

The background is a dark, monochromatic, swirling pattern that resembles marbled paper or a close-up of a textured surface. The colors range from deep black to dark charcoal, with lighter, almost grey, veins and swirls creating a sense of movement and depth. The overall effect is mysterious and dramatic.

MALEDICTION

FAQ

MAY 2025

## HOW TO USE THIS DOCUMENT

Last questions read on the form: 28/04/2025 19:45:29  
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### **ERRATA:**

The errata section of this document will inform you of any typos on cards as well as any other possible inconsistencies. Any card or effect stated in the errata replaces all previous versions of their corresponding cards/abilities/effects/rules.

### **FAQ:**

The FAQ section of this document will clarify rules interactions as well as any possible rules interpretation.



# ERRATA

## SPECIFIC CARDS

### CONSUME CARCASS

Clarified that you may only heal a unit if a card was banished from the discard.



### SOUL-STITCHER

Clarified that the *Soul Tethering* ability is optional.



# ERRATA

## ATTACHMENT CARDS

### ALL STAT ENHANCING ATTACHMENTS

Clarified that increases in stats are equivalent to keywords






# ERRATA



# FAQ

## RULEBOOK

### ACCURACY

Q: Can a unit's  lower a die roll result? (such as through the *Aura of Fear* ability).

A: Yes.

### ACTIONS

Q: If a unit gains an extra action (of any kind) during its activation, does that extra action spend AP? (Such as the *Liatrum Stride* and *Adrenaline Rush* spells).

A: No.

### ATTACHMENTS



Q: Can I swap the same attachment from one unit to another and then swap it again to another unit on the same deploy phase?

A: No, each attachment can only be swapped once each deploy phase.

### ATTACK

Q: Do I apply  modifiers to a unit on grazes?


A: Yes.

Q: On a critical hit, do I apply  modifiers to a unit's  twice? (once for the hit and once for the graze).

A: No.

Q: Does a unit need LoS to perform a melee attack on an enemy that is nearby?

A: No, just LoE.

Q: When a critical graze is scored, does the unit suffer bonus damage from  modifiers?


A: No.

Follow-up Question: When a critical graze is scored, does the unit suffer bonus damage from effects that say so? (Such as the *Smite* ability or the *Rites of Might* spell).

A: Yes.

Q: Can ranged units perform melee attacks?

A: Yes.

Q: If a unit with a  of "0" gains bonus , can they perform ranged attacks?

A: Yes.

### CARDS

Q: Is there a maximum hand size?

A: No.



# FAQ

Q: When an ability or effect tells me to look at or reveal cards from my deck (such as in the *Rewrite Destiny* spell), are those cards still part of my deck, since they were not drawn or discarded?

A: Yes.

## CHANNEL SPELLS

Q: Can I play a channel spell before selecting what unit is going to activate?

A: No.

Q: Can I play a channel spell before effects that say “whenever you activate this unit”? (Such as the *Regeneration* ability).

A: No.

Q: During a charge, can I play a channel spell between the move and the attack of said charge?

A: No.

## CHARGE

Q: When a unit charges, do the models need to end touching bases for the charge to be valid?

A: No. The models need to end engaged (within 1” and LoE) for the charge to be valid.

## DEPLOY

Q: Can a unit be deployed engaged with an enemy?

A: Yes.

## DISCARD

Q: When a unit leaves the battlefield and its card is placed on the discard pile, does that count as discarding a card?

A: No.

## HEALTH

Q: When a unit increases its ♥ by equipping an attachment, does it also recover any health?

A: No.

## HUSK

Q: Are husks obstacles?

A: Yes.

## ITEMS

Q: During the deploy phase, can I attach items to units that are already on the battlefield? (Meaning they were deployed on a previous round).

A: Yes.

# FAQ

Q: If a unit/attachment returns from the battlefield to a player's hand, does it give mastery to the opponent?

A: No.

Q: If I defeat a unit I own (such as with the *Corpse Explosion* spell), does my opponent gain mastery?

A: Yes.

## MOVE

Q: If, during a move, a unit passes nearby an enemy, is the move interrupted?

A: No.

Follow-up question: Were they engaged during the brief moment of that move where they passed nearby the other?

A: No.

Q: Can a unit move through allies?

A: No.

## REINFORCEMENT DEPLOYMENT

Q: Can I reinforce nearby any ally or only allies I own?

A: Only allies you own.

Q: Can I reinforce deploy multiple units nearby the same ally I own?

A: Yes.

## RELICS

Q: Can a unit intentionally drop a relic on the battlefield?

A: No.

