DICE THRONE FAQ

GENERAL

Q: What do I need to play Dice Throne?
A: At a minimum you need at least 2 champions (one battle-box), a friend, and 30 minutes or so.

Q: What is the difference between Battle Chests and Battle Boxes?
A: Battle Boxes contain 2 champions and the dice are solid colored. Battle Boxes are typically retail store only. Battle Chests are released in seasons and can only be bought on our store or at conventions. Each Battle Chest contains all Heroes from the season and the dice have a cosmetic swirled appearance.

Q: I missed the Kickstarter, can I get a promo pack/playmat/sleeves etc.?
A: Yes! Roxley does not believe in Kickstarter exclusive content. Visit our website to purchase the items you want.

Q: I have a great idea for a champion concept, game mode, expansion, etc! Where do I share it?
A: For legal reasons and due to the possibility of parallel development Roxley and the Dice Throne Development Team cannot accept or evaluate any unsolicited champion ideas or other creative submissions.

Q: What sleeves should I get to protect my Heroes?
A: We recommend the official Dice Throne sleeves. However, other companies make sleeves to fit our card size which is 57mm x 89mm (3.5" x 2.25"). You will need at least 40 sleeves per Hero.

Q: How do I protect my tokens?
A: Some players choose to use plastic coin capsules. But due to the varied sizes and shapes as well as the vac tray design we cannot recommend a specific size or quantity.

Q: What is Season 1 and Season 2?
A: Heroes are released in "seasons". Season 1 contains 8 Heroes; Barbarian, Moon Elf, Monk, Pyromancer, Paladin, Shadow Thief, Ninja, and Treant. Season 2 includes 8 Heroes; Gunslinger, Samurai, Artificer, Cursed Pirate, Huntress, Tactician, Seraph, and Vampire Lord.

Q: Can I play Season 1 Heroes vs. Season 2 Heroes?
A: Yes. All seasons can played against any other season.

GAMEPLAY GENERAL

Q: What is the "Complexity Rating" on each Hero?
A: The "Complexity Rating" is a number indicating how difficult a Hero is to master. The lower the rating, the more straightforward and easy to use a Hero is. This is not indicative of a Hero's power or strength, simply their ease of use. Higher complexity Heroes require more intimate knowledge of rules and game mechanics to play well.

Q: What does "Chosen Player" mean?
A: It means you pick the person and that includes yourself, a teammate, or an opponent.

Q: What does "Chosen Opponent" mean?
A: It means any player that is not you or on your team.

Q: Can I interrupt a *Main Phase* card or *Roll Phase* card by spending a status effect token or playing an Instant Action card?
A: Yes. status effects are considered Instant Actions.

Q: Can I interrupt an Instant Action card or spendable status effect by spending a status effect token or playing an Instant Action card?
A: No. If a status effect is spent its effects cannot be interrupted.

Q: If an ability has variable effects/damage that are determined by one or more dice, can I use *Roll Phase* Cards to influence or change those dice?
A: Yes.

Q: Is there a max to CP?
A: Yes, 15.

Q: Can I Heal above my starting Health?
A: Yes, up to 10 above starting Health.

Q: Does every upgrade card have a level 3?
A: No.

Q: Can I upgrade an ability directly to level 3 from level 1?
A: Yes. If you do so, you pay the full cost of the Level 3 upgrade. If you upgrade a Level 2 to a Level 3, you only pay the difference in costs between the upgrades.

Q: If a card says "Remove one status effect" do you remove one token or all of one type?
A: Just one token. Each token is treated as its own discrete instance of the status effect it represents.

Q: If a card says "Remove all status effects" do I remove only negative ones?
A: All means all, good or bad.

Q: Can a Hero Heal above their starting Health?
A: Yes. Like standard Dice Throne, a Hero can Heal up to 10 above their starting Health.

Q: What is "Stack limit"?
A: Stack limit is the maximum number of tokens for a status effect that each player may have on them at any given time. e.g. Stack limit 1 means each player may have no more than 1 of that status effect on them.

Q: If an opponent attempts to steal or remove a spendable status effect, can I spend it before it's gone?
A: Yes. So long as the source of transference/removal is not an Instant Action card or spendable status effect itself. See specific Hero FAQ's regarding certain status effects.

Q: If an opponent's ability does no damage but has other effects, do I get a defense roll?
A: No. In order to activate your defensive ability, you must be *Attacked* for at least 1 point of defendable damage.

Q: Can I reduce or avoid *undefendable* damage with cards and status effects?
A: Yes. *Undefendable* damage only excludes activation of a champion's defensive ability. The chart on page 10 of the rulebook is a great reference.

Q: If I'm doing an *undefendable Attack* and I use an *Attack Modifier*, is the added damage defendable or not?
A: Any added damage via *Attack Modifiers* is the same type as the base damage.

Q: Can I play *Attack Modifiers* after my opponent's defensive roll?
A: You can play them either before or after the defense roll is made.

Q: Can I use an *Attack Modifier* on an ability that doesn't do damage (like Barbarian's Fortitude)?
A: No. In order to use *Attack Modifiers* the ability must be an *Attack* that would deal at least 1 damage.

Q: Does *collateral* damage automatically hit everyone?
A: No. *Collateral* damage is *undefendable* damage that cannot be enhanced. It has special targeting rules. It does not count as an *Attack*.

Q: In team games, if an *Attack* says to damage all opponents, do I do damage to each champion individually, or each Health pool?
A: Heroes in team games share a single Health dial between them. Damage to all opponents damages each champion individually (e.g. In a 2v2 game, 2 damage to all opponents equals 4 damage to your opponent's shared Health dial).

Q: Can I activate multiple abilities if I roll the right symbols?
A: No. You may choose only one ability to activate.

Q: Do I have to activate an ability during my *Offensive Roll Phase*?
A: No. Sometimes choosing not to activate an ability is a valid strategy.

Q: If I roll once, choose to keep one or more dice and roll the others, can I re-roll the dice I kept from my 1st roll on my 3rd roll?
A: Yes. Your dice are not locked in.

Q: If I don't use all my *Roll Attempts* and I decide to stop rolling to activate an ability but my opponent changes or makes me re-roll, can I then use my unspent *Roll Attempts*?
A: Yes. You always have 3 *Roll Attempts*. Unless an ingame effect reduces your *Roll Attempts*.

Q: On my defense roll, do I activate everything I roll, or do I spend dice to activate different parts?
A: You do everything. Your dice are never "spent", so one die might be used in multiple combinations on a defensive roll.

Q: How do you determine who takes damage first when both players are damaging each other? Does damage happen before Healing?
A: All damage and Healing accumulate and resolved simultaneously on both players at the end of the phase unless otherwise noted.

Q: What if we both hit 0 hp at the same time due to defensive damage or status effects?
A: You both die at the same time. It's a draw.

Q: In a King of the Hill game can I change my opponents offensive roll with a card after he decides who he is targeting?
A: No. If you want to modify your opponent's dice (like trying to stop an Ultimate from happening) you need to do so in their *Offensive Roll Phase* before they activate the ability and before Targeting.

Q: What is *pure* damage?
A: *Undefendable* damage that is considered an *Attack* that is not enhanceable but is preventable.

ULTIMATE ABILITY

Q: Can Blind 👁, Shadows 👤, Wither 🌸, or any other status effect or card reduce or prevent an Ultimate's damage or other effects?

