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Plane of Secrets FAQ : (Source old Phoenix Interactive Blog).

Plane of Secrets has introduced a new mechanic - actions that require you to skip your next order as part of an ongoing effect.

Some guidelines for playing these actions:

1) The 'skip' is not optional.

You cannot play the action then not skip your next order in an attempt either to do something else or to delay the rest of the effect.

2) The 'skip' will occur no matter what.

If the effect that is supposed to occur cannot, then you do not get to perform a different order instead.

Thus, if the character initially targeted by Anointed by the Storm is killed, you lose the order in which you would have granted that character the bonuses.

2A) The card Slow March is currently worded to violate this. It is possible to be unable to move forward yet not be in the front rank. This would result in an unending turn, since the Slow March player would never be able to Pass.

As a result, Slow March now reads:

"Order: On each of your Orders this turn, if this character is not in the front rank and can move forward, skip that Order and move this character forward one rank."

3) You only skip your 'player' order, the one granted to you by the rules as part of the back-n-forth flow between you and your opponent during the order phase.

Thus, you cannot use reacts such as Taika the Disjoined, Lady Drac, or Move as One to generate a 'character' order and skip that to perform the next step in your 'skip order' action. On the other hand, you Can use an action such as Overwhelm to generate more 'player' orders that can then be skipped.

4) All variables regarding a melee or ranged strike that is performed during the 'skip' are determined at that time. This may or may not include the target.

Thus, the range of Raze is determined with each strike, as is the bonus.

On the flipside, Anointed's bonus is locked in when it is played.

5) If a spell generates a melee or ranged strike that is performed during the 'skip', then that strike counts as coming from a spell.

Thus, it will ignore astral and ethereal and marksmanship cannot apply.

However, targeting the strike does Not count as targeting with a spell. That only occurs when the originating action is performed.

Thus, magic resistance cannot be used against such a strike.

6) The duration of a 'skip order' action is only the action used to perform the originating action. Once the effect has been generated, the action ends per usual.
Thus, a single action like Raze does not last across multiple orders, and Undermine would not apply to the caster the whole time.

7) If more than one 'skip order' action is in effect when it becomes your order, you skip that order and perform each of the waiting effects.

Thus, if Slow March is in effect and you played Facing the Demons on your last order, followed by your opponent moving your 'Marching' character backward, you would move that character forward one rank And perform a +0 melee strike.

Actions :

Classless

Devious Illusions:

Is a spell, regardless of whether the acting character is a wizard or a rogue.

Off the Beaten Path

Rush to Battle:

Is a spell, regardless of whether the acting character is a wizard or a fighter.

When attached to Zhul, he moves the character forward as well as giving the target

Powerattack +10

Subdue:

Is a spell, regardless of whether the acting character is a cleric or a rogue.

Torment:

Is a spell, regardless of whether the acting character is a cleric or a fighter.

Cleric

Anointed by the Storm:

See Skip Order Ruling for additional interactions

Deceitful Aid:

You may target a ready character (or a character that cannot ready), since the action will have an effect even if they do not ready (the skipped order).

See Skip Order Ruling for additional interactions

Final Blessing:

Static Effects like Fevered Shade are not actions and will not trigger Final Blessing.

Grasp of Vengeance:

Move the characters that fail the save as each one does.

Nature's Corrosion:

You may target a character without an item equipped.

See Skip Order Ruling for additional interactions

Power of the Ancients

Revitalize:

You must spend at least one cleric.

Secrets of the Storm:

Errata

Before you pay the costs for this card, spend X clerics in your army. This character has +X Levels for performing this action.

Order: Until end of turn, characters may not target characters of higher Level with melee or ranged strikes.

The character is only Level 9 for the effect of this action. Reacts and static effects on other cards (including the performing character and his items) will use the character's actual level.

Soothing Aura:

Errata (Effective Nov 9th)

Spend Order: Spend X clerics in your army: The next X + 1 times any character in play would suffer wounds this turn, reduce the wounds suffered by one.

((Until then, the previous errata still stands: "Spend Order: Spend X clerics in your army: Reduce to zero the next wound done to a character in play this turn, and reduce to zero the next X wounds done to characters in play this turn after the first."))