## RETALIATION

Q: Can a unit forgo its retaliation?

A: Yes.

## SPELLS

Q: When I play a spell, do I need to trace LoS from the active unit to the target of the spell?

A: No.



# FAQ

## CARDS

### ANDRAVON

Q: Is the attack granted by *Divine Retribution* a retaliation?

A: No.

Follow-up Question: Does that mean a unit with the *Counterattack* and/or *Riposte* abilities can perform two attacks against their attacker if both conditions are met?

A: Yes.

Q: Does *Divine Retribution* allow ranged attacks?

A: Yes.

Q: Does *Divine Retribution* trigger if damage is redirected or absorbed? (such as by using *Protection*).

A: No. *Divine Retribution* only triggers if damage was fully prevented.

Q: Can I discard multiple cards on a single instance using *Andravon's Protection*, therefore preventing more than 3 damage?

A: No.

### ANSWER THE CALL

Q: Do I still have to spend echo to play the unit?

A: Yes.

### ARK OF LAMENTATION

Q: Do you reveal cards for *Ark's Vision* before or after you finish resolving the effect that triggered it?

A: Before.



Follow-up question: Does that mean I can then place it at the bottom of the deck afterward?

A: Yes.

Q: If a spell I play prevents/cancels/redirects damage from an attack, do I look at the top card of my deck because of the *Warding Insight* ability?

A: Yes.

### ASTARIAN PATHWAY

Q: If my unit performs a charge starting on this terrain, do I add the terrain's  bonus before or after doubling the unit's .

A: Before.

### BACK FOR MORE

Q: Do I still have to spend echo to play the unit?

A: Yes.

# FAQ

## BARTER

Q: Can this spell equip an item to a unit that is engaged?

A: Yes.

## BRUTAL OUTBURST

Q: Can I play this card after seeing my attack roll result?

A: Yes.

## CATAclysmic BLAST

Q: When multiple units suffer damage from this spell, who decides the order in which the damage is dealt to each unit?

A: The player who played the spell.

## CORPSE EXPLOSION

Q: If this card is canceled, do I still defeat my allied unit?

A: No.

Q: When multiple units suffer damage from this spell, who decides the order in which the damage is dealt to each unit?

A: The player who played the spell.

## CHAOTIC BARGAIN

Q: On an odd result, if I have no cards in hand, therefore I discarded no cards, do I still draw one afterwards?

A: Yes.

## DEATHSHROUD MIRE

Q: Can a unit outside of this terrain trace LoS to another unit that is only halfway inside?

A: It cannot trace LoS through the *Deathshroud Mire*.





# FAQ

## DECREE OF VALCARIS

Q: Can I deploy the exact same unit card I returned to my hand?

A: No. (You may still play another copy of that unit, but not the exact same card.)

## DIMENSIONAL BREACH

Q: Do I still have to spend echo to play the unit?

A: Yes.

## EFFIGY OF CHAOS

Q: If I have already played a channel spell this activation, can I still play other channel spells through *Chaotic Impulse*?

A: Yes.

Q: If I play my first channel spell through *Chaotic Impulse*, can I then play a channel spell from my hand?

A: Yes.

Q: Can I play channel spells through *Chaotic Impulse* even during my opponents' activation?

A: Yes.

## GIFT OF FLESH

Q: If this card is canceled, do I still defeat my ally?

A: No.

## HEARTSTAB BLAST

Q: Does this spell deal damage to the chosen ally as well?

A: No.

## NOXIOUS FLESHGARDEN

Q: If a unit moves (or is pushed/pulled) into/through this terrain, do I apply the damage after the unit's move (or push/pull) is resolved or as soon as the unit touches the terrain?

A: After the movement (or push/pull) is resolved.

## RESONANT GUARD

Q: When I play this spell, do I gain echo equal to the number of spell cards in my discard pile? Or do I gain echo equal to the exact damage prevented?

A: You gain echo equal to the number of spell cards in your discard pile.

## RETRIBUTION

Q: If a unit suffers more damage than its health, does this spell deal to the attacker the full damage inflicted or only their remaining health?

A: The full damage inflicted.

# FAQ

## RUNEFOLD GAUNTLET

Q: If a spell is played from the discard by using *Runefold Acquisition* but is then cancelled, is it banished, or does it stay on the discard pile?

A: It stays on the discard pile.

Q: During *Polinore's* activation, can I cast a channel from my hand and then a channel from my discard pile?

A: No.

## SECOND WIND

Q: Can I play this spell on the active unit to immediately refresh it?

A: Yes.

Follow-up Question: After that unit spends their 2AP, do they immediately activate again?