A: No. No status effects or cards can stop an Ultimate. In fact, you can't even respond to the Ultimate. No Healbot, no instant cards, no blocking any damage or effects in any way whatsoever, no Back Strike ⚔ or Retribution ☀. **If an Ultimate is activated, put down your cards, pick up your Health dial, and ask "how much damage?"**

Q: How do I stop an Ultimate?
A: Alter your opponent's dice during their *Offensive Roll Phase* before the ability is activated.

Q: Can I use *Attack Modifiers* to increase my own Ultimate Ability damage?
A: Yes. An Ultimate is Enhanceable.

Q: In a 2v2 game can my opponent alter my Targeting Roll if I roll an Ultimate?
A: No. But if you activate an Ultimate you may change the Targeting Roll result with cards or effects.

DICE THRONE FAQ

BARBARIAN

Q: When performing Overpower, can I play *Roll Phase* Action Cards on the three dice used to calculate damage after the ability has been activated?
A: Yes. You're still in the *Offensive Roll Phase*. But if you move into the Targeting or *Defensive Roll Phase*, then it becomes too late.

Q: Can Healing during my Defensive Roll save me from death if the opponent's damage drops my Health to ⓿?
A: Yes, because all damage and Healing is calculated simultaneously at the conclusion of the *Roll Phase*.

Q: If an opponent has an ability, status effect, or card that can prevent an incoming status effect, would this allow them to avoid Stun 🌀?
A: No. Stun 🌀 is inflicted first before any damage is dealt, and once inflicted with Stun 🌀, they may take no actions of any kind.

Q: I've inflicted Stun 🌀 on my opponent. Can they alter my second *Offensive Roll Phase*?
A: Yes, Stun 🌀 is removed when you begin your second *Offensive Roll Phase*.

Q: Does Stun 🌀 take effect immediately or after the *Attack*?
A: All non-damage effects are resolved first. So you apply Stun 🌀, and once it is applied the recipient may not take any actions until it is removed. It takes effect immediately.

Q: Can I Stun 🌀 my opponent multiple times in one turn?
A: Yes. Every time you Stun 🌀 your opponent you are granted a new *Offensive Roll Phase*. So long as you roll well enough to inflict another Stun 🌀 you may continue *Attacking*.

Q: If I have Thick Skin II in play, what happens when I get hit with abilities like Moon Elf's Blinding Shot (inflict Blind 👁) if I already am inflicted with Blind 👁?
A: You can prevent the incoming Blind 👁, but you would still be inflicted with the first one. The status effect is already in place before the Defensive Ability was activated.

MOON ELF

Q: Can I use Evasive to avoid damage from an Ultimate ability?
A: No. An Ultimate cannot be avoided in any way.

Q: Can Blind 👁 stop an Ultimate ability?
A: No. Nothing except changing the dice result can stop an Ultimate. Blind 👁 still goes away at the end of that *Roll Phase*.

Q: Can I use *Roll Phase* cards to change the dice for determining Exploding Arrow's damage/effects?
A: Yes. You're still in the *Offensive Roll Phase*. But if you move into the Targeting or *Defensive Roll Phase*, then it becomes too late.

Q: When does the 🄲🄿 loss on Exploding Arrow happen? Can my opponent spend the 🄲🄿 before they lose it?
A: It happens during step one the *Defensive Roll Phase* (see rulebook). They may spend it if they have a card or ability to use it on.

Q: If my opponent has Blind 👁 but does not activate an ability, is Blind 👁 still removed?
A: Yes.

Q: If a player with Blind 👁 activates an ability that does no damage (e.g. Meditate or Holy Light), can Blind 👁 make that ability fail?
A: Yes.

Q: If I skip my *Offensive Roll Phase* due to Knockdown 💥 while inflicted with Blind 👁, does Blind 👁 get removed?
A: No. You must begin and conclude your *Offensive Roll Phase* to remove Blind 👁.

Q: If I use Evasive 👟 successfully and avoid all damage but my opponent adds more damage to the *Attack* after, what happens?
A: Evasive 👟 avoids all damage taken from the *Attack*. Since all damage and Healing is calculated simultaneously at the conclusion of the *Roll Phase*, Evasive 👟 still makes the final total of damage 0.

Q: If my opponent steals Evasive 👟 from me, can they use it as their own, even though it's not on their leaflet?
A: Yes.

Q: Can I spend more than 1 Evasive 👟 in an attempt to avoid damage?
A: Yes. Also, Evasive can be used on *undefendable Attacks* because *undefendable* only means you cannot activate your Defensive Ability.

Q: Can I use cards to change the Evasive die roll?
A: Yes. As long as the card can be played during the phase you're in, you can change the outcome of an Evasive die roll.

Q: When do I declare I'm spending Evasive 👟?
A: Evasive 👟 may be spent before or after a Defensive roll.

Q: Can I spend Evasive 👟 to avoid damage received from status effects?
A: Yes. Also, 1 token avoids all cumulative damage taken during your Upkeep Phase (e.g. your Hero is Burned 🔥 and Poisoned 🧪).

Q: If I spend Evasive , do I still get my Defensive Roll?
A: Yes. (Tip: defend first in-case you no longer choose to evade).

Q: When is the bonus damage from Targeted 🎯 applied?
A: All damage is calculated simultaneously at the conclusion of the *Roll Phase*.

Q: If I roll 🗡🗡🗡🗡 on my Defensive Ability, do I get to cut damage in half twice?
A: No. The ability states "On " instead of "for every". So when you resolve your Defensive Ability dice, only one set of 🗡🗡 will halve the incoming damage.

MONK

Q: Can I use Evasive 👟 to avoid damage from an Ultimate ability?
A: No. An Ultimate cannot be avoided in any way.

Q: When can I spend Chi ☯ to add damage?
A: You may spend Chi ☯ to add damage at any time after you've selected an ability. However, Chi ☯ cannot be used to boost damage the turn it was gained.

Q: If I have max Chi ☯ and gain more, can I spend the Chi ☯ I already have and then gain the additional Chi ☯?
A: Yes. Status effects may be spent as an Instant Action.

Q: Can I spend Chi ☯ to prevent damage received from status effects?
A: Yes.

Q: If I gain Evasive 👟 from my defense, can I spend it immediately?
A: Yes. Status effects may be spent as an Instant Action.

Q: Can I spend Chi ☯ to prevent *undefendable* dmg?
A: Yes.

Q: If I spend Chi on an *undefendable Attack*, is the extra damage also *undefendable*?
A: Yes.

Q: If I increase my Stack Limit is it only until I spend Chi ☯ or is it permanent?
A: Permanent. Your Stack Limit is increased till the end of that game.

Q: How do I keep track of my max Chi Stack Limit?
A: We recommend that you only remove enough Chi tokens from the tray that represent your current Stack Limit.

Q: When does my opponent have to pay 🄲🄿 to remove Knockdown 💥?
A: At any point before their *Offensive Roll Phase*.

Q: Can I spend more than 1 Evasive in an attempt to avoid damage?
A: Yes. Also, Evasive can be used on *undefendable Attacks* because *undefendable* only means you cannot activate your Defensive Ability.

Q: Can I spend Chi to reduce damage that targets my teammate?
A: No.

Q: If my opponent steals Chi ☯, can they spend it to reduce or increase damage?
A: Yes. However, Chi cannot be used to boost damage the turn it was gained.

