

Card Clarifier



If you roll a die and get a 2,4, or 6, you must move Tickamite 1 region (vertically or horizontally, but not diagonally).

During the main phase of your turn (before your attack phase) you may flip a coin. If you get heads, you may put 2 damage on one of your opponent's poisoned creatures. Although damage is dealt to your opponent's creature, this is not considered an attack. Therefore, card actions that prevent attack damage do not prevent this damage. *Example: Damage from this ability is not prevented by Shield Stone, Jasper, or any basic or leveled defense cards that your opponent may have in play.*