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TEMPLE OF LORE EXPANSION FAQ : (Source old PhoenixInteractive Blog).

Actions :

Classless

Plot Hook: Is not a cleric action or spell, even when performed by a Seer.
You may reveal a dungeon but not put it into your hand, just to shuffle your deck.

"To the Pain!": If the target manages to equip an item or gain a level after being targeted, it doesn't die.

Cleric

Blessing of Swiftess: May target teammates or opposing character.

Mentorship: Bonuses refers to positive increases of the numeric stats of a character, and does not count traits.

Rejuvenate: You may target a character with this and not remove a wound from it. You may leave wounds on a character.

The action must remove at least one wound.

Fighter

Call Verdatha: May be performed by a spent Paladin.

The found steed must be legal to equip at the time the action is performed (No reacts to help can be played to make it equippable).

Shuffle afterwards.

Facing Down a Mob: The bonus is set at the time the action is performed.

Favor of the Totem: Bonuses to ATK stack on top of the Base of +4.

Well Laid Trap: Any action which causes a character's rank to change (Your character, or someone else's) is an 'action to move' and is prevented by this card.

Rogue

Elude: Based on the location of the acting character. If the character moves (Or is killed) the effects will follow it (Or end).

Fast as the Wind: Prevents any form of react being performed while the Movement or Strike is being made.

Tail Swipe: Characters in the first rank cannot fall forward, and so may not be targeted by this action.

Threaten: Does allow you to move into opposing armies.
The two checks aren't linked, and both must be rolled.

Wizard

Consume from Within: The granted ability can be used to kill opposing characters.
Orientation refers to the state of readiness of the character.
Your necromancers can perform the action even if they weren't in play when Consume from within was performed.

Frost Shock: The save must be made even if the strike misses.
The save is not made if the character is killed by the strike.

Phantasmal Killer: Forcing the target to make a save does not depend on whether the acting wizard made his skill check.

Summon Lesser Fiend: Fix ranks before putting the Lesser fiend into play.
The level of the target is based off the level the character had while in play, not in the discard pile.

Characters :

Deverenian

Adina: May react to any initiative roll.

Apprentice Trist: He gains the stat augmentation as soon as the strike or action is redirected - before any other reacts and before the strike or action continues resolving.

Baron Bastein: The melee strike must have inflicted a wound in order to use the react. Healing the wound completely prevents the use of the kill react.
A Deverenian Card, is a character card with the Deverenian trait.

Biana the Mystical: Her Spend Order is once per game, not once per turn.
The number of strikes she makes is set at the time the costs for the order are paid.

Brother Ansel: The action may only be performed if you won ANY initiative roll this turn.
Only effects the very next action card played by your warlord.

Inquisitor Tamas: The target must be equal or lower level than Inquisitor Tamas.

Kermenés the Spy: All initiative rolls are made by your warlord.

Malcolm Aedroud: All initiative rolls are made by the warlord. Add any bonuses to the roll as normal.

Mistress Brigitte: To pay the cost of 'stunning' a character, that character must be unstunned before hand.

Sir Willems: If you make multiple initiative rolls in a turn, Sir Willems can react to each.

The bonuses and/or extra strikes are cumulative.

Squire Dashiell: His own level counts, so he can always use the ability at least once.

Takson the Intricate: As this is an initiative roll, do not treat the 20 as a critical success.

Dwarves

Crystalline Gargoyle: Like Korin Blackstone, this is a healing action, and preventing a healing action prevents this.

Denali Sagebound: Shuffle after using her ability.

Permanent bonus only refers to changes to a characters numeric stats, excluding traits.

Duri Earthwalker: Duri's bonus to feats doesn't effect special abilities that require 'feat checks' such as Hide in Shadows.

Only when he is using the feat, as written in the rulebook, does he gain the bonus.

Ishiver Darkwell: May give both bonuses to himself.

May target any dwarf rogue/cleric with his ability

Karena Brightkindle: If Karena has no item equipped, this ability has no effect and may not be performed.

If the item targeted goes away, the bonuses still stay around.

Korin Blackstone: This action is technically healing, and can be prevented by effects that prevent healing.

If Korin has no wounds, he cannot perform the Order.

Lava Gargoyle: Can use his ability even if there are no other Gargoyles in the rank (He kills himself).

Nevan Mendlight: The number of times per turn he can use his ability is based on his current level. If he has used it once, but is level 2, he may use it again.

Parak Soulsaver: His ready ability has no effect if he is not in the front rank, and so may not be used.

Shadowstone Gargoyle: Success on the check is what causes him to spend, so if you fail, he doesn't spend.

Vilina Steadfast: The bonus is fixed at the time the action is performed.

If the target leaves play, the bonuses still stay around.