Can reduce the wounds from Medusan Lord's Gambit, since it is an ongoing effect not a react. A character only 'suffers wounds' once per wounding, even if multiple wounds are being inflicted. Thus, Soothing Aura will reduce the number inflicted by one, but will no longer negate all the wounds.

Fighter

Backswing:

The strike generated by Backswing comes after the -3 ATK penalty is in effect.

It is therefore modified the same as all other strikes for the rest of the turn will be.

Defy the Chains:

Is played after the action that Stunned, Spent, or Moved the fighter is completed. Any Illegal Ranks created by the movement are corrected before Defy the Chains is played.

If the wound is reduced or negated then this action is canceled.

Facing the Demons:

These melee strikes are modified by items and/or any modifiers from other card effects. The only thing that doesn't modify it is the character's own ATK bonus, as this is replaced by the ATK bonus on the card.

See Skip Order Ruling for additional interactions

Inspiring Strike:

Even a Critical Success that missed an Astral character will trigger Inspiring Strike.

Overwhelm:

Errata

Order: Spend any number of fighters in your army: After this order, perform an Order for each fighter spent, and then an Order for each Ranger spent.

You must spend at least one fighter.

Powerful Swing:

This melee strike uses the character's first strike as a base and is modified by items and/or any modifiers from other card effects.

See Skip Order Ruling for additional interactions

Reckless Abandon:

Items and character effects can reduce and remove the wounds. It only excludes the use of action cards.

For example, the react granted by The Broken Earth will remove his wounds, and he will retain the Reckless Abandon effects until the end of turn (no matter how many times his react is used).

Secrets of the Suns:

The character is only Level 9 for the effect of this Action. Reacts and static effects on other cards (including the performing character and his items) will use the character's actual Level. These melee strikes are modified by items and/or any modifiers from other card effects. The only thing that doesn't modify it is the character's own ATK bonus, as this is replaced by the ATK bonus on the card.

Slow March:

Errata

"Order: On each of your Orders this turn, if this character is not in the front rank and can move forward, skip that Order and move this character forward one rank."

If the character is unable to move forward, the order is not skipped.

See Skip Order Ruling for additional interactions

Rogue

Clearing the Mark:

Removes the card from the game as long as the card has not left play (which would end all effects on it, per usual).

See Skip Order Ruling for additional interactions

Focused Shot:

The ranged strike will still be performed against the target no matter where he moves, since he has already been declared the target.

The original targeting of the action can be redirected, but the ranged strike itself cannot (since the target has already been set).

Marksman'ship can be used at the time of the skipped order, but only to gain a +5 bonus to the roll or an additional wound.

See Skip Order Ruling for additional interactions

Hunting for Sport:

The melee strike will still be performed against the target no matter where he moves, since he has already been declared the target.

The original targeting of the action can be redirected, but the melee strike itself cannot (since the target has already been set).

See Skip Order Ruling for additional interactions

Passing the Knives

Errata

Spend Order: If this character is in your first rank, spend X rogues in your army: Target a character in play, up to X ranks away. Perform a melee strike against the target, then perform X +0 melee strikes against the target. These strikes may not receive any bonuses to ATK, and ignore all bonuses and penalties to the target's AC.

Persecute :

You must spend at least one rogue.

Secrets of the Guild:

Errata (Effective Nov 9th)

The ability granted by the Order now reads, "React: Once per game, after this character performs a melee strike that wounded target lower Level character: Kill the target."

The character is only Level 9 for the effect of this Action. Reacts and static effects on other cards (including the performing character and his items) will use the character's actual Level. Whether the target is lower Level is based on the rogue's current Level, not the Level they were when they performed the Order.

Undermine:

The duration of all actions is the time it takes to perform them. In the case of generating an ongoing effect (such as Lift Up Your Voices or Raze), the action ends once the effect is in place - they do not have the same duration.

Vengeful Strike:

These strikes cannot be redirected, since the action states that they all target the original attacker.

Will to Survive:

In the event you are unable to discard cards from your hand (due to a card effect or having zero cards in hand), the action is still legal because discarding the cards is not a cost.

