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STOLEN DESTINIES FAQ : (Source old Phoenix Interactive Blog).

Stolen Destinies has introduced a new mechanic - cards that have special "may start in play" text.

Some guidelines for playing these cards:

Characters :

They must be of the same faction as your Warlord to start in play, unless text states otherwise. For example, Black Tom may start with any of the Stolen Destinies rogue Heroes and Xiathe may start any of the Stolen Destinies Heroes.

A normal starting character cannot be replaced twice (Xiathe cannot start both Sir Argen Undying and Nolen, King's Guardian).

Your starting formation cannot be illegal when it is revealed.

The starting characters that are replaced do not need to be included in the deck. There is no "switch" that occurs upon reveal, but instead the starting characters are replaced in the deck itself.

They only count as one character for deck-building purposes.

Items :

They are revealed with the starting army.

Your Warlord must meet the class and level requirements of the item.

Thus, Ablung and Sir Lucian cannot start with any of this set's Rings since they are all level six.

More than one can start equipped to a multi-class Warlord.

They do count toward any deck-building restrictions (such as being Epic and the "half your deck" rule).

Actions :

Classless

Stolen Destiny:

Fix any illegal ranks created by the death of your character before taking control of the opposing character.

Once the opposing character comes under your control, they are no longer part of the opposing army. This may create an illegal rank.

Cleric

Cheat Death:

Use the Level of the character in the discard pile when determining if they are a legal target.

May not be cast if returning the character to play will create an illegal rank.

Cannot return "non-characters" such as Thrice-Fell Horrors to play, since they are not characters in the discard pile.

Incite Courage:

The effects of multiple copies in the discard pile stack.

You must discard at least one card. (Zero Effect Ruling)

Paralysis Ward

Reflect:

Any healing ("before suffering wounds") reacts are played before Reflect is triggered. It is played after the wounds are suffered by the character, but before death is checked for.

The number of wounds reduced and the number of wounds inflicted can be changed (by effects like the Ring of Blasting) independently of each other.

Fighter

Pouncing Lunge:

The melee strike does not have to target the additional rank away, and may target your own characters.

The movement effect of the action does not incite the Illegal Effects Ruling, because it is not required. However, if you have a character that can move forward then it must be moved.

Taking a Stance:

The effects of multiple copies in the discard pile stack.

You must discard at least one card. (Zero Effect Ruling)

Taunting Blow:

You may not play the same Taunting Blow card a second time in response to the same strike, if it is returned to your hand. (A single react may only be used once)

If you have two copies of Taunting Blow in your hand, you need to demonstrate this fact (to a judge at least) before playing the second.

Yawning Expanse:

The -5 penalty to skill will be in effect for this action's save.

Rogue

Ensnare:

You may target a character within one rank, even if there are five or more characters in your discard pile. The ranged strike will work against such a target.

Gimme That:

If the action on the item spends, stuns, or readies the item, then it remains in that orientation.

If the item leaves play, it is returned to its owner's hand, deck, discard pile, etc.

Actions that put a character directly into play implicitly grant control of the character to the acting player. Thus, using Gimme That on a Figurine will grant you control of the resulting character. The same is true of using Gimme That on Binder's Staff.

Spidersilk Trap:

If multiple copies are played in response to a single character entering play, the first failed save will stun the character and the next failed save will kill.

Tavern Brawl:

The effects of multiple copies in the discard pile stack.

You must discard at least one card. (Zero Effect Ruling)

Wizard

Conjure Doom:

The effects of multiple copies in the discard pile stack.

You may discard zero cards. (Zero is always an option with "up to X" as long as the action still produces an effect).

Elemental Barrage:

Errata (Effective Nov 9th)

Order: Target an opposing non-Warlord character with no items equipped (up to two characters if this is not the first turn): If you have 5 or more characters in your discard pile, draw a card. Each target must succeed with a will save (DC 15) or return to its owner's hand.

A character cannot voluntarily fail a saving throw.

Removed previous mention about targeting your own characters.

Phoenix Fire:

This action is not played until after all effects of the triggering action card have been performed.

Soul Siphon:

The consequences of each failed save are applied when the save is failed. Thus, a Level one character will die when it fails a single save and Soul Siphon will only grant one of your characters a single HP.

Characters :

Deverenian

Apprentice Ramah:

The react counts as retrieval from the discard pile if you choose to return a spell to your hand. Ramah can kill himself for his react, with full effect.

Baudwyn, Banished Poet:

Since his react is after the strike is completed, Baudwyn needs to have survived it.

A strike that is redirected away from Baudwyn is not one that has targeted Baudwyn. The strike must target Baudwyn through resolution to trigger his react.

Ginerva of the Moon:

Errata

Deverenian • Warlord • Seer

After Initiative is rolled each turn: Roll 2 d20's and place them on Ginerva of the Moon.
Remove them at end of turn.

React: After a melee or ranged strike roll, remove a d20 from Ginerva: Change the die roll to the value on the removed d20.

Ginerva's static Initiative text is only triggered by rolling for Initiative during the Initiative phase.