Elves

Aislynn: The cost for the react is to reduce the wounds to 0. If somehow her action is cancelled, she still inflicts no wounds with the strike.

The react cannot be used if the strike would already inflict no wounds (say with Glass Dagger).

Andeel Smrti: This effect only happens once the wounds actually go on a character.
A Level 1 character dies from wounds before it would die from having its Level is reduced.
If suffering a wound is a cost of an action (Primal Rage) the level loss incurred doesn't hinder the ability to meet the level requirement of THAT action.

Aquiela: Cards such as Consume from within, or No Rest cannot revive a killed Lorand.
However, cards like Forgotten can return whatever card he is made from to its owners hand.
The ability to put him into play cannot be used if a Lorand is already in play under your control (he is Unique) or would create an illegal rank.

Calliope: May use her ability on both friendly and unfriendly targets.

Cayden: This will effect the level of action cards the character targeted can perform.
If the opposing character you want to target also has an 'after targeting' react, than give react priority in initiative order.
If the -1 level this ability grants is part of a group of penalties to level that would reduce the targets level below 1, then this effect is ignored.

Donatien: The effect only cares when the spell was cast (the next one this turn) and not when it actually killed someone. For example, if Donatien cast Contagion as his next spell, if that contagion kills the opponent on the next turn, he immediately gains +2 levels and +4 skill.

Kester: The 'target' is the character in the discard pile that is removed from the game.
As this is a search effect, shuffle your deck afterwards.

Kinnell: The comparison of levels is checked at the time wounds are being inflicted.

Noelani: The DC is set at the time the action is performed, Noelani's death won't help the ability.
Characters with level 0 or lower are killed.

Oren: "Actions" are Orders or Reacts (or spend versions). Feats and abilities granted through static text (Like blacksnake Whip) are not 'actions printed on the item.'

Sebes: The class he gains is in addition to his existing classes.

Serket: Is spent when he is killed. If you Consume From within him, he returns to play spent.

Shambling Flesh: If you have both 3 or more Necro's and 3 or more Summoners, than shambling flesh gets both bonuses.
A character that has both traits would help meet the requirements for either effect.

Free Kingdoms

Aroch Knights: The 'lower level' check applies to the level of the character while in your hand.

Colter Arden: The number of +0 strikes he makes is set when he pays the cost of his action.
You can't sneak more in via Invasion or other gimmicks.

Constable Juris: If you have more than one Warlord in play, you may choose which to inflict the wound upon, however you subtract ALL your warlords' levels from Constable Juris' stats. The difference is between static text that is always on, and ability text which only tries to find 'a warlord'.

Edwann Ruthard: The levels must be exactly the same.
Compare levels after the character enters play (where it may be effected by Lilika Zane, or Kenrick).

Jeffrey: This includes his first level.

Kenrick: Doesn't modify how characters enter play (they gain the bonus once in play). The ability granted to the opposing warlord will only remove ONE Kenrick, even if multiples are in the discard pile.

Lilika Zane: Can't use her ability unless she is level 5 or greater, as it would do nothing otherwise.
The benefits she gives are not 'permanent' they are 'until end of game'. A very fine line, but important.
She doesn't effect how characters enter play.

Novice Minown: The target can be himself.
Remember that effects that change the wounds on a character target that character, but preventing wounds from being inflicted does not.
Compare levels after the spell has been cast (for example, Strengthen).
He can use his ATK pump ability even if it will kill him.

Oliver Zane: Can give other players Free Kingdoms levels, as long as they are not Oliver Zane or of equal or higher level.
Losing a level is not a cost of the action, and his new, lower level, doesn't take effect until after the levels are compared.

Pentel Yscar: His morph ability can only be used if he's level 5 or greater.
If the action is cancelled he cannot use it again.
Samuel: The bonus is set at the time the costs for the action are paid.
May target other people's Free Kingdoms as long as they are within one rank.

Sir Lucian: Starting armies are revealed before your first hand is drawn.
Lucian's leveling ability compares the Killing Free Kingdoms to the Killed opposing character, not Sir Lucian to the opposing character.
He may use his ability on himself.

Tavon: When Tavon becomes the warlord, he can wound himself to use his movement ability. He cannot target the same character twice with the movement ability during a given turn, but can otherwise perform it any number of times per turn.
If you have more than one Warlord in play, you may choose which to inflict the wound upon.

Taya Cooper: Only checks the characters actual level, not the level 'they enter play' at (for example, Colter Arden still enters play one rank lower).

Mercenaries

Aswadsem: Doesn't get to shoot characters that fall forward. (It's not an 'action' they performed).

His ranged strike targets the character that performed the action to move, which may be different than the character that actually moved.

The ranged strike is not limited by rank restrictions.

It is performed after the entire action has completed.

Corrupted Cultist: It's +4 ATK, OR +4 AC, OR +4 Skill OR the class of your choice.