Wizard

Astral Blast

Can be triggered by any save or check, not just ones generated by the caster.

Chaotic Flames

You must spend at least one wizard.

Counts the number of wizards actually spent. If a wizard is not spent (does not need to spend for cost of an action) then it will not add to the number of wizards spent.

Combat Casting:

If you return another copy of Combat Casting to your hand, you may cast it when the game returns to the original trigger (the resolution of your spell). You may not stall the game by cycling two copies of Combat Casting this way, unless there are other reacts or effects being triggered.

Disintegrate:

An 'unwounded' character is one without any wounds currently on them.

Grave Robbing:

If the Character to be returned to play is removed from the game(eg. Dev'irga, Ashling) then your turn is skipped and the Targeted Character is not retrieved.

See Skip Order Ruling for additional interactions

Kaballite Defiance:

You can perform this action without spending any additional wizards.

Raze:

Number of cards in hand are checked when each strike is performed.

The ranged strikes are considered 'from a spell' (or spell-generated) - they ignore Astral and Ethereal, gain bonuses or additional wounds from effects like Ring of Blasting or Allestair the Attentive, and cannot have Marksmanship applied.

Magic Resistance cannot be used when targeted by the ranged strikes, since MR is a react to an Action targeting the character.

See Skip Order Ruling for additional interactions

Secrets of the Trials:

Even characters in the front rank must save. They do not spend, stun, wound or move if they fail, but they still must roll.

The character is only Level 9 for the effect of this Action. Reacts and static effects on other cards (including the performing character and his items) will use the character's actual Level.

Summon Planar:

See Skip Order Ruling for additional interactions

Characters :

Deveronian

Brother Vallerand:

When he reacts to copy Anointed by the Storm, he only copies the bonus HP. He is reacting after playing the action, and the action has only given out that bonus at that point.

Dallen Stormlost:

The opposing player cannot be prevented from drawing the four cards by any card effect, since you are the one forcing them to draw.

Ghed Bodmin:

You may discard Ghed Bodmin to the action he grants.
All redirection must be to a legal target.

Ghed Brehm:

May not target a stunned character.

Ghed Trussen

Ghed Vengir

Grigori the Spineless

Laela:

She changes the strike's ATK to 0, not just it's base. Items, ongoing effects, etc are all 'wiped out'.

Only bonuses generated after her react will add to the die roll.

Mina the Disturbing:

If the revealed card is not a spell, it is put back on the deck and the deck shuffled.

Mozbach the Devious

Roman Aedrout

Sister Megaria

Talib al-Sirr:

Errata (Effective Nov 9th)

React: Once per turn, after one of your Deverenians performs an action that redirected a melee strike or action, kill one of your Deverenians: Draw a card.

Can redirect actions and non-attack melee strikes back onto the performing character if they are a legal target.

Reacts to kill a Dev and draw a card after the redirecting action is complete. If he kills the new target, the strike or action will likely fizzle.

Dwarf

Battle

Brass Gargoyle

Eamon Geist:

You may discard Eamon Geist to the action he grants.
The action that Eamon's granted react modifies must be a legal action before his react is used.
That is, there must be a wounded or stunned Dwarf that is targeted by it.

Endure

Grace Hearthpride:

For the purposes of the discarded card, remember that actions that say 'Rogue only' or 'Cleric only' are rogue or cleric actions, respectively.

The Dwarf that is unstunned does not have to be the Dwarf that was wounded.

Grit

Justice

Militia

Nilrem:

Multiple copies stack.

Preen

Rancor

Rockhome:

His order allows him to cast spend order and react spells while spent.

He may still spend to be counted for spells like Chaotic Flames, if he wants.

Traveler

Elf

Ashling:

Errata

Order:Once per Turn:Perform a +3 ranged strike. Kill Ashling

Static text happens after reacts to rolling Initiative but before it is determined which player wins Initiative. Will be triggered by any Initiative roll during the turn.

When each player has an Ashling in the discard pile the player that won Initiative for the previous turns goes first.

Averisk Glyn

Any of his ranged strikes can target characters in an adjacent rank, not just the one from his react.