PYROMANCER

Q: When I Scorch the Earth and deal 🗡 to my opponent, does that same opponent also receive the ⚫2 *collateral* dmg?
A: Yes. The following *collateral* dmg states "all opponents" rather than "all other opponents".

Q: What does Fire Mastery 🔥 do?
A: Nothing by itself. It is used in some cards and offensive abilities to inflict or increase damage.

Q: Can Fire Mastery 🔥 be stolen? What can my opponent do with it?
A: Yes. However, it has no value unless you are playing a Pyromancer vs. Pyromancer game.

Q: Is Fire Mastery spent when I activate either straight ability?
A: No.

Q: Does *collateral* damage automatically hit everyone?
A: No. *Collateral* damage is a type of *undefendable* damage that cannot be increased and does not count as an *Attack*.

Q: If I deal ⚫2 *collateral* dmg to all opponents in a 2v2 game, would a total of ⚫4 dmg be dealt to their team?
A: Yes. Each individual opponent receives the damage even though they share the same Health pool.

Q: When does my opponent pay 🄲🄿 to remove Knockdown 💥?
A: At any point before their *Offensive Roll Phase*.

Q: If I use Burning Soul II and roll 🔥🔥🔥, do I inflict Burn 🔥 and increase my max Fire Mastery ?
A: Yes. You activate both effects as you have satisfied both conditions.

Q: If I deal damage during my defense, does my opponent get to activate their Defensive Ability in response?
A: No. A Defensive Ability is only activated in response to an *Attack*.

Q: If an opponent has an ability, status effect, or card that can prevent an incoming status effect, would this allow them to avoid Stun 🌀?
A: No. Stun 🌀 is inflicted first before any damage is dealt, and once inflicted with Stun 🌀, they may take no actions of any kind.

Q: I've inflicted Stun 🌀 on my opponent. Can they alter my second *Offensive Roll Phase*?
A: Yes, Stun 🌀 is removed when you begin your second *Offensive Roll Phase*.

Q: Does Stun ◎ take effect immediately or after the *Attack*?
A: All non-damage effects are resolved first. So you apply Stun ◎, and once it is applied the recipient may not take any actions until it is removed. It takes effect immediately.

Q: Can I Stun ◎ my opponent multiple times in one turn?
A: Yes. Every time you Stun ◎ your opponent you are granted a new *Offensive Roll Phase*. So long as you roll well enough to inflict another Stun ◎ you may continue *Attacking*.

Q: Can I remove a Stun token ◎ from myself using a card or status effect?
A: No. While you are Stunned, you can't take any actions at all. However, a teammate who is not Stunned could.

PALADIN

Q: If I have Blessing of Divinity 🕊 and my opponent activates their Ultimate Ability, which would reduce my Health to ⓪, what happens?
A: Blessing of Divinity 🕊 does not reduce or prevent any of the damage from the Ultimate. Afterward, your Health is set to ①.

Q: Can I use Tithe to re-roll multiple times?
A: Yes. So long as you have the [CP], you may continue to use Tithe.

Q: Does Protect 🛡 and Retribution ❤ apply before or after increases or decreases to damage?
A: See (Final Dmg Total) in rulebook.

Q: If a status effect causes me to roll a die, can I activate Tithe to re-roll?
A: Yes, Tithe can be activated to re-roll any of your dice at any time.

Q: Crit ✺ states that I must deal at least ⑤ dmg to spend it. If my opponent reduces the damage, does that prevent Crit ✺?
A: No. Crit ✺ may be used as long as the damage from the ability is ⑤ or more before it is modified.

Q: If Blessing of Divinity 🕊 activates, did I die?
A: No. Blessing of Divinity 🕊 stops your Health from ever reaching ⓪.

Q: If I spend 2 Protects 🛡 on the same *Attack*, what happens?
A: All damage is calculated simultaneously at the conclusion of the *Roll Phase*. So if you are receiving ⑩ dmg, each Protect 🛡 would be calculated to prevent ⑤ dmg. Thus, all dmg would be prevented.

Q: If I gain Protect 🛡 from my defense, can I spend it immediately to reduce Incoming *Attack* damage?
A: Yes. Status effects may be spent as an Instant Action.

Q: If I spend Protect 🛡 and Retribution ❤ on the same *Attack*, what happens?
A: All damage is calculated simultaneously at the conclusion of the *Roll Phase*. So, both values are calculated independently of each other. Protect 🛡 will prevent half of the Incoming Damage Subtotal and Retribution ❤ will also deal half of the Incoming Damage Subtotal back to the Attacker.

Q: Can I use *Roll Phase* cards to influence the effects of Righteous Combat?
A: Yes. You're still in the *Offensive Roll Phase*. But if you move into the Targeting or *Defensive Roll Phase*, then it becomes too late.

Q: When Blessing of Divinity 🕊 activates, does it remove other statuses like Burn 🔥 or Poison 🧪?
A: No, it only affects Health.

SHADOW THIEF

Q: Can an Ultimate Ability damage me if I have Shadows 👤?
A: Yes. Nothing stops an Ultimate that has been successfully activated.

Q: Is Shadows 👤 removed when I am *Attacked*?
A: No. Shadows 👤 is never spent. It is only removed at the conclusion of a turn in which you began already having the token in play.

Q: What happens if I have Shadows 👤 and then gain it again?
A: Shadows 👤 does not stack, so a second instance of it cannot be gained and the first one still goes away at the end of your turn.

Q: Does Shadows 👤 avoid damage if I am Stunned ◎?
A: Yes. Shadows 👤 is always in effect and does not need to be "activated." However, the player who inflicted Stun ◎ still receives their additional *Offensive Roll Phase*.

Q: Does Shadows 👤 avoid *undefendable* damage?
A: Yes.

Q: If I have inflicted 3 Poison 🧪 tokens on an opponent, can they spend a single Evasive 💨 token to avoid all of the dmg?
A: Yes. Damage is always accumulated and resolved at the conclusion of the phase in which it was dealt.

Q: Do I have to choose which Defensive Ability to activate before I roll?
A: Yes.

Q: If I spend [CP] after activating an ability that "deals [CP] as dmg", does the amount of damage I deal go down?
A: No. Damage is dealt based upon your [CP] at the point in which the ability was activated.

Q: Does Shadows 👤 prevent anything besides damage?
A: No. All other associated effects still apply.

Q: Does Shadows 👤 stop damage from a defensive ability or status like Burn 🔥?
A: No. It only stops damage as a result of an *Attack* from an opponent's *Offensive Roll Phase*.

Q: Can Shadows 👤 be stolen?
A: Yes.

Q: My opponent wants to activate an ability that inflicts Stun ◎. Can I play Enter the Shadows?
A: Yes. There is a time during the *Offensive Roll Phase* before an ability is activated (before the Stun ◎ is inflicted) when instant action cards may be played.

Q: If I choose Shadow Defense and roll two 6's, do I gain Sneak Attack 🗡 and Shadows 👤 or do I have to choose?
A: Yes. You gain both status effects as you have satisfied both conditions.

Q: I rolled a *straight*, but during the *Defensive Roll Phase* spent some [CP]. Do I deal damage equal to my [CP] when I activate or the final number of [CP]?
A: You deal damage based on your [CP] when you activate the ability.

Q: With Pickpocket, can I steal [CP] they don't have?
A: No. Although you still gain the [CP] from the ability.

Q: If I use Pickpocket/Cardocopia in a multiplayer match with a 6 as one of the dice, do I still require a target for the ability even though it does no damage?
A: Yes.