The class he gains would be in addition to any others he already has.

Gaban: The react is to after the action, not to when the level changes. A single action that modifies many different levels would only trigger Gaban once (such as Oliver Zane using his ability).

His ability gives you the choice of either gaining both the +3 ATK and AC OR removing one wound.

Grim Teller: The player who won initiative goes first, and takes the five revealed cards and puts any number of them on the top or bottom of his deck.

Jinkini: Cannot perform his react to do no wounds unless the target of the strike has a wound on them.

Lenox: The effect is not optional.

Only effects 'playing' cards from your hand - the normal method of equipping items, performing actions or bringing characters into play.

Discarding them, revealing them, etc, is still okay. You can still equip items via Shadow Cloak after Lenox has been used.

Nemesis: In the Nemesis' second ability killing a character isn't a cost. If you negate the death (Knights commitment) all wounds are still removed.

Tanfess-sh: The bonus starts affecting him after all other reacts to targeting the strike. Resolve in initiative order vs. characters like Duke Blackthorne.

This bonus will not help him target someone with an ATK minimum required to target.

Troas: Gaining 2 Levels Is a cost, so must happen or the action is negated.

Xantin: Cannot use his movement ability while in the front rank.

Xiathe: Starting characters don't suffer a loyalty penalty.

Xiathe doesn't change faction traits, so Ghed Nuri isn't going to be able to save mercenaries.

Xienar: Opposing warlords using the granted Order may target Xienar regardless of rank.

The ATK and AC bonus Xienar gains is not based on having any Charges - removing them won't remove the bonus.

Nothrog

Disabling Unit: The ranged strike inflicts no wounds even if you apply an effect like Strain the Shot.

Gothak: She uses her react AFTER the strike has been made completely.

Grantuk Rageblade: The strike granted by the ability is a base ATK, and bonuses to that (Say from the weapon you spent) add to it.

Gunda: "Wounds" can still refer to a single wound.
She can perform the react to gain +1 HP before she would die.

Laith: You must be able to legally play the Siege character.

Lelgha: The ranged strike inflicts no wounds even if you apply an effect like Strain the Shot.

Kabshiran: Kabshiran can only perform his react to an order, not other Reacts. Attacking and equipping items are both Orders.

Kovit Treeraiser: The 'before fixing ranks' text means that if there is an illegal rank, he moves before you would fix it.

You may still perform the action and movement, even if no illegal rank is made.

Lukkot Buzzsaw: May equip ANY item so long as one of its traits is 'weapon'. This includes Double Bladed Sword. However, it may not equip any number of 'shields' so a Double Bladed Sword and Nothrog's S'sike can't both be equipped.

Pogris: Note that if the stat bonus option is chosen, Pogris is also readied.

SanUris: His melee strikes can gain additional wounds past the 'wounds equal to level' aspect. That is, if he is level 5 with a Great Axe equipped, he will do 6 wounds per swing.

Seneval: The ATK bonus adds to the (Base+1) strike.
He does in fact allow ALL of your nothrog to equip two weapons.

Dungeons :

Baraxton's Graveyard: The ability is granted after any initiative roll, and persists even if BG is defeated or blanked. Thus, multiple uses of the Order may be granted - each one usable once per turn.

BlackIron Mine: If either warlord cannot fall forward one of their characters (due to them all being in rank one, or otherwise) then the Black Iron Mine is Removed from Game

Blackthorne's Quarters: You only remove a charge if you succeed with the check.

Damothien's Dungeon: If a character gains the Astral trait while this dungeon is in play, the other effects immediately stop effecting it.

Longtusk's Arena: The easy to target effect of Longtusk's Arena is 'always on', but ends if the Arena leaves play.

Shifting Sand: The spending effect will happen after any Reacts to passing are played.

Syneri Complex: Doesn't matter the method of readying. If Lodestone Gargoyle uses its react during the ready phase, that counts as one of the 3 characters you may ready.

The Shattered Spire: This is a static effect, and is checked as soon as possible when you have the chance. That is, if a character's level changes mid strike, or mid action, the statistic penalty from Shattered Spire also immediately changes.

Items :

Cleric

Neus' Set

Hammer of the Tribes: Can stack multiple times on a single character, but doesn't last past the end of the turn.

Neus' Armor: Enhances bonuses only until end of turn. So even if it is enhancing a permanent effect, that enhancement ceases at end of turn.

Aroch Set

Compassion: Removing a wound from an opposing character is a cost, and as such, you cannot perform the action on Compassion without an opposing wounded character.

Dedication: If you manage to discard and re-equip Dedication, you can use the Once per game ability again.

Perseverance: The ranged strike inflicts no wounds even if you apply an effect like Strain the Shot.

Other Cleric Items

Fundisi Amulet: This ability doesn't stack. It is either active, or not.

