

# ~~RDE Set Release Judge Notes and FAQ~~

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Most of you have taken a look at the full spoilers of the new set Return of the Dragon Emperor (RDE), and I'm sure some of you have also taken a glance at the new Comprehensive Rules Document 6.3.

<http://www.fowtcg.com/docs/rules/overall>

The following are some common questions and rules interactions that we've seen recently with the introduction of these spoilers.

## *Gill Alhama'at*

In RDE, there is a new type of card called a Colossal Ruler. Colossal rulers are defined in section 1304 of the CR as two normal sized cards that are attached such that they fold to reveal a larger card (in this case, a J-ruler) when unfolded or two cards opposite each other when folded up (in this case a ruler and J-ruler).

Some simplified rules on how to deal with a Colossal Ruler are as follows:

A Colossal Ruler that has [Judgment] on the first J-Ruler form can use [Judgment] in the same way a ruler would. You still cannot do judgment twice in the same turn because a prerequisite of playing a Judgment process is to have not played a Judgment process previously this turn.

When a Colossal Ruler is destroyed while in either J-ruler form, it is treated the same as any other J-ruler being destroyed - it goes back to the ruler area with the "Astral" condition.

If a 1st form J-Ruler is destroyed before the judgment resolves that would put him on his 2nd form, the Judgment resolves and has no effect. It does not move him from his ruler side back to his 1st form J-Ruler side.

While you control Gill Alhama'at, He Who Grasps All, all chants in your hand gain Ancient Magic in addition to their other subtypes. His final ability allows you to play Ancient Magic cards from your hand without paying their cost. This follows all previous rules of playing cards and abilities without paying the costs - any spells with {X} in their costs (e.g. Steam Explosion) are treated as if X was 0 while playing cards via Alhama'at's ability. Similarly, cards with Awakening, such as Rising from the Depths, must still have their Awakening costs paid if you wish to use that part of the card's effects.

## *Heal*

With the introduction of Ryula, [Alabaster Dragon](#) Princess, we now have the ability to heal Rulers that have been destroyed while in their J-Ruler form.

To quote CR:

1024.1. If a card says “If a ruler is astral, heal it” it means the following things. Remove any astral counters on the ruler. A healed ruler loses its “Astral” condition and regains use of its [Judgment] abilities until it is destroyed and gains the “Astral” condition again.

1024.2. If a ruler would be healed, aside from removing the “Astral” condition, nothing else changes about what is being applied to that card.

Please feel free to ask any questions with regards to this in the Force of Will Judge Questions group or in the comments below.

### ***Resonance and Related Mechanics***

In Rise of the Dragon Emperor, there are many resonator cards that state to treat them as a specific type of magic stone. These cards are NOT magic stone cards. They are only treated as the subtype(s) of magic stone that is stated on the card.

Cards that enter and have these abilities trigger the [Resonance] abilities of cards that are looking for the specific type listed on the entering card. For example, a Fiery Soldier of Milest will trigger the “[Resonance] Fire Magic Stone” ability of “Pricia, True Beastmaster”.

Since these cards are not treated as magic stone cards, they are not affected by cards that specify the general card type magic stone. For example, cards such as “Fiery Soldier of Milest” are not granted [Barrier] by “Grusbalesta, Magic Stone Researcher”, and they are not granted the ability to produce {R} by the J/Ruler Blazer Gill Rabus. However, since the ability of the ruler “Sylvia Gill Palarilias” grants an ability to fire magic stones, not magic stones, a resonator treated as a fire magic stone will be able to rest to produce wind will while Sylvia is your ruler.

Some Resonance abilities can trigger from multiple magic stone types. For example, Gill Alhama'at has “[Resonance] Light Magic Stone or Darkness Magic Stone”. A card that enters and is treated as both types of these stones, such as Magic Stone of Heaven's Rift, or the Dark March Hare, only triggers the ability once even though it fulfills both of the 2 possible conditions needed. However, if a card has two separate [Resonance] abilities, and a single card enters your field that meets the conditions to trigger both of those abilities (e.g. Magic Stone of Heaven's Rift entering while you control The Dark March Hare), then both abilities trigger.

Some abilities, however, require a specific type of magic stone to have entered play in order for the ability to be played (e.g. “Reincarnated Maiden of Flame, Pricia”). The God's Art ability of Pricia says you may only play the ability if a fire magic stone and a wind magic stone entered your field this turn. Unlike a [Resonance] ability, a single card can fulfill this entire condition, because it is not triggering an ability, it is just a condition that must be fulfilled. If, for example, a Magic Stone of Blasting Waves has entered the field this turn, then a fire magic stone has entered the field and a wind magic stone has entered the field.

