play.

BLUE DRAGON

- You must choose a target for this ability. (The opposing player is a pretty good target).

BRAVE SQUIRE

- The token you put into play is a valid target for the +5 effect.

CAVE TROLL

- The Recall ability will not trigger if this card is in play. *EXAMPLE: If Cave Troll is in play, and the controller plays Hurricane, the Cave Troll ability will not trigger because it was in play when the Hurricane was played.*

CEASEFIRE

- Any Champion that is attacking will still be attacking.
- Since the first time you gain initiative to play cards on your opponent's turn is after their first attacker is declared, there is no way to prevent your opponent from attacking once with this card.

CHOMP!

- Dinosaur Champions that enter play, or enter your control, after this card resolves will not get the bonus.

CLEANSING LIGHT

- You don't have to banish anything. You will still draw two cards.

CORPSE TAKER

- The targeted champion must cost {1} or it cannot be chosen for the Tribute ability.
- If you do not have a valid target for the Tribute effect, it will do nothing.

COURAGEOUS SOUL

- Champions that enter play, or come under your control, after the power resolves, will not gain the +2 bonus.

CRYSTAL GOLEM

- You must use the power on the card to break it in order to get the effect. It will not trigger if the card is broken any other way.
- You may use this card's ability any time you may play an event.
- If you use Crystal Golem's ability after you declare it as a blocker, the block still happened. (Clarification added 10/19/15.)

DARK KNIGHT

- Cannot be broken on your turn for any reason.

DARK LEADER

- Your other human champions become Evil, but also retain their original alignment. A champion can be both good and evil.
- Your human champions are not Evil until they are actually in play, so if you play a good Human champion it will trigger good ally abilities but not evil ally abilities.

DEADLY RAID

- Champions that enter play, or come under your control, after the effect resolves, will not gain the unblockable +2 bonus.

DRAIN ESSENCE

- If the targeted champion has less than 9 defense, you still gain 9 health.
- If you do not have a champion you can target, you cannot play this card. (Clarification added 10/19/15.)

DRINKER OF BLOOD

- Cannot be broken on your turn for any reason.
- It doesn't matter how another champion is broken. This power will still trigger.
- If Drinker of Blood is broken at the same time as other champions, Drinker's ability won't do anything because it no longer in play.

ELDER GREATWORM

- This champion may gain or lose offence or defence, it just can't gain rules text, abilities, or powers.

ERASE

- The targeted champion may be played again as long as the controller has the resources and ability to play it.
- The champion goes back to the owner's hand, i.e. the player that started the game with it in their deck.

FEINT

- There does not have to be an attack in order to play this card. If played outside of an attack, it will simply draw two cards.

FINAL TASK

- If an unbreakable champion is chosen, it will not break at the end of the turn and will remain under the player's control.

FIRE SHAMAN

- Must be in play when a {1} card is played in order to use the "3 damage" power.

FIREBALL

- Does not count as playing a {1} cost card, even if the {1} ability is chosen.

FLASH FIRE

- Does not count as playing a {1} cost card, even if the {1} ability is chosen.

FORBIDDEN RESEARCH

- You cannot break an unbreakable champion to activate recall.

FORCEMAGE APPRENTICE

- Must be in play when a {1} card is played in order to use the “prepare” power.

FROST GIANT

- This ability does not target champions, so it will affect untargetable champions.

GOLD DRAGON

- If this dies in combat due to combat damage, with other good champions controlled by the same player, the other champions will still have Righteousness when damage is dealt, and the controlling player will still gain health.

GUILT DEMON

- The ability is not mandatory.

HASTY RETREAT

- Once a champion deals combat damage, it is no longer considered to be attacking, and will not be a valid target for this card.
- Does not count as playing a {1} cost card, even if the {1} ability is chosen.

HILL GIANT

- Is small for a giant.

HUNTING PTEROSAUR

- The tribute ability checks current defence, not printed defence.

ICE DRAKE

- This ability does not target champions, so it will affect untargetable champions.

INFERNAL GATEKEEPER

- The ability is not mandatory.

INHERITANCE OF THE MEEK

- This ability does not target champions, so it will affect untargetable champions. Unbanishable champions will ignore this effect.

INNER DEMON

- If played against an Unbreakable champion, this effect will not work. The relevant player will still gain a demon token.

JUGGERNAUT

- Cannot be broken on your turn for any reason.

JUNGLE QUEEN

- Does not grant the Ambush ability to cards in your hand. This ability will work with Elder Greatwurm.

KONG

- If there are no legal targets, it will target itself with the tribute power.

LASH

- If the champion breaks from this damage, it will not deal combat damage.

LIGHTNING STORM

- You must choose at least one target. Each target you choose must have at least 1 damage assigned to it.

LORD OF THE ARENA

- This card only needs to be blocked by a champion, not all available champions.

MEMORY SPIRIT

- If there are no valid targets for the tribute power, it will do nothing.

MURDEROUS NECROMANCER

- If played against an Unbreakable champion, this effect will not work. The relevant player will still put a Zombie token into play.

MUSE

- This ability is not mandatory.

NECROMANCER LORD

- Any champion put into play with this ability is permanent, though if sent a player's hand, discard pile, or deck, it will be diverted to that of its owner.

NEW DAWN

- Any triggered effects (such as loyalty or tribute) will wait until the effect resolves in order to trigger. All triggered abilities will resolve starting with the player whose turn it is and moving clockwise. All of these abilities will resolve, even if the champion that generated it is no longer in play. *(Example: Both players put a Medusa into play. The first player reveals loyalty and chooses to break the second Medusa. The second Medusa ability now resolves and the player may opt to reveal loyalty and break the first Medusa.)*

NOBLE UNICORN

- This ability is mandatory.