Q: If I make my opponent discard a card, and the randomly determined card happens to be an Instant Action card(like "Getting Paid") can they play the card before it is discarded?

A: No, that card is gone and cannot be spent.

Q: Shadow Thief's ultimate ability says "remove all status effects." does it remove all status effects on both players?
A: No, it only removes status effects from the Shadow Thief.

NINJA

Q: Can I use a Ninjutsu 🥷 token to make an *Attack* *undefendable* after my opponent rolls for defense?
A: No. If a spent Ninjutsu 🥷 token rolls a 6 result after your opponent rolls for defense, you may only choose to boost the damage or inflict Delayed Poison 🧪.

Q: When can I use Ninjutsu 🥷?
A: Anytime after you declare an *Attack* & before the end of the *Roll Phase*.

Q: Can I use cards to change the Ninjutsu 🥷 or Smoke Bomb 💨 die roll?
A: Yes, as long as the card can be played during the phase you're in, you (or your opponent) can change the outcome.

Q: If I have inflicted 2 Delayed Poison 🧪 on an opponent, can they spend a single status effect (such as Evasive 💨) to avoid all damage?
A: Yes. Because damage is always accumulated and resolved at the conclusion of the phase in which it was dealt.

Q: For Smoke Bomb 💨, can I prevent damage received from status effects such as Poison 🧪?
A: Yes. Also, 1 token avoids all cumulative damage taken during your Upkeep Phase (e.g. your Hero is Burned 🔥 and Poisoned 🧪).

Q: Can I use a Smoke Bomb 💨 to avoid damage from an Ultimate Ability?
A: No. An Ultimate cannot be avoided in any way.

Q: If I have max Ninjutsu 🥷 and then gain more, can I spend the Ninjutsu 🥷 I already have and then gain the additional Ninjutsu?
A: Yes. Status effects may be spent as an Instant Action.

Q: If an opponent with Delayed Poison 🧪 reduces the Ninjas Health to zero before the conclusion of their turn is it a draw?
A: No. Since the Ninjas Health was reduced to zero first before the conclusion of the turn the opponent would win before the Delayed Poison 🧪 takes affect.

TREANT

Q: When can I spend a Seedling 🌱 or Sapling 🌿?
A: These companions may be spent at any time as if they were an Instant Action. However, you may only spend 1 of each type of Spirit during a player's turn.

Q: If I gain a Spirit from my Defensive Ability, can I spend it right away?
A: Yes and no. You cannot spend a grown Seedling 🌱 to re-roll a Defensive Ability die and you cannot spend a Dryad 🌳 to get rid of a status effect. However, you could spend a Sapling 🌿 as long as you haven't spent one earlier this turn.

Q: If an ability causes me to remove a Spirit, do I also gain one of the normal effects of spending a Spirit?
A: No.

Q: For the Nature's Grasp ability, if I spend a Spirit after activating the *Attack*, is the damage lowered?
A: No. Damage is dealt based upon your number of Spirits at the point in which the ability was activated.

Q: If I remove Barbed Vine 🔴 before the end of the *Roll Phase*, do I still receive the dmg from it?
A: No. The dmg is only received if you are still afflicted with Barbed Vine 🔴 at the conclusion of the *Roll Phase*.

Q: Do I receive Barbed Vine 🔴 damage if I use an ability, status effect, or card to re-roll a die?
A: No. You only receive damage when performing a *Roll Attempt*.

Q: If I have ① Health, do I die immediately from Barbed Vine 🔴 dmg?
A: No, because all damage is calculated simultaneously at the conclusion of the *Roll Phase*. So your final *Attack* will succeed, but then you will die at the conclusion of the *Roll Phase*.

DICE THRONE FAQ

GUNSLINGER

Q: Can I use Evasive 🔵 to avoid damage from an Ultimate?
A: No. Ultimates cannot be prevented in any way.

Q: Do I get the bonus (CP) from Bounty if the opponent prevents or avoids all of the incoming damage?
A: Yes. Bounty adds dmg and you gain 1(CP) regardless of what the opponent does during their defense.

Q: Can I spend more than 1 Evasive 🔵 in an attempt to avoid incoming damage?
A: Yes. Evasive 🔵 stack limit is 3, so you can attempt to evade damage using as many tokens as you have available.

Q: Can I use Evasive 🔵 to avoid *undefendable* damage?
A: Yes. *Undefendable* only means you cannot activate your Defensive Ability.

Q: Can I use cards to change the Evasive 🔵 or Reload ⚙ die roll?
A: Yes. As long as the card can be played during the phase you're in, you can change the outcome of an Evasive 🔵 or Reload ⚙ die roll.

Q: If I have one Reload ⚙ token on my Hero and begin a new turn, can I gain a second one?
A: Yes. The Reload ⚙ stack limit is 2.

Q: When do I spend Reload ⚙?
A: Anytime after you declare an *Attack* and before the end of the *Roll Phase*.

Q: If I transfer Bounty 🔶 back to the Gunslinger, do I gain the benefits when I *Attack* her?
A: Yes.

Q: If my opponent has Bounty 🔶 on them and I activate an ability that targets them but does not do any damage, do I get Bounty's 🔶 effects?
A: No. You must activate an *Attack* dealing at least 1 dmg.

Q: If my opponent reduces/avoids all incoming damage, do they cancel out the (CP) gain from Bounty 🔶?
A: No.

Q: Do I still get the (CP) from Bounty 🔶 if an opponent removes it with a card/status effect?
A: No.

Q: Does Bounty 🔶 trigger off of damage from a defensive roll?
A: No.

Q: When does my opponent have to pay (CP) to remove Knockdown 💥?
A: At any point before their *Offensive Roll Phase*.

SAMURAI

Q: Can I use Backstrike ✖ against an Ultimate?
A: No.

Q: Does Shame 🔴 reduce damage from an Ultimate?
A: No. Nothing can prevent or reduce an Ultimate. However, after the Ultimate completes, the opponent removes their Shame 🔴 tokens.

Q: Can I use Back Strike ✖ when I am *Attacked* with *undefendable* damage or an Ultimate?
A: Back Strike ✖ can be used on *undefendable* damage, but not in response to an Ultimate.

Q: If I perform only one *Roll Attempt*, can I gain 2 Honor 🎗?
A: No. You can only gain 1 Honor 🎗 maximum from your Passive Ability.

Q: If an opponent does not inflict damage as a result of their *Offensive Roll Phase*, does their Shame 🔴 go away (i.e. Heal with the Barbarian's Fortitude ability)?
A: No. You must activate an Offensive Ability that would deal damage in order to remove a Shame 🔴 token.

Q: If an opponent with two Shame 🔴 inflicts 1 (or more) damage as a result of their *Offensive Roll Phase*, do both Shame 🔴 tokens go away?
A: Yes.

Q: If my opponent forces me to re-roll one or more die, does that count against me for Bushido?
A: No.

Q: If I skip my *Offensive Roll Phase* due to Knockdown 💥 do I gain Honor 🎗 from Bushido?
A: No.

Q: Does Shame 🔴 reduce *collateral* or *undefendable* damage?
A: Yes for *undefendable*, no for *collateral*.

Q: Does Shame 🔴 reduce defensive ability damage?
A: No.

Q: My opponent has Shame 🔴 but activates an ability that does not do damage. Is shame removed?
A: No.

