

JLA Frequently Asked Questions

by Paul Ross and Dave DeLaney

GENERAL MECHANICS

1. Ally cards are character cards with the “Ally” keyword.

Ally cards have an “ally power” listed after the keyword, just like cosmic cards have a cosmic power listed after the **Cosmic** keyword. Ally powers trigger whenever a character (or a specified kind of character) you control becomes powered-up.

***Example:** Fire (recruit cost 5, JLI affiliation) reads, “**Ally:** Whenever a JLI character you control becomes powered-up, target opponent loses 2 endurance.” John Stewart, Emerald Architect (4, JLA/Green Lantern) reads, “**Ally:** Whenever a character you control becomes powered-up, that character gets +2 willpower this attack.” Scott Free ◇ Mister Miracle, Man of a Thousand Escapes (3, JLI/New Gods) reads, “**Ally:** Whenever a character with cost 3 or less you control becomes powered-up, that character has invulnerability this turn.” You control all three characters. When Fire becomes powered-up, the ally powers of both Fire and John trigger simultaneously, but Scott’s does not (because Fire costs more than 3). You control both triggered effects, so you add them to the chain in the order of your choice, and then the primary player gets priority.*

1.1 A power-up effect is any effect whose modifier could power-up one or more characters

The most commonplace example of a power-up effect is the game-based effect which, having been simplified in the latest rules update, now reads, “Power-up target attacker or defender you control.” The cost of this effect is discarding a character card with the same name as the target character.

In addition, each of the following cards can generate power-up effects:

Cards from earlier expansions: Black Mask; Centurious; Harley Quinn; John Stewart, Green Lantern of Earth; New Teen Titans; Quinjet; Tamaran; The Slingers; Tom Thumb

Cards from this expansion: Disband the League; Gypsy; John Henry Irons ◇ Steel, Steel-Drivin' Man; Magnificent Seven; Martian Manhunter, Manhunter from Mars; Nth Metal; Oberon; Rama Khan*; Reform the League; Shake it Off; Snapper Carr; Wheel of Misfortune; Wonder Woman, Princess Diana; Zatanna

* Rama Khan enables locations you control to generate power-up effects.

1.2 “Whenever a character you control becomes powered-up . . .”

Powers that trigger whenever a character you control becomes powered-up (including ally powers) will trigger each time a power-up modifier is applied to a character you control, even if that character has already been powered-up this attack.

***Example:** Tamaran reads, “Power-up target Teen Titans attacker or defender you control.” You control Fire, Tamaran, and a Team-Up naming JLI and Teen Titans. During an attack, you target Fire with Tamaran’s effect and then discard a card named Fire to power-up again. Fire’s power will trigger as each power-up effect resolves, and your opponent will lose 2 endurance as each triggered effect resolves (for a total of 4).*

1.3 “Characters cannot become powered-up . . .”

Two cards from previous expansions (Unmasked and Kang, Kang Cobra) have this text. The latest rules update clarifies how these cards interact with power-up modifiers. If a character cannot become powered-up, then any power-up modifiers that would be applied to that character do nothing.

***Example:** Unmasked reads, “Characters cannot become powered-up this turn.” You target Fire with Tamaran’s effect, then your opponent responds with Unmasked, then you respond by discarding a card to power-up Fire. The game-based effect resolves first, powering-up Fire and triggering her ally power. After her triggered effect resolves and your opponent loses 2 endurance, Unmasked resolves. Then Tamaran’s effect resolves, but Unmasked causes the power-up modifier to do nothing. As a result, Fire’s ally power does not trigger a second time. You may discard another card named Fire for a third power-up (if you want to reduce your hand size or deepen your KO’d pile), but that power-up modifier will also do nothing when the effect resolves.*

***Example:** Kang, Kang Cobra reads, “Characters your opponents control cannot become powered-up.” Wheel of Misfortune reads, “Negate target power-up effect. You may power-up an unaffiliated attacker or defender you control.” You control only Kang, and your opponent controls a single unaffiliated character, so you attack that character and discard a card named Kang to power-up. Your opponent plays Wheel of Misfortune, negating your power-up effect. If your opponent chooses to power-up his or her defender with Wheel of Misfortune, Kang will cause the power-up modifier to do nothing. As a result, neither character will become powered-up.*

***Example:** Quinjet reads, “Move and then power-up target Avengers attacker or defender you control.” Lanterns In Love reads, “Recover target stunned character you control.” Your opponent controls a stunned Kang, Kang Cobra. You play Quinjet’s effect targeting an Avengers attacker you control. In response, your opponent recovers Kang with Lanterns In Love. When Quinjet’s effect resolves, you move the attacker, but Kang causes Quinjet’s power-up modifier to do nothing. If Kang becomes stunned again during the same attack, the attacker will not become powered-up, because Quinjet’s power-up modifier did nothing.*

2. Dual affiliation character cards have two printed team affiliations.

Some character cards in this expansion have two printed team affiliations. Such cards have both team affiliations in every zone. Like teamed-up characters, dual affiliation characters count as characters of either or both affiliations.

Example: World's Greatest Heroes reads, "Play only if you control a JLA character and a JLI character." You control Martian Manhunter, Manhunter from Mars (JLA/JLI), and your opponent controls John Stewart, Emerald Architect (JLA/Green Lantern) and Guy Gardner, Egomaniac (JLI/Green Lantern). Either you or your opponent could play World's Greatest Heroes.

2.1 "Two or more team affiliations"

Two cards (Not on My Watch and UN General Assembly) refer to "a character [card] with two or more team affiliations." This reference can be satisfied by either a dual affiliation character card or a teamed-up character card.