Ginerva may not use Invoke Doom after using her react. The number she changed the die roll to was a preset value.

Ginerva may use her react after another Ginerva has reacted to change the die roll, as long as the first Ginerva did not change the roll to a '1' or '20'. In fact, she cannot change a Critical Success or Failure with her react.

Lady Drac:

The additional Level only affects her while she is in play and does not affect where she enters play.

Her react can only be used once per Order (as usual), but can be used in response to the additional Order that the react grants. Thus, Lady Drac can perform several Orders in a row.

Sir Argen Undying:

Errata (Effective Nov 9th)

Order: Once per turn, kill a Deverenian in this rank: Ready Sir Argen Undying.

Cannot kill himself for his Order. (Zero Effect rule)

See Start in Play ruling for additional interactions

Sword-Dancer Kohn:

Does not gain the bonuses per Weapon. She either has a Weapon or not.

Taltos Rellion:

Errata (Effective Nov 9th)

Spend Order: Return target Shield, Steed or Weapon you control to its owner's hand. Put any number of item cards into play from your hand that you may legally play.

His Spend Order can equip the returned item to someone, including the character it was taken from.

Dwarf

Caldor Willful:

The 'equipped item' that is spent must be equipped to Caldor.

Edge, Fiendblight:

Errata

Dwarf • Barbarian

While Edge, Fiendblight is adjacent to a Barbarian, he has an additional strike (Base +1) when he attacks.

While Edge, Fiendblight is adjacent to two Barbarians, his melee strikes inflict an additional wound.

He has +4 ATK against evil characters.

((Second effect split into two sentences to remove grammar/clarity issues.))

Hymn of Kor:

Comes into play in your front rank if you have four or more stunned characters.

Nolen, King's Guardian:

If his react is canceled, Nolen still suffers the wound as it is a cost.

See Start in Play ruling for additional interactions

Quartermaster Dirge

Stonefist Gargoyle:

The melee strike uses the +6 ATK as a base and is modified by items and/or any modifiers from other card effects.

Time Lightprophet

Elf

Alessa

Eva Farstrider

Kapix the Cursed:

May target a character that has no items equipped.

See Start in Play ruling for additional interactions

Rafkin the Impure

Thekem Netheryn:

If an Elf is put into play, the react is retrieval from the discard pile.

If the Elf would enter play in Thekem's army (i.e. a stealthed character was killed), it can ignore normal rank restrictions but must not create an illegal rank.

Treyik Netheryn

Zelakin:

There must be a Monster or Undead within one rank in order for the Order to be used. (Zero Effect rule)

If the wound is reduced to zero, then no wound is removed from one of your Elves. Because of this 'uncertainty', you do not have to have a wounded Elf in order to perform the action.

If you have a wounded Elf, and a wound is inflicted, then you must remove a wound.

Free Kingdoms

Iam Unsullied

Jirar Huntsman

Martin Exemplar:

See Start in Play ruling for additional interactions

Novice Ruth

Patroness Kerro:

Her react affects characters that enter the front rank later that turn.

Qultan the Apprentice:

The ranged strike's bonus is based on the spell's printed Level, not the Level the other wizard may have cast it as (such as Face of Mirrors from an Illusionist).

Xiantha, Centaur Soldier

Mercenary

Essila, Wild Raven:

The melee strike granted by her react has the normal rank restrictions, and does not have to target the original attacking character.

Horror of the Brine

Kayle, King Rowan:

The react is not retrieval since the character comes from an opponent's discard pile. No loyalty penalty is applied as it states the character enters play ready.

Master of the Forge

Mourn Jackals:

See Start in Play ruling for additional interactions

Ssithiss, Sutek King:

His react can be performed regardless of whom the spell or ranged strike targets.

Stasia:

The melee strike may target a character in your own front rank.

Nothrog

B'haya, the Fiend:

The react is triggered before it is determined who won the Initiative roll. If two or more players wish to use the react, the preceding turn's Initiative winner goes first. If it is the first turn, a pre-initiative roll-off is required to see who goes first (this is a straight roll that cannot have any reacts or modifiers).

The character triggers all reacts to entering play and entering the rank as normal.

See Start in Play ruling for additional interactions

Calf KarTal:

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.

May gain multiple charges a turn.

Dev'irga:

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.

Both removed characters must come from a single player's discard pile.

Nightmaster Rress:

The strike is made by the character that has entered play and uses the character's first strike as a base and is modified by items and/or any modifiers from other card effects.

His react may be performed when the character from B'haya the Fiend's react enters play.

Orazhuk of Scarab:

Errata (Effective Nov 9th)

Spend Order: Once per turn, target a character: Each opponent chooses a target character other than the one you chose. You must move one target forward one rank, if possible. Move the rest backward one rank.

Orazhuk's controller decides which character moves forward and in which order the rest are moved backward.

Any character in play may be selected as a target by this action.

Choosing a character counts as targeting that character with this action, even the characters that the opposing players choose.

If no character can move forward, than all of the targets are moved backward.

Tactician Muddflek:

The react kills your character after the hit is confirmed and before any wounds are inflicted.