Q: My opponent has 2 Shame 🔴 but *Attacks* with only 1 damage. Do they remove 1 or both tokens?
A: Both.

Q: If I have 2 Honor 🎗 and then gain more, can I spend the Honor I already have and then gain the additional Honor 🎗?
A: Yes. status effects may be spent as an Instant Action.

Q: If I perform fewer than 3 *Roll Attempts* due to a Negative status effect (e.g. Entangle 🌀 or Constrict 🗲), can I still gain Honor 🎗 from my Passive Ability?
A: Yes. Anytime you perform fewer than 3 *Roll Attempts* during the *Offensive Roll Phase*, Bushido is activated.

Q: Can I use Backstrike ✖ if I am *Attacked* with *collateral* damage?
A: No. *Collateral* dmg is not an *Attack*.

TACTICIAN

Q: If I gain Tactical Advantage as part of an Offensive Ability, can I spend this to inflict Targeted 🎯 before the damage is dealt?
A: Yes. Positive Status Effects are gained before damage occurs and status effects can be spent as if they are Instant Actions.

Q: If a status effect removal card is played to remove Tactical Advantage 🔴, can I spend it before the token is removed?
A: Yes and no. If it's removed by an Instant Action (such as Buh, Bye!), then you are not able to spend Tactical Advantage 🔴 first. However, for any non-Instant removal (such as Get That Outta Here!), the token may be spent before the removal occurs.

Q: If I am about to gain more Tactical Advantage 🔴 beyond my Stack Limit, can I spend some immediately to make room for the other incoming Tactical Advantage 🔴?
A: Yes. Spending status effects is like an Instant Action.

Q: Can I use Tactical Advantage 🔴 the turn which I gain it?
A: Yes.

Q: Can I spend a Protect ⬡ against a source of damage, then instantly gain a second Protect ⬡, and spend that against the same source of damage as well?
A: Yes. You can prevent the amount of dmg (rounded up) and then the remaining dmg once again.

Q: Can I spend a Protect ⬡ against a source of damage, then instantly gain a second Protect ⬡, and spend that against the same source of damage as well?
A: Yes. You can prevent the amount of dmg (rounded up) and then the remaining dmg once again.

Q: Can I only use 1 effect of Tactical Advantage 🔴 per turn?
A: No. Mix and match all you want. The only limit is how much Tactical Advantage 🔴 you have.

Q: How many times can I use Tactical Advantage 🔴 to re-roll a die?
A: As long as you have Tactical Advantage 🔴 to spend there is no limit.

Q: If I increase my Stack Limit is it only until I spend Tactical Advantage 🔴 or is it permanent?
A: Permanent. Your Stack Limit is increased till the end of that game.

Q: Can I increase my stack limit on Tactical Advantage 🔴 more than once?
A: Yes.

Q: When performing Profiteer, can I play *Roll Phase* Action Cards on the one die rolled?
A: Yes. You're still in the *Offensive Roll Phase*.

Q: Is there a limit to the amount of times I can take additional *Offensive Roll Phases* with Profiteer?
A: No.

Q. My opponent is playing Cursed Pirate and is flipped. If I roll Profiteer and get a 6 do I get a Powder Keg 🛢?
A: No. Rules as intended, Profiteer resets the *Offensive Roll Phase*, the Tactician doesn't conclude the phase until he rolls another ability or does not roll a 6 on profiteer. He only gets a Powder Keg 🛢 if he rolls a 4 or 5 on Profiteer, as he neither does damage or resets.

Q: I have Parlay ↩ and roll Profiteer and get a 6. Does Parlay ↩ get removed or does it stay?
A: Parlay ↩ stays until the *Offensive Roll Phase* is concluded. Profiteer resets the roll phase, and so Parlay ↩ stays.

Q: I have Blind 👁 or Blinding Light ✴ and activate Profiteer and roll a 6. Do I roll for Blind 👁/Blinding Light ✴?
A: Yes. Both status effects must be checked at the conclusion of the *Offensive Roll Phase*.

Q: Does Protect ⬡ apply before or after increases or decreases to damage?
A: See (Final Dmg Total) in rulebook.

Q: If I gain Tactical Advantage 🔴 during the *Defensive Roll Phase*, can I spend it immediately to gain Protect ⬡ and prevent Incoming *Attack* damage?
A: Yes. Status effects may be spent as an Instant Action.

Q: When is the bonus damage from Targeted 🎯 applied?
A: All damage is calculated simultaneously at the conclusion of the *Roll Phase*.

HUNTRESS

Q: Can Nyra take damage from an Ultimate Ability?
A: No.

Q: Can I use Tactical Advantage the turn which I gain it?
A: Yes.

Q: How do I pronounce Nyra?
A: Near-ah.

Q: If I'm inflicted with Stun 🌀, can I have Nyra receive the damage?
A: No. A stunned player may take no actions of any kind, including the choice to let Nyra receive the damage.

DICE THRONE FAQ

Q: If I use Nyra's Bond 🛡️, can I still roll for defense?
A: No. If you choose to have Nyra take even a single point of damage, you forfeit your defensive roll.

Q: If a status effect removal card is played to remove Nyra's Bond 🛡️, can I spend it to Heal Nyra before the token is removed?
A: Yes and no. If it's removed by an Instant Action (such as Buh, Bye!), then you are not able to spend Nyra's Bond 🛡️ first. However, for any non-Instant removal (such as Get That Outta Here!), the token may be spent before the removal occurs.

Q: Do I get to make a defense roll if I have Nyra take damage?
A: No. Once you roll for defense, the Huntress must take all of the damage.

Q: Does Nyra count as a "player" or "opponent"?
A: No. She is a "Companion" and cannot be the target of cards or abilities that specify "player" or "opponent".

Q: Can Nyra be inflicted with status effects?
A: No. The Huntress is always the target of an *Attack* (and therefore receives any Negative Status Effects). It is only the damage that may be passed on to Nyra and never Positive or Negative Status Effects.

Q: Can Nyra take *undefendable* damage?
A: Yes.

Q: Can Nyra take *collateral* damage?
A: No. Nyra can only take damage from an *Attack* and *collateral* damage is not an *Attack*.

Q. Can Nyra take damage from Status Effects like Burn 🔥, Poison 🧪, and Bleed 🩸?
A: No.

Q: If Nyra takes more damage than she has Health do I take the remainder?
A: No. The damage is still done to Nyra but she may not have less than 0 Health.

Q: Does Nyra count as a player or opponent?
A: No, she is a companion.

Q: Can Nyra be inflicted with status effects?
A: No. The Huntress is always the target of the status effects.

Q: If a status effect removal card is played to remove Nyra's Bond 🛡️, can I spend it before the token is removed?
A: Yes and no. If it's removed by an Instant Action (such as Buh, Bye!), then you are not able to spend Nyra's Bond 🛡️ first. However, for any non-Instant removal (such as Get That Outta Here!), the token may be spent before the removal occurs.

Q: If my opponent steals Nyra's Bond 🛡️, can they use it to redirect damage to Nyra?
A: No. They do not have a Nyra to redirect damage to, and may not use yours. If you are playing a mirror match your opponent may spend it as normal but it still only affects their Nyra.

Q: Can Nyra have more than 7 Health?
A: No.

Q: Nyra has 7 Health. I have Nyra's Bond 🛡️. I received 8 dmg. Can I fully pass the dmg to Nyra and, before hitting zero, use Nyra's Bond 🛡️ to Heal her 2, thus leaving her with 1 Health?
A: No, because Nyra would be at full Health when you spend the token. For the Healing to be added into the damage calculation it must be possible and Nyra cannot Heal above 7.