## ***New Cards with Variables***

We are also seeing a few new cards that have amounts and X defined in places that are not the cost. Two examples of these are “Rapid Shot” and “Fury of the Obsidian Dragon”.

In the case of Rapid Shot, the number of targets, the amount of damage to be dealt, AND the distribution of that damage are all decided during the process of playing it to the chase. In the case of Fury of the Obsidian Dragon, the targets are all decided during the process of playing it to the chase.

If you play a Fury of the Obsidian Dragon or a Rapid Shot, and then a board state change occurs that would change a variable, the variable is already locked into place. So, destroying a player’s Dragon in response to their Fury of the Obsidian Dragon, will not force them to “untarget” a resonator for destruction. Likewise, playing a “Captain Hook, the Pirate” with [Quickcast] to return a fire magic stone your opponent controls to the top of his or her magic stone deck in response to their Rapid Shot will not change the amount of damage that will be dealt by Rapid Shot.

## ***Gill Lapis, Rebel of Darkest Fires***

The {X} ability of “Gill Lapis, Rebel of Darkest Fires” applies a continuous effect to the game that allows you to play any one card that costs X or less from your opponent’s removed area this turn. You choose the card to play with this ability at the time you play it - it’s similar to the effect of Necromicon. When that card resolves, it’s put into your field if it’s an addition, resonator, or regalia. If it’s a chant, it’s put into its owner’s graveyard when it resolves. As always, if that chant has an {X} in its cost, X is zero.

The {0} ability of “Gill Lapis, Conqueror of Attractia” can only target cards in your opponent’s playground. It cannot target cards on the chase.

## ***Extra Turns and Door of Time***

If one player has resolved multiple copies of Door of Time, they take those turns in a row. If both players have resolved a “Door of Time” successfully and have an extra turn queued up, the player whose Door of Time resolved most recently takes their extra turn first.

Just like when Alice's World was a popular deck, if an extra turn is taken during the 3 extra turns after time is called in the round, it takes up one of those three turns.

Please note these situations are assuming the player did not lose the game due to the delayed automatic ability of Door of Time at the end of the extra turn.

## ***Concord of Saints and Beasts***

If a player chooses the second mode of this card, “whenever a resonator that was dealt damage this turn...”, that effect only applies for the turn during which Concord resolved. If a resonator that was

damaged that turn is put into a graveyard during a later turn, the ability generated by this card's effect won't trigger.

### ***Previous CR changes that now apply***

Finally, we'd just like to remind everyone of the changes covered in the Vingolf 3 CR, which will begin applying at this weekend's prerelease events and from March 10 forward.

"2. "Pay {2} (or any other value) instead of paying [a spell or ability's] cost" will be treated the same as "Pay {0} instead of paying [a spell or ability's] cost" or "play without paying [a spell or ability's] cost" as far as X values go. This largely only affects one current example, which is Overlord's Baptism interacting with Pricia's God's Art. For example:

Old ruling (TTW -> March 9th): You can choose an X value for Pricia's God's Art, then replace the God's Art with {2} with Baptism, and the X value will be remembered.

New ruling (March 10th/RDE-onward): If you replace Pricia's God's Art with Overlord's Baptism, the X value will automatically be chosen as 0.

\*Note: this does not affect cost \*reductions\* such as "Laevateinn, the Demon Sword's" rest ability.\*

3. There will be a change to how standbys work, concurrent with a request to differentiate event-based and status-based standbys in the CR. This is how they will work:

Event-based standbys (e.g. "Prison in the Lunar Lake," "Justice of God's Sword," "Merlin, the Wizard of Distress"), which trigger off of a specific event and must be played immediately or miss timing, will continue to be treated the exact same way as current standbys and played at the speed of an automatic ability.

Status-based standbys (e.g. "Portal of Truth," "Flame Trap," "Sign to the Future," "Riza, First of the Dead"), which trigger from a past event or board state but have wide timing windows, will now be played at the speed of an activate ability.

In other words, event-based standbys will be treated as "automatic cards" and status-based standbys will be treated as "activate cards," though they may use slightly different language in the English CR."

Thanks for reading, and we hope you all enjoy the upcoming set. If you have any questions, please don't hesitate to utilize our group, [Force of Will Judge Questions](#).

- US Level 1 Judge Staff