

## Dreamblade FAQ - Updated 11/13/06

Dreamblade™ FAQ

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See the end of this document for a log of recent changes.

This FAQ is intended for players who have read the rulebook and are looking for clarifications and additional information. Brand-new players should familiarize themselves with the rulebook before going through this FAQ. Some of the additional information, the combat sequence in particular, is highly recommended reading for tournament players and judges. Most referenced abilities are written out at the end of the question of their first occurrence.

The Dreamblade™ rulebook is available in PDF format on the Dreamblade website at <http://www.dreamblademinis.com>, and in text format at <http://rules.wizards.com>.

For full text of each miniature referenced in this document, please see Dreamcatcher at <http://dreamcatcher.wizards.com>.

For Frequently Asked Questions about the Baxar's War expansion set, see the Baxar's War FAQ.

Symbols used in this document:

{oB} = (:bl:)

{oB}{oB} = (:bl::dbl:)

{oC} = (:cip:)

{oM} = (:mbl:)

{oS} = (:sc:)

{o2}, {oX} = Spawn point costs

For ease of reference, this document is divided into the following sections:

- Initiative and Dice Rolling
- Spawning and the Spawn Phase
- Shifting
- Combat
- The Conquest Phase
- Abilities
- Specific Miniatures
- Miscellaneous Questions

## Initiative and Dice Rolling

**Q: How does rerolling dice work? The glossary definition just covers attack dice.**

A: Rerolling attack dice and initiative dice work the same way. Any time a die is rerolled, the previous result is ignored. Additionally, there is a rule for tournaments that has players reroll so that consecutive spawn phases aren't skipped:

### 430. Special Initiative Phase Rule for Tournaments

Skipping Spawn Phases: If either player rolled a 1 during the previous turn's Initiative Phase, re-roll all 1's rolled during the current turn's Initiative phase.

(Example: On the previous turn Scott and Andy skipped the Spawn Phase. During their current Initiative Phase, Scott rolls a 1 and Andy rolls a 4. Since they skipped their last spawn phase, Scott re-rolls his result of 1, and ends up rolling a 3. Scott and Andy then proceed to complete their Spawn Phase spawning miniatures normally this turn, and have 7 spawn points to spend.)

**Q: What if I need to roll more dice than I have for an attack?**

A: Hopefully your opponent will have some dice you can use as well. It is common courtesy to ask your opponent if you may borrow his or her dice. If you make an attack where you need to roll more dice than you have access to, roll as many dice as you can, write down the results of those rolls, and reroll as many dice as necessary to complete the attack. You should always confirm the result of the first set of rolls with your opponent before rolling any dice again, especially in a tournament.

**Q: What happens if someone rolls too many dice for an attack?**

A: If you're in a tournament, call a judge immediately. The penalty according to the Dreamblade Penalty Guidelines is a warning, and the opponent gets to choose which dice aren't used.

## Spawning and the Spawn Phase

**Q: How does the spawn phase work?**

A: At the beginning of the first player's spawn phase, add both players' initiative rolls together. The first player then adds 2 points for each of his or her miniatures that have been destroyed since his or her last spawn phase. If there are miniatures in play

that give bonus spawn points (from the Energize ability, for example), add these as well. This is the total number of spawn points available to the first player.

At the beginning of the second player's spawn phase, add both players' initiative rolls together. The second player then adds 2 points for each of his or her miniatures that have been destroyed since his or her last spawn phase. If there are miniatures in play that give bonus spawn points, add these as well. This is the total number of spawn points available to the second player.

**Q: If I can't use the bonus spawn points from a miniature that was destroyed last turn, can they be saved and used on a future turn?**

A: No. Spawn points that you don't use in your spawn phase are lost, and this includes bonus spawn points from destroyed minis. The only case in which bonus spawn points can be saved for a later turn is if a player rolls a 1 on an initiative die, causing the spawn phases to be skipped that turn.

**Q: If a miniature owned by the second player is destroyed in the first player's spawn phase, does the second player get the bonus spawn points this turn?**

A: Yes. The miniature was destroyed after the second player's last spawn phase, and therefore will generate bonus spawn points in that turn.