Q: If Huntress starts her upkeep phase with Nyra downed and on 4 Health. What happens?
A: She Heals to 5 but does not flip. The dial says to flip if it reads 5, otherwise Heal 1. She will flip next turn.

Q: Is Bleed 🩸 persistent or does it get removed after 1 turn?
A: Neither. Bleed 🩸 remains(and does 1 damage) until a 5 or 6 is rolled during the Upkeep Phase.

Q: I have 2 Bleeds 🩸 on me. Do I roll for each Bleed 🩸 or do I only roll once and on a 5 or 6 remove a single token?
A: Roll for each individually. Status effects are discreet instances for each token.

Q: My opponent is inflicted with Bleed 🩸. They roll, and get a 3. They use "Buh-Bye!" to remove the token. Do they still take the 1 damage?
A: Yes. The effect was rolled for, and must be resolved, even if the token is removed.

Q: If I choose Nyra to take the damage, can my opponent add an *Attack Modifier* after this choice is made? If so, can I change my mind and roll defense instead?
A: Yes, your opponent can add damage after you select Nyra to take the damage and choose not to roll your Defense. But once you have selected Nyra to take the damage you cannot change your mind and roll defense.

CURSED PIRATE

Q: Does Wither 🟣 reduce dmg from an Ultimate ability?
A: No.

Q: Do I get to choose which side of my board to start on?
A: No, You always start on her human side.

Q: Is there any way to flip my board from the Cursed Pirate side back to the "human" side?
A: No. Once flipped, it stays that way for the remainder of the game.

Q: If the Pirate inflicts a Powder Keg 🛢️ with an *Attack* when the opponent already has a Powder Keg 🛢️, is the dmg added to the final total or is it an isolated instance of dmg?
A: It is an isolated instance. The opponent would immediately receive dmg. Then you would proceed to determine dmg from the *Attack* as normal.

Q: Do I have to gain a Cursed Doubloon 🟡 when an ability says "gain Cursed Doubloon 🟡"?
A: No. Gaining Cursed Doubloons 🟡 is always optional for the Pirate.

Q: If the Pirate is on her Cursed side and an opponent *Attacks* while they are afflicted with Parlay 🔄, is the opponent then inflicted with Powder Keg 🛢️ due to my Passive Ability?
A: No. It states "...does not result in an *Attack*". As long as the ability they activate deals damage that targets another player, they do not receive the Powder Keg 🛢️ (but Parlay 🔄 still means the ability does not deal any damage). Similarly, if they fail a Blinding Light ☀️ roll, they still *Attacked*, it just failed.

Q: Do I flip my board immediately when I remove my last doubloon 🟡?
A: No, you flip your board at the end of your turn when your passive would remove one but you do not have one to remove.

Q: Can my opponent remove or transfer Doubloons 🟡 with a card, status, or ability on their Hero board?
A: No.

Q: Can the pirate use cards to remove her own doubloons 🟡?
A: No. Only abilities on her board can.

Q: Does Pirate's passive on her Cursed Side trigger if my opponent activates abilities like Fortitude or Meditate that do no damage?
A: Yes.

Q: Does Pirate's passive on her Cursed Side trigger if my opponent fails to activate an ability in their *Offensive Roll Phase*?
A: Yes.

Q: If I reach 0 Health from the 4 damage my passive on the Cursed side of my board does, do I lose immediately or do I get one final turn?
A: Since all dmg is accumulated at the conclusion of each Phase, you lose when your Health is reduced to 0 at the conclusion of the Upkeep Phase.

Q: Is Powder Keg 🛢️ persistent or is it removed after one upkeep phase?
A: Neither. On a 1-2 it is removed and you take 3 damage immediately. On a 6 you transfer the token to a player of your choice.

Q: Doesn't the 3 damage from Powder Keg 🛢️ get accumulated and dealt at the end of the phase?
A: Typically, yes, but Powder Keg 🛢️ is an exception to the rule because. Powder Keg 🛢️ states that the damage is done immediately and as an isolated source of *undefendable* damage. If the 3 damage occurs as the result of an *Attack* inflicting a second keg, the recipient resolves the 3 damage before determining the damage dealt from the *Attack*.

Q: Does Wither 🟣 reduce damage from a defensive ability?
A: No.

Q: Does Wither 🟣 reduce *undefendable* or *collateral* damage?
A: Yes, if it is from an offensive ability. Wither 🟣 is not an *Attack* modifier, and so may reduce *collateral* damage.

Q: If Parlay 🔄 prevents damage, does my opponent's ability still count as an *Attack*?
A: Yes.

Q: If Parlay 🔄 prevents my opponent from doing any damage do I still get to activate my defensive ability?
A: No. Parlay 🔄 prevents the damage entirely. No defense roll.

Q: If I'm playing a Pirate mirror match can I manipulate my opponent's doubloons 🟡?
A: No. Each pirate's doubloons 🟡 are only able to be affected by their source.

Q: In a Pirate mirror match if I flip before my opponent and inflict a Cursed Doubloon 🟡 does that prevent them from flipping?
A: No. Pirate flips if she has no more of her own doubloons 🟡 at the end of her turn.

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
Q: Can I activate Healbot in response to an Ultimate Ability?
A: No. You may never respond to an Ultimate.

Q: Do my Bots count as status effects?
A: No, they are Companions.

Q: When can I spend 4 Synth ⚡ to inflict a Nanite 🟢 on my opponent?
A: At any time. Even during the Upkeep Phase before you might activate the Nanobot to Detonate Nanites 🟢.

**Q:** What does it mean to "ignore normal activation requirements"?
A: Overclock, Zapppp! and Maximum Power all allow you Activate Bots without using Synth ⚡. You get a free use with any Bots Activated that way.

Q: I Activated the Shock Bot to add 3 dmg. Then my opponent used Evasive (or some other damage reducing effect). Is the damage from Shock Bot a separate instance of damage?
A: No. Unless otherwise stated, all damage dealt during an *Offensive Roll Phase* is cumulative.

Q: Can I use the Heal Bot if the incoming damage is *undefendable*?
**A:** Yes, as long as the incoming dmg is at least .

Q: When are Nanites 🟢 Detonated?
A: Nanites 🟢 are Detonated when the Nanobot is Activated.

ARTIFICER (CONT.)

Q: What happens if I Detonate Nanites ⬢ as a part of my *Offensive Roll Phase*?

A: The damage is accumulated with the rest of the damage being dealt. The damage type (normal/*undefendable*) matches that of the Offensive Ability that was activated.

Q: What does upgrading a bot do?
A: A basic bot requires spending 2 Synth ⚡ to activate. An Advanced Bot can be activated by spending just 1 synth ⚡.

Q: Can I build an Advanced Bot without building the basic first if I spend 3 Synth ⚡?
A: No, you must have and spend the 5 Synth ⚡ needed to both build the Basic Bot and then upgrade to the Advanced Bot.

Q: After I build a Bot, does it get removed after I activate it?
A: No. Once built, Bots stay in play for the rest of the game.

Q: How can I or my opponent remove a Bot?
A: They cannot be removed.

Q: Is Bot activation limit per turn or per phase?
A: Activation limit is noted in the text associated with each Bot.

