## PLAYING EFFECTS

effects and are covered in their own sections. monsters. Purchasing and attacking work differently than playing Additionally, if it is your turn, you can **purchase items**, or **attack** any of those things is referred to as playing an effect. **loot cards, activated effects**, or **paid effects**. Doing to steer the game in your favor: you can **play** You have a number of tools at your disposal

what will affect the game next and which player can make the player's turns to play their own effects. Two systems determine It is also important to know that players regularly interrupt other **next move**. These are **the stack** and **priority** respectively.

on the stack. The following game events also use the stack and have a chance to react. The stack is the place where some involve multiple steps: (for effects that say "choose 1") and targets for effects as they go effects wait to **resolve** (affect the game). You choose the mode Effects go on top of the stack so that other players

- Purchasing (see Purchasing)
- Rolling a dice (see Dice Rolls)
- Attacking (see Attacking)
- Combat damage (see Attacking)
- Monster death (see Monster Death)
- Refilling slots and decks (see Refilling)
- Encountering non-monster cards (see Attacking/Refilling)
- Player death (see Player Death)

### EXAMPLE STACK

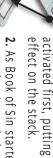
Below is a visualization of the stack. Butter Bean and Dice Shard (loot cards) are played directly onto the stack, while the other two

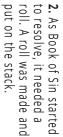
are representations of the of Sin's effect. dice roll result and Book

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- targeting the roll. in response to the roll Dice shard was played
- canceling Dice Shard and keeping the roll of 4. stands it will resolve first, targeting Dice Shard. in response to Dice Shard Butter Bean was played . As it

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# PRIDRITY

Generally, at any given point someone has priority. The player with **priority** is the only player that can play effects, purchase, priority works: or attack. The following rules describe how



- 1. You can only play effects, purchase, or attack while you have priority
- 2 While you have priority, you can either play an effect, next player. purchase, or attack, and keep priority, or pass priority to the

effects during these times. There are times when nobody has priority. Players can't play

# RESPONDING

response to whatever is currently on the stack. Doing can purchase or attack (see **Turn Structure**). respond while the stack is empty. In fact, this is the only time you it to resolve before whatever is below it. You can also puts your response on top of the stack which will cause You can play loot cards or use activated or paid effects in



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kinds of game events. If multiple effects the stack in the following order: trigger at the same time, they are put onto Triggered effects can be triggered by all



- Effects from monster cards go on first, including monster death. If there are more than one, the active player chooses the relative order
- ? death. All other effects go on the stack in turn order starting with the active player. If you own multiple effects, you choose their relative order. For the purposes of timing, you own your

If the timing is not outlined here, the active player chooses the order of the effects in question.

#### resolving ガラ STACK

after anything resolves, and after any triggered effects have been monster card resolving is going to its discard pile. Generally added to the stack, the active player gets priority top of the stack resolves. The final part of a loot card or non-When all players pass priority in succession, whatever is on

other. To find out what happens next, you take off the top card of the stack and do what it says. Each time you take something off, players have a chance to put more cards on. This continues until As they are played or triggered, you pile the cards on top of each the pile is empty and nobody wants to play any more cards Conceptually, think of each effect on the stack as a physical card.