**Q: How do spawn abilities work?**

A: A spawn ability requires you to spend some number of spawn points (sometimes 0) to activate the ability. Even if the cost is 0, you can only use a spawn ability during your spawn phase, and each spawn ability can be used only once each spawn phase. Some spawn abilities have the "score" symbol. These abilities can only be used while the miniature is in a cell that can score you conquest points (this means the middle scoring cells, and those closest to your opponent). The cell doesn't have to be uncontested; as long as the miniature is in a scoring cell the ability can be used.

**Q: Can you activate a creature's spawn ability on the same turn that you spawn it?**

A: Yes, as long as you meet the conditions to activate the spawn ability. In many cases this means having enough spawn points left over to activate the ability.

**Q: If my opponent has a creature in my spawn row, can I still spawn in that cell?**

A: Yes. Keep in mind that you can always spawn in your portal, no matter what. You can spawn in any other cell in your spawn row as long as: 1) you control a miniature in the same column as that cell, 2) that cell didn't contain an ally at the start of your spawn phase, and 3) that cell doesn't already contain four creatures you control. Locations and enemies in a spawn-row cell won't prevent you from spawning into that cell.

**Q: Can I spawn into a spawn-row cell if the only miniature I control in that column is a location? Can I Reinforce into a cell where the only miniature I control is a location?**

A: In order to spawn into a spawn-row cell, you must control a miniature in the same column as that cell. A location is a miniature, so you would be able to spawn in that cell. The Reinforce ability works differently, however—you can only Reinforce into a cell where you control the appropriate type of ally. Allies are defined as creatures you control, and a location isn't a creature, so you wouldn't be able to Reinforce into that cell.

Reinforce [Type] — You may spawn this creature in any cell that contains a [Type] ally.

## Shifting

**Q: When you shift, do you move all your creatures at once, in groups, or each individually?**

A: When you shift, each miniature moves individually and all effects are resolved before another miniature is moved.

## Combat

**Q: What is the order of combat, really?**

A: The first thing you need to do is declare that you're going to be using an action phase to strike.

**I.** Choose a cell in which to conduct combat. Declare which of your creatures are going to be attacking within that cell. If you don't declare which creatures are attacking, it is assumed that all of your creatures are attacking.

2. Determine the total number of dice you will be rolling by taking the sum of the attacking creatures' powers, and adding any relevant modifiers (e.g. Darkheart Cottage). Roll that many attack dice. Resolve all reroll abilities (e.g. Fortunate).

3. Assign all blades to blade abilities one at a time. Each blade ability is resolved before assigning the next blade. Damage from abilities that increase the damage dealt in an attack isn't dealt yet (e.g. Crit 2). If any creatures are assigned damage as a result of blade abilities, keep track of that damage. You will determine if those creatures will be disrupted or destroyed in step 5. If any miniatures are directly disrupted or destroyed as a result of blade abilities (e.g. Dissipate or Demolish), note it but don't disrupt or destroy the miniatures until step 7.

4. Assign damage from attack dice and any increased-damage abilities to enemies currently in the cell where combat is taking place. All damage must be assigned.

5. Determine which creatures are going to be disrupted or destroyed. This includes nonlocal creatures that have taken damage as a result of other abilities. If no miniatures are going to be disrupted or destroyed this combat, skip to step 10. If at least one miniature is going to be disrupted or destroyed, continue to step 6.

6. If it is one of the first player's action phases, any enemy creatures that are going to be destroyed may make deathblows. Abilities that modify the power of the creature or the attack (such as Darkheart Cottage or the Inciter ability) will affect any deathblow attacks. Assign damage from deathblows to local creatures but don't determine if these creatures will be disrupted or destroyed.

7. One at a time, deal with any creatures that were determined to be disrupted or destroyed in step 3 or step 5. Destroyed creatures are placed in the graveyard. Disrupted creatures are moved one at a time to unoccupied cells in the dreamscape. If both players have creatures that are going to be disrupted and/or destroyed, the player whose phase it is disrupts and/or destroys all of his or her opponents' creatures first in any order he or she chooses, then the other player disrupts and/or destroys all of his or her opponents' creatures in any order he or she chooses. Any effects that trigger as a result of a creature being disrupted or destroyed are resolved immediately, before any other creatures are disrupted or destroyed.