Coblyn:

The react is retrieval from the Discard pile.

Fevered Shade:

The effect is not an action, so any react that triggers off "after targeted by an action" will not be triggered by his text.

Fevered Shade may remove himself to obtain the effects of his own static text.

Fiore

The +1 Level applies to her scribe checks (allowing Level 2 fighter actions).

The react is retrieval from the Discard pile. It is optional whether to put any Undead into play.

Maes:

The scribe action is retrieval if the card comes from the Discard pile.

Ophinuchus:

((Reversal: Soren Nehil react ruling))

May only react once to a single 'healing' effect, regardless of whether one or all wounds are removed.

The wounds he inflicts may not be reduced (or negated) at the time they are inflicted, but they may be removed later.

Orne

You may discard Orne to the action he grants.

Selye:

The Order is retrieval from the Discard pile.

Skeletal Archer

Tenanye:

The Order is retrieval from the Deck.

Tisiphone:

The Order is retrieval from the Discard pile.

Vanden:

All five cards are placed back together - it is your choice in which order and whether top or bottom, but the cards 'stay together'.

If used on your own deck, the react is retrieval from the Deck.

Free Kingdoms

Arden Tide:

The wound from his react is inflicted before the effect(s) of failing the save. The wound Arden inflicts is separate from any effect the original action has.

Aron

Dawes

Eleora:

Affects characters that enter play later in the turn as well.

Fernon Wynard

Ferris Bachman:

Does not break the 3 copies per deck rule.

Does override the rule that characters with the Warlord trait lose that trait when they enter play.

If he would be a legal target for the Melee or Ranged strike by the character affected by his Order, then Ferris must be targeted by the strike.

If two Ferris Bachmans have affected the same character with the Order, then that character may freely choose between them when targeting.

The Order does not force the affected character to perform actions or strikes - it only limits his targeting choices when he does.

Geraint the Grin:

Heath Stafford

Kieran

Natalja Wynard:

All players see the revealed cards

Nora Tristram:

Affects characters that enter play later in the turn.

Sestian

Fix any illegal ranks created by the order's movement-cost before gaining the bonuses.

Thayes Ainsworth

Mercenary

Actelli

Only you may see all five cards - they are not revealed.

The discarded card, of course, is discarded face up.

Amoudasi's Blaze:

Fix any illegal ranks created by the Blaze's death before retrieving the Inferno.

The static effect will always trigger from any attack, even if you know there is no Inferno to retrieve.

Amoudasi's Candle:

Fix any illegal ranks created by the Candle's death before retrieving the Blaze.

The static effect will always trigger from any missed strike, even if you know there is no Blaze to retrieve.

Amoudasi's Inferno:

If the Inferno's strike kills the targeting character, the action that character was performing ends immediately, but still considered performed.

The strike from the Inferno's react cannot be redirected, since the only legal target is the original targeting character.

Belan:

If in the first rank he may react to any ranged strikes performed by characters in their front rank.

Dorath Sa'dul:

Enigmist:

The react is performed before the character is killed from the wounds.

Isa the Tabernacle:

Her targeting restriction applies to any ranged strike she performs.

Jautya Syne:

Your rank structure must be able to support the character (that you choose to become your warlord) coming into play legally.

Thus, starting Mourn Jackals (SD) will immediately cost you the game, since you would only have one second-level character. Barring the use of Ilar Rowan as your new warlord, of course.

Any 'copy' effect that the retrieved character has, that is based on your warlord, copies Syne. Who is Evil and Classless.

If two players both reveal Jautya Syne as their warlord, then they roll-off to see who will trigger his text first.

The character chosen to replace Jautya Syne will trigger all 'entering play' reacts (theirs or others) normally.

Reversal: Characters may not perform action before the first turn. Thus, any 'entering play' reacts cannot be used.

Riad Blight:

Affects Monsters that enter play later in the turn.

Richard Key:

Cards are drawn before any static text for defeating the Dungeon are put into effect. Thus, when Reche's Labyrinth is defeated the cards drawn by Key's react will be discarded by the text on the Labyrinth.