Q: Can I activate a bot with Overclock, Zapppp!, or Maximum Power if I don't have it built yet?
A: No. Bots must be built to be activated, even when ignoring normal activation requirements.

Q: If a status effect removal card is played to remove Synth ⚡, can I spend it before the token is removed?
A: Yes and no. If it's removed by an Instant Action (such as Buh, Bye!), then you are not able to spend Synth ⚡ first. However, for any non-Instant removal (such as Get That Outta Here!), the token may be spent to inflict a Nanite ⬢ before the removal occurs.

Q: If my opponent steals synth, can they build bots?
A: No. Bots are unique to the Artificer.

Q: Can I immediately spend Synth ⚡ I earn as part of my defense to activate my Healbot?
A: Yes. Spending Synth ⚡ is an instant action.

Q: If I activate Overclock, Zapppp!, or Maximum Power and pay synth to activate Shock Bot can I use the free activation to activate Shock Bot a second time?
A: No. Shock Bot states that it may never be activated more than once per turn (you can ignore activation requirements, not limits).

Q: If I activate Nano Bot in the upkeep phase, can my opponent defend against the damage?
A: No. Defensive Abilities only activate as a result of an *Attack* from an *Offensive Roll Phase*. They may still use cards and status effect to mitigate or avoid the damage.

Q: Can I activate Healbot if I take *collateral* damage?
A: No. Healbot is activated after being *attacked* and *collateral* is not an *Attack*.

Q: When does the Healing from Heal Bot happen?
A: All Healing and damage are accumulated and resolved simultaneously at the end of the *Defensive Roll Phase*.

SERAPH

Q: Does Blinding Light ☀ stop an Ultimate Ability?
A: No. Nothing stops an Ultimate except manipulating dice before it activates. However, after the Ultimate completes, Blinding Light ☀ is still removed.

Q: If I have Blessing of Divinity 🕊 and my opponent activates their Ultimate Ability, which would reduce my Health to 0, what happens?
A: Blessing of Divinity 🕊 does not reduce or prevent any of the damage from the Ultimate. Afterward, your Health is set to 0.

Q: Can I use Flight 🦶 to avoid damage from an Ultimate Ability?
A: No. You can never prevent or avoid dmg from an Ultimate.

Q: Can I spend more than 1 Flight 🦶 while attempting to avoid incoming damage?
A: Yes. You can attempt to avoid the damage using as many Flight 🦶 tokens as you have available.

Q: Can I spend Flight 🦶 immediately after gaining it?
A: Yes, you can spend it immediately in an attempt to make your *Attack undefendable* or to avoid all incoming damage.

Q: Can Holy Presence ☀ be transferred by an opponent?
A: Holy Presence ☀ can be removed, but never transferred.

Q: What happens if Blessing of Divinity 🕊 is triggered while I am afflicted with Poison 🧪?
A: Blessing of Divinity 🕊 is a shield that prevents lethal dmg (leaving you with 1 Health). It does not remove status effects. So you would survive the blow, but during your next Upkeep Phase, you would receive 1 dmg from Poison 🧪 and your Health would be reduced to 0.

Q: Can I use Fight 🦶 to avoid *undefendable* damage?
A: Yes. The defensive phase still happens, you just don't activate your defensive ability.

Q: Can I use Flight 🦶 to avoid *collateral* damage?
A: Yes. The *Defensive Roll Phase* still happens, you just don't activate your defensive ability. Flight 🦶 avoids damage in the defensive phase on a 6, not only on *Attacks*.

Q: Can I use Flight 🦶 after an *Attack* in my opponents defensive phase to avoid damage from their defensive ability?
A: Yes. Flight 🦶 only stipulated Offensive and *Defensive Roll Phase*s, it does not specify that it must be your own.

Q: Can Flight 🦶 be used to avoid damage from status effects like Burn 🔥, Poison 🧪, etc?
A: No. Flight 🦶 Must be used in the *Defensive Roll Phase* in order to avoid damage.

Q: Can Cards like "So Wild" and "Six It" be used on the dice for Flight?
A: Yes. Flight 🦶 must be spent in a Roll Phase and is therefore subject to Roll Phase cards.

Q: Can I roll my defense and then use Flight 🦶 and attempt to avoid all damage after I activate my Defensive Ability?
A: Yes.

Q: If Flight 🦶 is successful, all damage is reduced to 0. Does that include other effects?
A: No. Flight 🦶 only affects damage.

Q: When I activate Purify and choose an opponent to remove a status effect can they spend it in response before it is removed?
A: Yes. Spending status effects is an Instant Action.

Q: On a roll of 1 for Blinding Light ☀ does it prevent all effects of an *Offensive Roll Phase* or just damage.
A: On a roll of 1 Blinding Light ☀ stops all effects.

Q: If Blinding Light ☀ reduces my opponent's damage and they use an *Attack* modifier after Blinding Light ☀ is rolled for, does it get halved?
A: Yes. All damage is accumulated, all static + & - numbers are applied, and finally all halving effects are resolved.

Q: If I skip my *Offensive Roll Phase* due to Knockdown ☀ while inflicted with Blinding Light ☀, does Blinding Light ☀ get removed?
**A:** No. You must begin and conclude your *Offensive Roll Phase* to remove Blinding Light ☀.

Q: Where's my 3rd Holy Presence ☀ token?!
A: That was a misprint. You should only have 2.

Q: Does Holy Presence ☀ deal damage to both opponents on a King of the Hill match?
A: Yes. All Opponents take 1 dmg per Holy Presence ☀.

Q: In a 2v2 match, teams share Health. Does Holy Presence ☀ deal 1 to each opponent, for a total of 2 from their shared Health?
**A:** Yes.

VAMPIRE LORD

Q: When I activate my Ultimate Ability and get to search my deck, can I find a card that would add dmg, and then immediately play that card to increase the dmg of the Ultimate?
A: Yes, because all dmg is dealt simultaneously at the conclusion of the Roll Phase.

Q: Can I use Mesmerize 💡 if an opponent is about to activate their Ultimate Ability?
A: Yes. You can stop an Ultimate from rolling successfully, but can't do anything if you allow it to activate.

Q: My Ultimate Ability lets me search my deck for a card. Can I play that card immediately, before damage is dealt?
A: Yes, if the card is an *Attack* modifier, roll phase, or instant action card.

Q: When can I spend Blood Power 🩸 for card draw or to remove a status effect?
A: At any time. Spending status effects is like an Instant Action.

Q: If I am about to gain more Blood Power 🩸 beyond my Stack Limit, can I spend some immediately to make room for the other incoming Blood Power 🩸?
A: Yes. Spending status effects is like an Instant Action.

Q: When I spend 4 Blood Power 🩸 to cause my *Attack* to Heal me, if an opponent's defense causes them to Heal, does that mean I dealt less damage?
A: No. This effect is based on the amount of damage successfully dealt. A Hero that Heals is still receiving the full amount of dmg.

Q: My Defensive Ability allows me to "Steal Health". What does that mean?
A: If I Steal 1 Health, then my opponent reduces their Health by 1 and I increase my Health by 1. This is not considered "dmg" and cannot be prevented or reduced. Similarly, this does not count as a Heal for the Vampire Lord.

Q: Can I spend 3 Blood Power 🩸 at the same time to increase an *Attack* damage by 6?
A: No. Blood Power 🩸 effects can only be used once per turn.