8. Damage clears off of disrupted creatures. Damage to other creatures remains until they are disrupted or until the end of the phase, whichever comes first.


9. Go back to step 5. There might now be more creatures to be disrupted or destroyed because of deathblows or because removing disrupted and destroyed creatures has changed other creatures' stats.

10. Resolve end-of-combat abilities one at a time. This includes abilities such as Strikeback and Bloodthirsty.


Repeat this procedure until you have completed combat in all cells you wish to.

Darkheart Cottage — For each unengaged creature you control, each attack your creatures make in this cell has +1 power.

Fortunate 2 — Whenever this creature attacks, reroll up to 2 dice.

 : Crit 2 — Deal +2 damage this combat

 : Dissipate — Target opponent disrupts this creature.

 : Demolish — Destroy target local or adjacent location.

Strikeback 6 — During an opponent's action phase, if local enemies attack and don't disrupt or destroy any creatures, make a 6-power attack against target local enemy.


Bloodthirsty — If this creature attacks and no enemy is destroyed by the end of combat, sacrifice this creature.

Inciter 1 — Local enemies have +1 power.

**Q: Can I assign a blade to an attacking creature's blade ability if the creature has moved to a different cell?**

A: Yes. As long as the creature attacked it can have a blade ability assigned to it, even if it's no longer in the combat cell. For example, you attack with a Knight of Tomorrow and an Iron Thug and roll two blades. You assign one blade to the Skirmish ability of Knight of Tomorrow and target the Iron Thug to move it one cell. Since the Iron Thug attacked in that cell you can (and must) assign the second blade to Iron Thug's Fumble ability, reducing the amount of damage you deal in the combat cell, even though the Iron Thug is no longer in that cell. Another example: you attack with two Knights of Tomorrow and roll two blades. The first blade is assigned to the first Knight to Skirmish the second Knight forward. The second blade can then be assigned to the second Knight, allowing you to Skirmish the first Knight forward if you want to.

 : Skirmish — You may move target engaged ally one cell.


 : Fumble 2 — Deal -2 damage this combat.

**Q: Can I assign a blade to a blade ability on a creature moved into the combat cell during combat?**

A: No. You can only assign blades to abilities on creatures that attacked in that combat.

**Q: Can I assign damage to an enemy creature that has moved into the combat cell during combat?**

A: Yes. Damage works differently from blade abilities. You don't assign any damage from the attack dice until after all blade abilities have been assigned. Damage can be assigned to any enemies in the combat cell when damage is assigned. This includes enemies that were moved into the cell by a blade ability (e.g. Lure) during that combat.

 : Lure — You may pull target unengaged enemy one cell (closer to this creature.)

**Q: Can I assign damage to an enemy creature that has moved out of the combat cell during combat?**

A: No. Only enemies that are in the combat cell when damage is assigned can be assigned damage.

**Q: When does damage clear?**

A: Damage clears off of a creature at two points: when the creature is disrupted, or when the current phase ends. This means that you can deal damage to a creature more than once during a single phase before the damage clears.

**Q: The rulebook says, “If you deal damage at least equal to both a creature’s defense and its life, you choose whether to disrupt or destroy it.” So for a Cannibal Pariah (with 3 defense and 4 life), does that mean I have to deal 7 damage to it to be able to choose to disrupt or destroy it?**

A: No. You just have to deal 4 damage to get the choice.

**Q: If I deal enough damage to disrupt an enemy in a combat, can I choose not to disrupt it and leave the damage on it to try and destroy it later in the phase?**

A: No. If you deal damage to a creature that’s greater than or equal to its defense, it must be disrupted at the end of combat.

**Q: If I disrupt multiple creatures at the same time, can they all go in the same cell?**

A: No. This goes back to the general rule of, “Nothing in the Dreamblade game happens simultaneously.” You disrupt creatures one at a time, even if there are multiple creatures that are going to be disrupted in a single combat. Once you disrupt the first creature to a cell, that cell is no longer empty; therefore you can’t disrupt anything else to that cell.

## The Conquest Phase

**Q: I have a location in one of my scoring cells and no creatures are there. Do I get conquest points for that cell?**

A: No. Locations don’t claim cells. Claiming cells is how the game decides who gets conquest points for a cell. Only creatures can claim cells.