Thus, no reacts that are triggered by inflicting a wound (eg. Claidh Mor) or killing with a melee strike (eg. Bloodthirsty, No Prisoners) may be performed.

Reacts that are triggered by hitting with a melee strike (eg. Double-Bladed Sword) may still be performed.

Warmistress Gurlda:

Errata (Effective Nov 9th)

Order: Once per turn, inflict a wound on Gurlda: Move forward one rank or perform a melee strike.

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.

The wound is a cost - if it is reduced or negated, the action is canceled. It would still be considered performed, however.

When in Fo'ttr'ak'ka's army, an unwounded Gurlda may use her Order while in the second rank and may target a character in an opposing first rank, as the wound is suffered before the strike is targeted (and thus will bring Fo'ttr'ak'ka's static text into effect).

Dungeons :

Fires of Fate:

Only performing the copied Order is dependent on the Charisma check.

The Charge removal (or RFG of the Dungeon) occurs regardless of whether the check succeeded.

Each time an order on a character in the discard pile is used, it is a new instance and is not affected by Once per turn/game restriction.

Knights Repose:

The retrieved character cannot enter play into an illegal rank, unless card effects would allow otherwise.

If the Dungeon comes into play after a player has put his first character into play this turn, the Dungeon's effect will not trigger for that player this turn. In other words, it is first character of the turn, not the first character after the Dungeon is in effect.

Shuffle the deck afterward.

Items :

Classless

Ritual Circle:

The Order is retrieval from the discard pile.

The character must be able to legally equip the retrieved item.

Tome of the Adept:

If the Tome is equipped by another character in play (using Sleight of Hand or Raven'a, for instance), it retains the original feat chosen and triggers the react anew.

Cleric

Atlas of Vision:

Errata (Effective Nov 9th)

The Atlas has the Unique trait.

When more than one card is being drawn (during the draw phase or similar - Reches' Labyrinth), the static effect will not cause every card to be revealed before it is drawn.

Drawing multiple cards at once is a single instance of card draw.

The spend order is retrieval and card draw, if the card is of the correct type. But only the acting character is 'performing an action to draw/retrieve a card' - the other players are being forced to do so.

Ishara's Tidal Mace

Neus' Helm

Ring of Mending:

Errata (Effective Nov 9th)

The Ring loses the Epic bug.

Put the characters into play one at a time, resolving any "after entering play" reacts before proceeding to the next character.

The characters cannot enter play into an illegal rank, unless card effects would allow otherwise.

Discard your hand after all characters have been played and the last character's "after entering play" reacts are resolved.

See Start in Play ruling for additional interactions.

Fighter

Lunatic's Genius:

If the item was not an Artificer Set item, you are forced to discard a card but it does not have to be the item.

The react is retrieval from the deck.

Ring of Piercing:

Errata (Effective Nov 9th)

The Ring loses the Epic bug.

The killed character can be any that you control. Fix any illegal ranks before performing the strike.

Playing characters normally refers to the order performed by the player under Raising troops in the rule book. Any actions other than the one listed in Raising Troops may bring characters into play, such as Aroch Knights and Ring of Mending.

See Start in Play ruling for additional interactions

Silverwind:

When an effect ignores Critical Failures, a strike that would be a Critical Failure is instead a 1 that doesn't automatically fail. Bonuses and penalties are applied normally to the 1.

Since a 1 is Odd, an Astral character will be hit with melee strikes if $1 + \text{any bonuses}$ is equal to or greater than the target's AC.

A character in the Lady of Mercy's army will not Critically Succeed on melee strike rolls of 17, 18, and 19 when equipped with Silverwind. The 'cannot be changed' effect is stronger than her static effect.

War Mace

Rogue

Frozen Tears:

Since the ranged strikes spend instead of wound, card effects that do additional wounds will have no effect on these ranged strikes.

Persecutor's Emblem:

Errata

Order: Spend Persecutor's Emblem: Target a ready character within one rank and make a Charisma check ($DC 10 + \text{target's Skill}$). If successful, the target performs an attack (spending as normal) with all melee strikes targeting this character if possible. Then, if successful, stun the target.

The target is not forced to make all of the strikes from their attack. They may forgo the rest of them any time after the first strike, as usual. Any strike that they take, however, is limited to targeting the acting rogue.

If there is another similar effect active (eg. Rally to the Cause), then the target may choose between the two 'must target' targets.

The target is not stunned until the attack is complete, and only if the Charisma check succeeded (the heart of the errata).

Phantom Blades

Ring of Guile:

Errata (Effective Nov 9th)

The Ring loses the Epic bug.

See Start in Play ruling for additional interactions

Wizard

Binder's Staff:

The character comes into play under your control in the appropriate rank.

Howling Vardog:

Uses the character's current stats, not the base or printed ones.

Ring of Blasting:

Errata (Effective Nov 9th)

The Ring loses the Epic bug.

The first Order's effect applies only to the spells cast by the wizard with the Ring equipped.

The second Order's effect applies to any spells cast by your characters.

See Start in Play ruling for additional interactions.