Fighter

Artificer Set

These cards effect the base stats of the character. As such other bonuses or penalties to stats are applied afterward.

This doesn't, however, effect the 'printed' stats of a character for the purposes of card effects (Such as Opal Gargoyle, or Taya Cooper).

If more than one 'base stat' modifier is on a character, use the most recent one.

Vedoszentek Set

Athenae's Heritage: The skill bonus from the react doesn't come until after the opposing action finishes.

Deima's Focus: The AC bonus from the react doesn't come until after the opposing action finishes.

Deverenus' Honor: "May not target unless there is no other target" beats out 'must target if possible'. Combining this card with Sir Searlus, for instance, level 1 characters may still only target him if there is no other legal option.

Kigyo Tanar's Prey: The react moves you after the opposing action has been completed. If Etra bloodvine pushes you back, you can then spend the Prey to move forward again.

Other Fighter Items

Fine Hilted Saber: The melee strikes may be performed by characters that can't 'attack' (Like Deverenian Courtier).

Golden Warhammer: The +3 ATK from the Warhammer adds to these melee strikes, making them effectively +7's.

Polished Plate: There is no 'if possible' clause. Level 1 characters simply cannot target.

Steel Dragon Insignia: This effect does not stack.

Rogue

Cartwright Set

Gaudy Hat: Skill checks are ANY check that involves your skill (Currently, all of them).

"Generated" means that the action being performed that requires the check, is performed by the Generating character. If the effect is static from an item, the equipped character is generating the effect.

The second react may be used on any skill check, so long as it's passed (Feats, magic saves, etc etc).

Shuffle your deck after using the react.

Pilferer's Gloves: Shuffle your deck after using the react.

Ma'rifi Set

Beads of Iman: Their front rank is always the first rank of their army.

It is specific enough to get someone out of your army (if they have stealthed in).

This moves the target, but doesn't change their orientation.

Khadraiq: The bonus is set when the ability is used. Adding additional set items later in the turn won't make the ability stronger until it's reactivated.

Using this item more than once per turn will stack.

Nightwalker Set

Bow of Shadows: With 2 items, the strike can go up to three ranks, with 4 set items, up to 4 ranks. Marksmanship is applied after this.

Shadow Blade: Doesn't care how the Armor grants the bonus, just so long as it is derived from armor (i.e. Aroch mail effecting another character in the rank).

Shadow Cloak: You may equip 'over' it with another Armor.
The item you equip may give another react to being targeted by a melee strike or action, which you may then perform (i.e. getting Magic Resistance in time to resist a spell).

Sleipnir: The penalty to ATK order is set at the time the action is performed.
Equipping additional Set items later in the turn doesn't make the effect stronger.

Other Rogue Items

Carwright Trinket: Pertains to performing any action, including equipping items.

Drawing Stones: Still only starts with 1 charge when equipped to a scout.
This is **not** a Ma'rifi set item.

Wizard

Dulon Set Items

Cowl of Dulon: The spell cast from the discard pile is never returned to the discard pile. As part of the resolution of the action, it is removed from the game.

Dulon Shade: The effects cannot stack. If you destroy this copy and equip another dulon shade, you cannot use dulon set items three times per turn.
You may use the Order from Dulon Shade on any spell, including cleric spells.

Flame of Dulon: The amount of skill you gain from this item is always equal to what you drain. Salace changing the -1 into a -2 will cause you to gain 2 skill for each set item equipped.
The skill you gain is lost at end of turn.

Shield of Dulon: Ranged strike rolls from spells are any ranged strike that was provided directly from a spell, like Final Power or Fiery Bolts.

Anathema Set Items

Bell: Gives +1 Skill all by itself.

Book: If Book kills the opposing character, the action or strike is cancelled.

Candle

The character you search for must be able to come into play legally before you select them. For example, this means that having a Dragon's Lair in play does not allow you to search for a Dragon whose level is not supported by your rank structure.

Other Wizard Items

Kaballite Ring: Base stats are changed except for level, these are not bonuses on top of existing stats. Apply stat modifiers after changing the base stats. Base Level is unchanged, but +3 modifier is added.

If you have multiple effects that effect the base stats of a character, use the most recent.

Kaballite Staff: You may search for any spell, including cleric spells, or spells you can't legally cast.

The DC of a spell is set at the time the spell is cast. For instance, if Toying with Prey has its DC increased, it stays increased for the duration of the spell.

Robe of the Planes: The spell is never replaced into the discard pile. It is removed from the game as part of the resolution of the action.

If the wound kills the wizard, the spell cannot be played.

Rod of Lore: May not target the same character more than once for a single activation. That is, you must target three different characters, not one three times.

Ritual Amulet: This ability DOES stack. If you have 4 other wizards in this rank, you will have +2 levels for performing spells.