**Q: What if I have a location there, and my opponent has a creature there?**

A: Then your opponent gets the conquest points for the cell. Locations also don’t contest cells, and so your opponent’s creature gets to claim the cell.

## Abilities

**Q: When an ability requires you to choose targets, when is that done?**

A: All targets for an ability are chosen when the ability is activated. For example, both targets for the Skirmish 2 ability are chosen when the ability is activated, before any creature is moved. You don’t target one creature, move that creature, then target a second creature.

**Q: Can I [movement ability] my creature with Defender to get it into an enemy-occupied cell?**

A: Yes. Defender only stops you from moving that miniature into an enemy-occupied cell when you shift. It can still be Advanced, Skirmished, Swapped, or moved into an enemy-occupied cell by other non-shifting means.

Defender — This creature can’t move into an enemy-occupied cell when you shift.


**Q: Can a creature Skirmish itself?**

A: No. With Skirmish, a creature can move one engaged ally one cell. A creature isn’t an ally of itself, and therefore can’t move itself with Skirmish.

 : Skirmish — You may move target engaged ally one cell.


**Q: Can I Skirmish the same creature twice with Knight of Strife and Joy’s Skirmish 2 ability?**

A: No. The Knight’s ability says that you may move “up to two target engaged allies one cell each.” You may choose to only target one ally with the ability and move it one square, but you may not target the same creature twice.

 : Skirmish 2 — You may move up to two target engaged allies one cell each.

**Q: What happens if the first creature I spawn in a game is a creature with the Appease ability? Does the Appease ability “fizzle”?**

A: If you spawn a creature with Appease and that is your only creature in play, then you’ll have to sacrifice that creature. Remember that nothing happens simultaneously in the Dreamblade game, so the creature will come into play, its ability will trigger, and you’ll have to sacrifice a creature. If that’s your only creature, then it’s the one you must sacrifice.

:Appease — When this creature comes into play, sacrifice a creature.

**Q: What happens if I sacrifice a creature with the Regenerate ability?**

A: The creature will go to the graveyard. No player will receive conquest points or bonus spawn points for it. A creature with Regenerate only gets banished (returned to your reserves) if it is destroyed, and sacrificing isn’t the same thing as destruction.

Regenerate — If this creature would be destroyed, banish it instead. (A creature you control that is regenerated doesn’t make a deathblow, generate bonus spawn points, or score conquest points for your opponents.)

**Q: If a creature with the Bloodthirsty ability attacks and deals enough damage to destroy a creature with the Regenerate ability, does that satisfy the Bloodthirsty ability?**

A: No. Regenerate replaces the destruction with banishment, returning the creature to its controller’s reserves rather than putting it into the graveyard. As such, the creature was never destroyed, and the creature with Bloodthirsty will be sacrificed unless another creature was destroyed in the same combat.

Bloodthirsty — If this creature attacks and no enemy is destroyed by the end of combat, sacrifice this creature.

**Q: If a creature with the Bloodthirsty ability attacks and another creature in the same combat destroys a creature with a Warpstrike, does that satisfy the Bloodthirsty ability?**

A: Yes. The Bloodthirsty ability only requires that an enemy creature gets destroyed by the end of combat. It doesn’t matter if that enemy is in the same cell or not.

:Warpstrike [X] — Make a [X]-power attack against target nonlocal enemy.

**Q: What happens to blades rolled on Warpstrike attacks?**

A: Blades rolled on any special attack count as misses. The only time a blade can be used to activate a blade ability is on an attack declared during a strike. In all other cases (deathblows, Warpstrike, Assault, Ambush, Charge, etc.) blades count as misses.

{oX}:Assault X — Make an X-power attack against target local enemy.

Ambush 6 — Whenever an enemy enters this cell, this creature makes a 6-power attack against that enemy.

Charge 6 — Whenever this creature enters an enemy-occupied cell, it makes a 6-power attack against target enemy in that cell.