A: No. After they spend their 2AP, it's your opponent's turn to activate.

## SHADOW SHROUD

Q: If I equip this attachment to a unit as it deploys, can it already benefit from the *Ambush* ability to deploy on *Concealing* terrain?

A: Yes.

## SHATTER

Q: Can I target a unit that has no equipped items?

A: No.

## SHIFTING WINDS

Q: Can I redirect the attack to an enemy?

A: Yes.

Q: Does the new target of the attack have to be within range and LoS from the attacker?

A: No.

## SOUL STITCHER

Q: Can I use the *Soul Tethering* ability to discard a card without having a basic fallen ally on the battlefield?

A: No.

Q: When can I use the *Soul Tethering* ability?

A: Anytime during any activation and in response to any game step.



# FAQ

## STORM'S EYE

Q: Is the 3" move granted by the *Relentless Surge* ability a move action?

A: Yes.

Follow-up Question: Does that mean it costs AP?

A: No.

Follow-up Question: Does that mean it provokes retaliation?

A: Yes.

Q: Can the 3" move granted by the *Relentless Surge* ability be increased? (Such as by starting the move over the *Astarian Pathways* terrain).

A: No.

## TEMPEST SCEPTER

Q: Do allies also suffer the ranged attack from this relic?

A: Yes.

## THUNDERSTEPS

Q: What language does *Thundersteps* speak?

A: If anyone knew how to actually communicate with him, we'd ask...

## WILL OF THE FORGE

Q: During the deploy phase, if I play multiple items, when do I draw the cards granted by the *Hamerhaft's Heritage* ability?

A: After all cards have been played (meaning, after staging).

Q: May I destroy multiple items equipped to an ally on a single instance using the *Caldera's Fist* ability, therefore dealing more than 2 extra/fewer damage?

A: No.

# FAQ

## ABILITIES

### CLEAVE

Q: When a unit with this ability defeats an enemy, can they perform their free attack at any future point of that activation?

A: No. The unit must perform their free attack action immediately after defeating said enemy.

### CLUMSY

Q: If a spell or another ability allows me to equip an attachment to a unit, and that unit has *Clumsy*, can it equip said attachment?

A: No.

### FLYING

Q: Does a unit with this ability still need LoS to perform a charge?

A: Yes.

Follow-up Question: Can the unit with this ability move over the enemy they are charging, to end behind said enemy?

A: No.

Follow-up Question: Can the unit with this ability move over other enemies while charging?

A: Yes.

### HEAL

Q: Can a unit with this ability target itself?

A: Yes.

### HIT AND RUN

Q: Can a unit trigger this ability even if it is not its activation? (Such as playing the *Adrenaline Rush* spell).

A: Yes.

Q: Can passive abilities trigger this ability? (Such as the *Dire* ability).

A: Yes.

### KNOCKBACK

Q: When this ability triggers, is the unit pushed before or after suffering damage?

A: Before.

Follow-up Question: Does that mean a unit can be pushed out of the range of other abilities that would benefit it? (Such as being pushed out of range of another unit with the *Protection* ability).

A: Yes.

### ONSLAUGHT

Q: Can I attack 3 different enemies with this ability?

A: Yes.



# FAQ

Q: Can I attack the same enemy 3 times with this ability?

A: Yes.

## PERSIST

Q: If a unit would be defeated at the beginning of its activation, could it use this ability to stay on the battlefield?

A: No. To activate a unit, you must exhaust it.

Q: Can I exhaust an already exhausted unit?

A: No.

Q: If a unit with this ability would be defeated without suffering lethal damage (such as with the *Corpse Explosion* spell), can it exhaust to stay on the battlefield?

A: No.

## PRAY

Q: For *Pray* 3. Can I gain more than 3 echo during a unit's activation? (By using it twice).

A: No.

Q: May I count the same ally on a second use of this ability during a unit's activation?

A: Yes.

## PROTECTION

Q: When an ally suffers damage but is nearby to 2 other allies with this ability, can they both use *Protection* and split the damage among themselves?

A: No, all damage must be absorbed by one single unit.

Follow-up question: Can I use this ability with a unit to absorb damage from another unit that has itself used *Protection* for this activation?

A: Yes.

## RALLY

Q: Can I deploy units with attachments nearby an ally with this ability?

A: Yes.

Q: Can I deploy attachments on units with this ability that are engaged?

A: No.

Q: Can I deploy a unit with attachments nearby an ally with this ability and then swap that attachment to the unit with *Rally*, even though the unit is engaged?

A: No.