Shadowblaze:

Can copy Once Per Game abilities multiple time, since each use of the Order is a new copy of that ability

Wanderetch

May only target ready characters with his Order, due to the Zero Effect rule.

Nothrog

Fo'ttr'ak'ka

His react will give the character an additional HP before the wounds are 'on' the character and before death is checked for.

Huldra:

Errata

Spend Order: Perform a +4 ranged strike, then spend any ready characters adjacent to Huldra.

Kinnag

Kulhen

Mammoth's Tusks

Ignores AC bonuses from all items, not just the ones equipped by the target.

Rangok:

May move stunned characters

Rathra Dak:

May look at any player's top five cards, even the controlling player's.

Only you may see all five cards - they are not revealed.

The removed card is shown to everyone.

Rhelok:

The melee strikes is modified by items and/or any modifiers from other card effects. The only thing that doesn't modify it is the character's own ATK bonus, as this is replaced by the ATK bonus on the card.

Shikhad:

These melee strikes are modified by items and/or any modifiers from other card effects. The only thing that doesn't modify it is the character's own ATK bonus, as this is replaced by the ATK bonus on the card.

Sluagh

Sohadze

Steam Ram

Vaeghen:

You may discard Vaeghen to the action he grants.

The melee strike is modified by items and/or any modifiers from other card effects. The only thing that doesn't modify it is the character's own ATK bonus, as this is replaced by the ATK bonus on the card.

Dungeons :

Hall of Legends:

Malrog's Lair:

On any of the attempts to defeat the Dungeon, you may defeat the dungeon and remove it from game instead of removing a Charge. To win the game, the dungeon's CR must be reached and the last charge removed.

Nexus of Secrets:

Reches' Labyrinth:

When attempting to defeat a Dungeon, a player decides how many characters they will spend to defeat it, then adds up their Levels to determine if they were successful.

If the opposing player wants to add charges to this Dungeon, he does so after the acting player has spent his characters but before their Levels are compared to the Dungeon's CR.

If the CR is raised above the Levels spent to defeat it, then it is not defeated and play continues as normal.

In a multi-player game, each opponent gets a chance to add charges to the Dungeon in initiative order. After every player has had a chance to add charges, then the Levels spent are compared to the current CR.

Items :

Classless

Bag of Treasures:

The bonuses to ATK, AC, and Skill are not only for defeating dungeons, whereas the +1 Level is.

Gacheru:

This does not change which rank the character is in (even for card effects), but rather how far away the other character is considered to be.

It is optional and may be ignored when selecting targets.

Example - The other character cannot be targeted by an action that specifies a rank (like Etra Bloodvine and Alholland Bramble), even if they are in the rank behind.

Example - The other character may be targeted by an action that specifies a range with such terms as 'within two ranks' (like Secrets of the Suns) or 'two ranks away' (like Focused Shot), if they are one rank further away.

Example - If the other character is really two ranks away, they may be targeted by ranged strikes (by ignoring Gacheru's effect).

Example - Melee strikes usually target a character within one rank, so the other character may be targeted if they are within two.

Symbiote:

The static text on Symbiote has no effect if the item is not equipped by playing it from your hand.

Which also means that if the item moves from one character to another, it retains its trait.

Tome of Memory:

Errata

Scribe +0

This character may Scribe cards in your discard pile as though they were in your hand.

After this character casts a spell or fails a Scribe check: Remove that cast or Scribed spell from the game.”

Troas' Pawn

Xantin's Ward
Xiathe's Touch
Xienar's Guard

Cleric

Blighted Tokens

Glimmering Mail:
Actions attach to this item are not affected By Salace or Forgotten.

Shield of the Meek

Fighter

Absolver

Colichemarde:
Actions attach to this item are not affected By Salace or Forgotten.

Tranquility:
Does not cause currently equipped Armor to be destroyed, only preventing new Armor from being equipped.

Rogue

Devious Gauntlets:
Actions attach to this item are not affected By Salace or Forgotten.

Lifedrainer:
May remove cards in opposing players' and teammate's discard piles, but all three characters must come from the same discard pile.

Mizgo

Wizard

Howling Guard:
Actions attach to this item are not affected By Salace or Forgotten.

Master's Trinkets