**Q: If I destroy a nonlocal creature using a Warpstrike ability, does that creature get a deathblow?**

A: Assuming it’s the first player’s action phase, yes. Any enemy creature destroyed during the first player’s action phase will get a deathblow, regardless of how it died. In the case of Warpstrike, at the end of the combat that creature will get a deathblow against any local enemies in its own cell. If there are no enemies in that cell, then there won’t be a deathblow. The same is true for Ambush and Charge.

**Q: How does the Bodyguard ability interact with abilities like Ambush and Warpstrike?**

A: When you have a creature with the Bodyguard ability in a cell, no damage may be assigned to creatures in that cell without Bodyguard until enough damage has been assigned to disrupt or destroy each creature in that cell with Bodyguard. This applies to any type of attack, not just attacks made using the strike action.

This means that if you have a creature with Bodyguard in a cell with a Fleshless Reaper (with the Ambush 6 ability) and you move another miniature into that cell, the Ambush attack won’t be able to deal any damage to the new creature because the creature with Bodyguard hasn’t been assigned enough damage to disrupt or destroy it.

The same is true for Warpstrike. If you attempt to assign Warpstrike damage to a creature that is in the same cell as a creature with Bodyguard, the creature you’re targeting will take no damage.

Bodyguard — Opponents may not assign damage to your local allies without Bodyguard until enough damage has been assigned to disrupt or destroy each of your local creatures with Bodyguard.

**Q: If I use the Teleport or Swap abilities to place a creature into a cell that contains a creature with Ambush, does Ambush trigger?**

A: Yes. Both Teleport and Swap cause a miniature to go from one cell in the dreamscape to another. This meets the glossary definition of “enter”, so Ambush will trigger. The only way to get a creature into a cell without it being Ambushed is to spawn the creature there. This is possible with either Reinforce or a normal spawn if an enemy with Ambush is in the same cell.

{o2}:Teleport Self — Move this creature into target nonportal cell.

 : Swap — You may exchange this creature’s position with target non-local ally.

**Q: If I move a creature with the Charge ability into a cell occupied by a creature with the Ambush ability, what happens?**

A: This situation falls under the rules for simultaneous effects, as you have two separate abilities triggering from the same event. Both players will get to roll 6-power attacks against the other player’s creature. The player whose phase it is will get to roll first and assign damage. The other player will then do the same. The next step depends on what phase these attacks occurred in.

\* If this occurred in a spawn phase, both miniatures will then be checked for disruption and destruction. Deathblows can’t occur during the spawn phase. Resolve disruption and destruction as normal.

\* If this occurred while shifting during an action phase, both miniatures will then be checked for disruption and destruction. If this is in one of the first player’s action phases, the second player will have an opportunity to make deathblows for any of his or her creatures that are going to be destroyed. Finally, resolve disruption and destruction as normal.

\* If this occurred while striking during an action phase, mark the damage on both creatures, then finish resolving combat in the cell where it is taking place according to the combat sequence given earlier in this document.

Ambush 6 — Whenever an enemy enters this cell, this creature makes a 6-power attack against that enemy.

Charge 6 — Whenever this creature enters an enemy-occupied cell, it makes a 6-power attack against target enemy in that cell.


**Q: If the Ambush ability triggers while striking during an action phase, when does disruption/destruction occur?**

A: Creatures will be checked for disruption and destruction from Ambush during step 5 of the combat sequence, but the disruption and destruction will take place in step 7. Damage from special attacks such as Ambush is occurring inside of combat,

and is handled along with damage rolled on combat dice. Creatures will not be checked for disruption and destruction immediately after damage is assigned. This applies to all special attacks during a strike (Charge, Warpstrike, etc.), not just Ambush.

**Q: Is the Bomb ability on Blood Wolf an optional ability, or must the miniature be sacrificed if the ability is activated?**

A: This isn’t an optional ability. If you assign a blade to this ability you must sacrifice the Blood Wolf and deal 4 damage to each local enemy.

 : Bomb 4 — Sacrifice this creature and deal 4 damage to each local enemy.

**Q: If I control two Faceless Stalkers in a cell, both with Fortunate 2 abilities, do I reroll two dice then two more dice, or just reroll four dice?**

A: You reroll two dice, and then two more. The two Fortunate abilities will trigger separately on the same attack, and so you will be able to reroll up to two dice for the first Fortunate ability, determine the outcome of that, then reroll up to two more dice for the second Fortunate ability. This allows you to reroll the same two dice twice if you wish.