# FAQ

## RELOAD

Q: Can a unit with this ability perform a ranged attack during another unit's activation? (Such as by playing the *Valorous Command* spell).

A: Yes.

## SPELL IMMUNITY

Q: If a spell affects multiple targets but one of them has this ability, is the spell cancelled?

A: No.

Follow-up Question: Is the unit with this ability still affected?

A: No, unless they choose to be affected.

Q: Can spells that prevent damage still prevent damage caused by a unit with this ability?

A: Yes.

Q: Can I target a unit with this ability?

A: Yes.



# FAQ

## SPECIFIC INTERACTIONS:

### PROTECTION + PERSIST

Q: If a unit has both *Protection* and *Persist*, can that unit absorb more damage than its health because it has *Persist*?

A: No. A unit can only absorb damage up to its health. The remaining damage is still dealt to the original target.

### PROTECTION + RESISTANCE

Q: If a unit with *Protection* also has *Resistance*, does it reduce the damage it absorbs?

A: Yes.

Q: If a unit with *Protection* absorbs damage from a unit with *Resistance*, does it absorb the already reduced damage?

A: No.

### MARTYR'S BLESSING + BRUTAL OUTBURST

Q: Picture this situation: Unit A has 2 health. Unit B has *Martyr's Blessing*. They are both allies to each other. Unit B is defeated.

Can the opponent play *Brutal Outburst* to defeat Unit A before that unit is healed from *Martyr's Blessing*?

A: Yes.

### ONSLAUGHT + HIT AND RUN

Q: If a unit that is using *Onslaught* defeats an enemy on their first attack, can they perform a move from *Hit and Run* before performing their next *Onslaught* attack?

A: Yes.

### REBOUNDED THROW + CALDERA'S FIST (WILL OF THE FORGE)

Q: If I play *Rebounding Throw*, can I destroy the item with the *Caldera's Fist* ability?

A: Yes.

Follow-up Question: If I do destroy the item, does it return to my hand?

A: No.

### REVERSION + RUNEFOLD ACQUISITION (RUNEFOLD GAUNTLET)

Q: If a spell is played from the discard by using *Runefold Acquisition*, but is then cancelled by the *Reversion* spell, does that spell go to its owner's hand, or is it banished?

A: The spell goes to its owner's hand.

### RELENTLESS SURGE (STORM'S EYE) + NOXIOUS FLESHGARDENS

Q: When a unit activates on a *Noxious Fleshgarden* but discards a card to activate *Relentless Surge* and move out of the terrain, does that unit still suffer the damage from the terrain?

A: Yes.

# FAQ

## RETALIATION + MOVE

Q: When an engaged unit declares a move, does the unit move before or after the retaliation attack?

A: After.

Q: When a unit is performing a move and that unit, whilst moving, passes nearby enemies, can those enemies retaliate?

A: No.

## CLEAVE + KNOCKBACK + NOXIOUS FLESHGARDEN

Q: If a unit with both *Cleave* and *Knockback* attacks an enemy, and that enemy is hit and pushed into a *Noxious Fleshgarden*. If that enemy is defeated by the damage from the *Noxious Fleshgarden*, does the attacker gain a free melee attack from its *Cleave* ability?

A: No.

## CONSUME CARCASS + NECROMANCY

Q: When a unit uses the *Necromancy* ability, can I use my *Consume Carcass* spell with *Quicken* to remove the unit card from the discard pile that was targeted by *Necromancy*, thus banishing the target and having *Necromancy* bring nothing to the battlefield?

A: Yes.

## SPELL IMMUNITY + SHIFTING WINDS

Q: Can *Shifting Winds* redirect an attack performed by a unit with *Spell Immunity*?

A: No, unless the unit with *Spell Immunity* allows it.

Q: Can *Shifting Winds* redirect an attack to a unit with *Spell Immunity*?

A: No, unless the unit with *Spell Immunity* allows it.

Follow-up Question: If the unit with *Spell Immunity* does allow the attack to be redirected toward it, can it then apply its *Spell Immunity* to suffer no damage?

A: No.

## SPELL IMMUNITY + BREWING FATE

Q: Can *Brewing Fate* modify an attack performed by a unit with *Spell Immunity*?

A: No, unless the unit with *Spell Immunity* allows it.

## SPELL IMMUNITY + RAVENOUS SWARM

Q: If I play *Ravenous Swarm*, can I deal 2 damage to an ally with *Spell Immunity*?

A: Yes.

Follow-up question: If the ally with the *Spell Immunity* ability decides to ignore the spell (to not suffer 2 damage), will the spell still resolve its effect and deal 4 damage to the enemy unit?

A: Yes.