OGRE MERCENARY

- If you do not have at least two cards in your discard pile when this enters play, this ability does nothing.

OWL FAMILIAR

- The card you return must have {1} in the top right corner.

PALACE GUARD

- This ability is not mandatory

PLAGUE

- If you do not have at least two cards in your discard pile when you play this card, the recycle ability will do nothing.

PLENTIFUL DEAD

- Requires a {1} card to be played in order to trigger.

PRIESTESS OF ANGELINE

- Must be in play when a {1} card is played in order to use the “3 health” power.

PSIONIC ASSAULT

- Cards are discarded after both players are done playing or using cards.

RAGE

- Does not count as playing a {1} cost card, even if the {1} ability is chosen.

RAGING T-REX

- If this card is unable to be declared as an attacker {ie, is expended or deploying}, nothing will happen.

RALLY THE PEOPLE

- The Human token you put into play will get the +1 offense.

RAIN OF FIRE

- You must have three legal targets in order to play this card. (Your opponent is a pretty good target.)
- You must choose three different targets.

RESURRECTION

- Only cards broken this turn may be chosen.
- This will trigger Tribute and Loyalty.

RITUAL SACRIFICE

- The tribute ability checks current defence, not printed defence.

SCRAP GOLEM

- The token copies can't gain the Loyalty effect because they weren't played from your hand.
- The copies are all named Scrap Golem.
- Token copies reflect the printed values and text on the card, not current values. (Example: A player plays Rage on Scrap Golem, then activates the power. The token copy will be 6/6, not 10/10 with breakthrough)

SEA HYDRA

- The counters will only be placed after both players have opted to not play any further cards or powers.

SEA TITAN

- A token champion returning to its owner's hand will be diverted to the token pile.

SEARING BLAST

- Health gain effects are ignored, but players may still play them.

SOUL HUNTER

- It does not matter which player broke the card, or how it was broken. It will deal 5 damage to a player when it breaks.

SPIKE TRAP

- This effect does not target.

SPITE

- You can name any number. If you lose more than your health total, you will lose the game.

STAND ALONE

- Unbreakable champions will not be affected by this card.

STANDARD BEARER

- If you have two copies of Standard Bearer in play, they will grant each other +2 offense, and each other champion +4 offense.

SUCCUBUS

- You may draw a card from Tribute before revealing cards for Loyalty.

SURPRISE ATTACK

- You do not have to put a champion into play, even if you have one.

TELEPORT

- The champion is treated as a new game object, so tribute and loyalty abilities will trigger, and all damage and effects will no longer apply.
- If played on an attacking champion, it will be removed from combat.
- The player that plays teleport decides whether or not the champion is expended or prepared with blitz.

THOUGHT PLUCKER

- This card has been issued errata to clean up the wording. This does not alter the intended function.
- ERRATA:
 - **Tribute** → Target opponent discards a card. You draw a card.
 - When this card damages a player → That player discards a card. You draw a card.
- You still draw a card even if your opponent cannot discard a card.

THRASHER DEMON

- Unbreakable champions will ignore this effect.

THUNDARUS

- If you have multiple copies of Thundarus in play, they will grant each other the +5/+5 bonus.

TIME BENDER

- A {0} champion will have a {0} cost in the top right corner.
- A token champion returning to its owner's hand will be diverted to the token pile.

TIME MASTER

- You can gain more than 1 gold per turn, but you will lose all unspent gold at the end of the turn.

TIME WALKER

- A token champion returning to its owner's hand will be diverted to the token pile.

TRANSFORM

- Per the card text, Unbanishable champions may be affected by this card.

TRIHORROR

- It doesn't matter how this card is broken. Demons will occur.

TURN

- The second option does not grant Blitz, but it will be a permanent control change.
- If you take control of a champion that has been granted a temporary power or ability (via Loyalty for example), it will still have that power or ability.
- Does not trigger Loyalty or Tribute since the champion is not coming into play, it is merely changing sides.
- When a champion enters play on your side, it gains Deploying until the start of your next turn. If you use the first option, the champion will have Blitz and will ignore this. If you use the second option, it will not. (Clarification added 10/19/15.)

UNQUENCHABLE THIRST

- X is equal to the number of Evil cards that you banish from your discard pile. That number can be zero.
- You cannot banish this card to its own rules text since it isn't in the discard pile until it is done resolving.
- You may deal more damage than is necessary if you want to banish more cards and/or gain more health.

VAMPIRE LORD

- The counters are placed after this champion deals damage.
- If this champion receives enough damage to be broken at the same time it deals damage (for instance, if this blocks a 5 offense champion), it will be in the discard pile his "deal damage" triggers resolves. The +1 offense and +1 defense counters would arrive too late to save it. (Added 10/19/15)

VITAL MISSION

- You can play this on an Unbanishable champion. It won't be banished, but the other effects will still happen.

WARRIOR GOLEM

- You may recycle this card to its own ability, since it after going to the discard pile.

WAVE OF TRANSFORMATION

- Per the card text, Unbanishable champions may be affected by this card.
- If a Wolf token is banished, it will be replaced by a different Wolf token.

WITHER

- This card will affect all champions with the same name, even if they are controlled by different players.

WOLF COMPANION

- It doesn't matter how this card leaves your discard pile, you will still get a wolf token.

WORD OF SUMMONING

- You cannot recycle this card to its own ability since it won't be in the discard pile until it is done resolving.

ZOMBIE APOCALYPSE

- Token champions that are broken will be diverted to the Token pile, and will not count as being in the discard pile.

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Thank you for playing Epic!