Fortunate 2 — Whenever this creature attacks, reroll up to 2 dice.

**Q: What does the Strikeback ability trigger on? When does it trigger during combat?**

A: Strikeback triggers if an opponent has made an attack during an action phase in a cell where you control a miniature with Strikeback and that attack failed to destroy or disrupt any of your miniatures. If your opponent makes multiple attacks during the course of a single combat (by activating Warpstrike abilities, for instance), Strikeback will only trigger once, during step 10 of the combat sequence listed earlier in this document. Strikeback will still trigger even if the creature with Strikeback has moved to another cell during the course of combat. All that matters is that the creature with Strikeback was in the combat cell when the attack was made.

A few extra steps are needed in a combat where Strikeback is involved. Add the following steps to the combat sequence if you need to resolve a Strikeback ability during combat:

\* In step 10 of the combat sequence, resolve all end-of-combat effects as normal. Strikeback is an end-of-combat effect and will trigger during this step. If the Strikeback condition is met, roll a 6-power attack against target local enemy.

\* Once all end-of-combat effects have been resolved, go back to step 5. Continue from this point in the combat sequence as normal, resolving disruption and destruction and going back to step 5 as necessary.

\* When you come to step 10 again, any end-of-combat effects which were resolved earlier in that combat (such as the Strikeback ability itself) will not trigger again. Each end-of-combat effect can only trigger once per combat, so once you've resolved such an effect once you can't resolve it again that combat. Any new end-of-combat effects which trigger as a result of the Strikeback attack or the resulting damage, disruption, or destruction will be resolved at this time.

**Strikeback 6** — During an opponent's action phase, if local enemies attack and don't disrupt or destroy any creatures, make a 6-power attack against target local enemy.

**Q: When you activate a Dissipate ability, when is the creature disrupted?**


A: When you activate Dissipate, you don't disrupt the creature immediately. The creature is marked for disruption and remains in the cell until step 7 of the combat sequence given above. Despite the fact that it is still in the cell when deathblows are made, due to the way combat is structured it will effectively be able to ignore any damage assigned to it due to a deathblow. A full explanation of this is beyond the scope of this FAQ, please check the Dreamblade Rules Q&A board for more details.

This is a functional change to a previous ruling involving the Dissipate mechanic. This is now the official ruling.

 : Dissipate — Target opponent disrupts this creature.

**Q: If I activate a Demolish ability when my opponent doesn't control any local or adjacent locations but I do, do I have to destroy my own location?**

A: Yes. The Demolish ability doesn't say that you must destroy an enemy location, just a location. If your opponent does not control any local or adjacent locations, you'll have to destroy one of your own if you have one. If you destroy your own location, neither player gets a conquest point for it, but you do get two bonus spawn points at the beginning of your next spawn phase.

 : Demolish — Destroy target local or adjacent location.

**Q: Does the Inciter ability apply to special attacks such as Warpstrike and Ambush?**

A: No. The Inciter ability only affects the power stat of the creature itself, which means it only affects attacks based on the creature's power (strike attacks and deathblows), not any special attacks it makes with a power defined by the ability (Ambush, Assault, Charge, Warpstrike, Strikeback, etc). For example, a Fleshless Reaper in the same cell as an enemy Barbstrider will have a power of 1 due to the Inciter ability, but any Ambush attacks it makes will still be a 6-power attack.

Inciter 1 — Local enemies have +1 power.

## Specific Miniatures

Darkheart Cottage

For each unengaged creature you control, each attack your creatures make in this cell has +1 power.

**Q: How does Darkheart Cottage work?**

A: When a creature you control is in the same cell as Darkheart Cottage and it makes any type of attack, you determine the total number of dice that you would roll normally, count the number of unengaged creatures you control, and add that many dice.


**Q: Does Darkheart Cottage add a bonus to each creature or just to the attack?**

A: Darkheart Cottage only adds power to the attack, not to each individual creature participating in the attack. If you control 3 unengaged creatures and are attacking with 2 creatures, you will get 3 additional dice, not 6.