Q: Can I gain Blood Power 🩸 incrementally (one token at a time) to be able to avoid hitting my stack limit (example: I'm at 3 BP, and my ability causes me to gain 3. Can I gain one, then use my Heal power, then gain the other 2?)
A: No, you gain it all at once and must be able to make room for all of it immediately or you will lose the excess.

Q: When can I spend Blood Power 🩸 to add damage?
A: You may spend Blood Power 🩸 to add damage at any time after you've selected an ability.

Q: Can I use Blood Power 🩸 to increase *undefendable* damage?
A: Yes.

Q: Can I use Blood Power 🩸 to increase *collateral* damage?
A: No. Spending 1 Blood Power 🩸 is an *Attack Modifier* and *collateral* damage is not an *Attack*.

Q: When Can I spend Blood Power 🩸 to draw or to remove a status effect?
**A:** At any time. Spending status effects is an instant action.

Q: When I spend 4 Blood Power 🔴 to cause my *Attack* to Heal me, do I Heal the base damage of the *Attack* or the amount of damage successfully dealt?
A: Blood Power's 🔴 Heal effect is based on damage successfully dealt. For example, the Vampire Lord *Attacks* for 🎲 and spends 4 Blood Power 🔴 and the Moon Elf prevents half, only taking 4 damage. The Vampire Lord Heals 4.

Q: If I spend 4 Blood Power 🔴 when *Attacking* the Huntress but she lets Nyra take the damage do I still Heal the full amount of damage dealt?
**A:** Yes.

Q: "Consume Blood" says spend up to 2 Blood Power 🔴 and gain 2 CP per Blood Power 🔴 spent - does spending it mean trading it in for the CP, or can I spend it and gain the regular benefits in addition to the extra CP?
**A:** You must spend it only as part of the card's effect. You cannot receive any other benefit from the Blood Power 🔴 spent for "Consume Blood".

**Q:** When do I spend 4 Blood Power 🔴 to Heal?
A: You may spend the Blood Power 🔴 at any point during the Roll Phase, but the Heal does not actually take place until damage from an *Attack* is successfully dealt.

**Q:** Can I use Mesmerize 🔮 on a roll for a status effect like Blind 👁, Bleed 🩸, etc?
A: Yes. Spending status effects is an instant action and Mesmerize 🔮 can be used on any one die.

Q: Is Bleed 🩸 persistent or does it get removed after 1 turn?
A: Neither. Bleed 🩸 remains(and does 1 damage) until a 5 or 6 is rolled during the Upkeep Phase.

Q: I have 2 Bleeds 🩸 on me. Do I roll for each Bleed 🩸 or do I only roll once and on a 5 or 6 remove a single token?
A: Roll for each individually. Status effects are discreet instances for each token.

Q: My opponent is inflicted with Bleed 🩸. They roll, and get a 3. They use "Buh-Bye!" to remove the token. Do they still take the 1 damage?
A: Yes. The effect was rolled for, and must be resolved, even if the token is removed.

Q: My Defensive Ability lets me "Steal Health." How does that work?
A: Your opponent decreases their Health by 1 and you increase your Health by 1 for every 6 you roll on defense. Stealing Health is not considered dealing damage, it cannot be prevented or avoided. Likewise, it does not count as a Heal. This does not decrease or prevent any damage from your opponent's *Attack* for the sake of calculations.

CARDS

Q: Can I use "Not this Time" to prevent damage from an Ultimate?
A: No.

Q: Can I play Six-it or Samsies on my opponents dice?
A: No. Both cards state you may change the value of one of your dice.

Q: What happens if I run out of cards in my deck?
A: The rulebook states that if you need to draw a card but your deck is empty, shuffle your discard pile to create a new deck first.

Q: Do I remove all tokens of all types when "What Status Effects" is played?
A: Yes.

Q: Can I use "One More Time" to force my opponent to take an additional *Roll Attempt* during their *Offensive Roll Phase*?
A: No. The card states " A chosen player **may** perform an additional *Roll Attempt*..." They are not forced to.

**Q:** Can I use "Better D" to force my opponent to take an additional *Roll Attempt* during their *Defensive Roll Phase*?
A: No. The card states " A chosen player **may** perform an additional *Roll Attempt*..." They are not forced to.

Q: Can I use "Try, try again" to force my opponent to take an to re-roll up to two dice?
A: No. you cannot play it on an opponent. The card states "you or a chosen teammate..."

Q: Can I play "Double up" or "Triple up" during my opponents turn and have more than my 6 card limit?
A: Yes. You must have 6 or fewer cards in your hand at the conclusion of the *Discard Phase*.

Q: When I sell a card how much CP do I gain?
A: The rulebook states that you gain 1🪙 per card sold. Not the CP value of the card.

GENERAL DTA

Q: What sleeves should I get to protect my cards in Dice Throne Adventures?
A: We recommend the official Dice Throne sleeves for the Fallen Boss'. However, other companies make sleeves to fit our card size which is 57mm x 89mm (3.5" x 2.25"). You will need at least 40 sleeves per Hero.

Q: What is Dice Throne Adventures?
A: Dice Throne Adventures is a genre-bending cooperative expansion for Dice Throne. You can take 1 to 4 Heroes and delve into randomly generated worlds, beautiful environments, intense boss battles, innovative Diablo-inspired loot, and non-destructive legacy elements.

Q: I missed the Kickstarter, can I get a promo pack/playmat/sleeves etc.?
A: Yes! Roxley does not believe in Kickstarter exclusive content. Visit our website to purchase the items you want.

Q: I have a great idea for a champion concept, game mode, expansion, etc! Where do I share it?
A: For legal reasons and due to the possibility of parallel development Roxley and the Dice Throne Development Team cannot accept or evaluate any unsolicited champion ideas or other creative submissions.

Q: What sleeves should I get to protect my Heroes?
A: We recommend the official Dice Throne sleeves. However, other companies make sleeves to fit our card size which is 57mm x 89mm (3.5" x 2.25"). You will need at least 40 sleeves per Hero.

Q: If it is ever unclear what choice a Minion or Boss should make, what happens?
A: The *Active Player* should make the most effective decision for the Minion or Boss.

Q: Can a Hero Heal above their starting Health?
A: Yes. Like standard Dice Throne, a Hero can Heal up to 10 above their starting Health.

Q: Can I spend *Bonus Damage* +2 tokens after my opponent has already activated their *Defensive Ability*?
A: Yes. *Bonus Damage* +2 tokens are *Attack Modifiers*, which may be spent before or after the opponent activates their *Defensive Ability*.

Q: During a campaign, what is the stack limit for *King's Hand* 👊?
A: Infinity.

Q: Do I go directly into the Boss Battle after going through the Boss Portal tile?
A: No. First you go to Rosella's Shop and you have to reset your Hero board.

Q: Can the *King's Hand* 👊 dice roll be manipulated with applicable Hero's *Roll Phase* cards?
A: Yes.

Q: Are my Hero's upgraded Ability cards and Equipment cards carried over from scenario to scenario?
A: No, you always return all cards to your deck after each session.

Q: If my team was victorious and had Salves 💧 remaining, would they carry over to the next scenario?
A: Yes.

Q: If my team lost and we had Salves 💧 remaining, do these carry over when we replay the scenario?
A: No, these are not added to your Starting Salves 💧 for your replay of the same scenario.

Q: What happens if I run out of cards in a Loot deck?
A: Draw from the next highest rarity Loot deck instead.

Q: If it is ever unclear what choice a Minion or Boss should make, what happens?