**Q: Does Darkheart Cottage apply to special attacks as well?**

A: Yes. If a creature you control is in the same cell as Darkheart Cottage and it makes a special attack, it will get the bonus to the power of the attack. This applies to Ambush, Assault, Charge, Strikeback, Warpstrike, and deathblows. Keep in mind that the important thing is where the attack originates, not where it's targeted. If you have a creature with Warpstrike in the same cell as Darkheart Cottage, it will get the bonus from Darkheart Cottage regardless of where the creature that it's targeting is located.

Screambent Lunatic

 : Wail — Roll two initiative dice and add their totals together. Banish each creature with exactly that spawn cost.

**Q: How does Screambent Lunatic work? What is included in a “spawn cost?”**

A: Screambent Lunatic’s Wail ability will banish (return to its owner’s reserves) any miniature with spawn cost equal to the total of two initiative dice that you roll. The spawn cost is just the numeric value and doesn’t include any aspect symbols. If the total is 9, Screambent Lunatic will banish itself.

## Miscellaneous Questions

**Q: When are creatures checked for destruction and disruption outside of combat?**

A: Outside of combat, creatures are only checked for destruction and disruption when any creature is dealt damage. This means it is possible for a creature to be dealt damage that is not enough to disrupt or destroy it, and have its defense and/or life stats lowered before the end of the phase without being disrupted or destroyed by that damage, unless it or another creature is dealt damage before the end of the phase.

**Q: Can locations be counted as enemies or allies?**

A: No. An enemy or ally is defined by the rules as a creature. Keep in mind that the word “enemy” can mean two different things. If the word “enemy” is by itself, then it refers to a creature controlled by an opponent. If it’s in front of another word (like in “enemy location”) then it’s simply modifying that word to mean “a thing controlled by an opponent.”

**Q: If an ability description on a miniature’s sticker contradicts information in the rulebook (such as the glossary entry for that ability), which is correct?**

A: The miniature is correct by default. This only applies if the miniature directly contradicts the rulebook. If the rulebook is simply providing more information that doesn’t contradict the text on the sticker, then both are correct.

**Q: What happens if I open a misprinted miniature (one where the figure, base, and/or sticker don’t match up)?**

A: If you’re in a limited tournament, call a judge immediately. The current official ruling is that the top of the base (not the figure or the text on the bottom) is the official miniature if the rest of it doesn’t match up. The ideal situation would be to replace the miniature with a standard copy of the miniature printed on the base. If

you must continue playing with it in that tournament, mark it in some way (with a piece of tape, a rubber band, or a base marker, for example) and inform your opponent of the misprint at the beginning of every match.

If you open one out of a starter or booster pack, congratulations, you have a collector’s item. Misprinted miniatures are illegal in constructed tournament play. If you wish, you can contact Wizards of the Coast Customer Service at 1-800-324-6496 or [custserv@wizards.com](mailto:custserv@wizards.com) to get the miniature replaced.

**Q: I want to become a Dreamblade Judge, what should I do?**

A: Unfortunately at this time there is no Dreamblade certified judge program like there is for the Magic game. There are plans to get such a program in place in the future, however. In the meantime, you can take the Dreamblade Rules Advisor certification.

The rules advisor test can be taken online at <http://judge.wizards.com>. Log in, and go to “Exams.” Then click “Create” and select “Dreamblade.” We recommend that you take a few practice tests before attempting the actual test.

In order to better prepare yourself to become a Dreamblade judge when the program is put into place, you can volunteer to judge at larger Dreamblade tournaments in your area. Check the Dreamblade website (<http://www.dreamblademinis.com>) for Dream Series 1K and 10K tournaments near you, and contact the tournament organizers for more information on judging at those tournaments. And keep an eye on the DCI website (<http://www.thedci.com>) and the DCI judge program website (<http://www.wizards.com/judge>) for any updates on the Dreamblade certified judge program.

Recent changes to the FAQ:

11-13-06:

- \* Added a link to the Baxar's War FAQ.
- \* Added a question about targeting to the Abilities section.
  - \* Added a question about damage checking outside of combat to the Miscellaneous section.

Most recent FAQ can be found on the internet here:  
<http://boards1.wizards.com/showthread.php?t=699246>