Example: Not on My Watch reads, "Play Not on My Watch only if you control a character with two or more team affiliations." You control Martian Manhunter, Manhunter from Mars (JLA/JLI), and your opponent controls Fire (JLI) and World's Greatest Heroes. Either you or your opponent could play Not on My Watch.

2.2 Betrayal

Betrayal reads, "Target player stuns a non-stunned character he controls, unless all affiliated characters he controls share a single team affiliation."

Example: You control John Stewart, Emerald Architect (JLA/Green Lantern) and one other character, and both characters are non-stunned. Then an opponent targets you with Betrayal. If the second character is Aquaman, Arthur Curry (JLA), you need not stun a character, because both characters share the JLA affiliation. If the second character is Batman, Avatar of Justice (JLA/Gotham Knights), you need not stun a character for the same reason. If the second character is Hal Jordan, Hard-Traveling Hero (JLA/Green Lantern), again you need not stun a character, because both characters share a team affiliation (even though they share more than one).

3. Reinforcement

The reinforcement game-based effect has also been simplified in the latest rules update. It now reads, "Target defender you control has reinforcement this attack." The cost of this effect is exhausting a support row character that shares a team affiliation with and is adjacent to the target defender. As a result, the positions and affiliations of the two characters are checked only when the cost is paid; they are no longer rechecked on resolution.

Example: John Stewart, Emerald Architect, and Batman, Avatar of Justice, are adjacent to each other in your support row, and John is defending. You may exhaust Batman to reinforce John, because both share the JLA affiliation. The effect will resolve successfully as long as John is still a defender you control on resolution, even if Batman changes position, loses the JLA affiliation, or leaves play in response.

4. Whenever a character “defends”

With this expansion, powers no longer trigger whenever a character “becomes a defender,” but rather whenever a character “defends.” Five cards (Glass Jaw; Metamorpho; Nth Metal; Wonder Woman, Princess Diana; and Zatanna) have this text.

***Example:** Metamorpho reads, “Whenever Metamorpho attacks or defends, you may choose one: Metamorpho gets -2 ATK / +2 DEF this attack; or Metamorpho gets +2 ATK / -2 DEF this attack.” His power triggers whenever he gains the attacker or defender characteristic.*

5. Qualities

There are two types of continuous modifiers from effects: those that alter qualities, and those that don't. A continuous modifier from an effect that alters qualities “flags” affected objects when the effect resolves, and only flagged objects are affected by the modifier for its duration.

***Example:** Captain Marvel, Billy Batson reads, “JLI attackers with cost 5 or greater you control get +4 ATK this attack.” The modifier created by this effect alters a quality (ATK). As a result, affected characters are flagged on resolution (namely, JLI attackers with cost 5 or greater you control). The modifier applies only to those flagged characters this attack, whether or not they remain JLI attackers you control.*

***Example:** Funeral For a Friend reads, “Support row characters you control have reinforcement while defending this turn.” The modifier created by this effect alters a quality (reinforcement). As a result, affected characters are flagged on resolution (namely, support row characters you control). The modifier applies only to those flagged characters this turn, whether or not they remain support row characters you control.*

***Example:** Satellite HQ reads, “Characters you control with cost 4 or greater can attack hidden characters this turn.” The modifier created by this effect does not alter a quality. As a result, the modifier will affect any characters you control with cost 4 or greater this turn, whether or not you controlled them on resolution of the effect.*

SPECIFIC CARDS

Abra Kadabra, Citizen Abra (DJL-076)
Uncommon, 5, Character, 10 ATK / 8 DEF, Injustice Gang, Range

Willpower 3

While an opponent has five or more cards in his hand, that opponent cannot discard cards to pay the cost of payment powers.

Leader: KO a character adjacent to Abra Kadabra >>> Move Abra Kadabra to your hidden area or your visible area. Use this power only during the combat phase.

An opponent cannot discard from five cards down to four to pay the cost of a payment power while Abra is face up in play. Discarding a card to power-up a character is playing a game-based effect rather than using a payment power, so it is not prevented by Abra's non-leader power. You can use Abra's leader power to move him to the same position or to any empty position in either of your areas.

Barry Allen ♦ The Flash, Scarlet Speedster (DJL-003)
Rare, 6, Character, 11 ATK / 9 DEF, JLA

Whenever Barry Allen becomes powered-up while attacking a character, if Barry Allen is unequipped, you may ready him. If you do, he cannot cause breakthrough this turn.

The last sentence above updates the printed card text. If you choose not to ready Barry, he can cause breakthrough this turn as normal.

BWA HA HA HA HA! (DJL-065)
Rare, 3, Plot Twist

If you control four or fewer resources and a JLI character, negate target non-ongoing plot twist effect that targets a character.

Count resources and check the affiliation of characters you control on resolution. The target effect may have any number of other targets in addition to a character. A "non-ongoing plot twist effect" is an effect from a non-ongoing plot twist.

Charaxes, Killer Moth (DJL-115)
Common, 6, Dual Affiliation Character, 13 ATK / 11 DEF, Secret Society / Arkham Inmates, Flight

Whenever Charaxes stuns a character, you may put three character cards from your KO'd pile that share an affiliation with Charaxes on the bottom of your deck. If you do, KO that character.

KO the character that Charaxes stunned whether or not it is still stunned when the triggered effect resolves. The three cards from your KO'd pile need to share an affiliation with Charaxes, but not necessarily with each other. If you have less than three applicable cards in your KO'd pile, you may put all of them on the bottom of your deck, but the character will not be KO'd.

Counterstrike (DJL-172)
Common, 1, Plot Twist

Target defender you control gets +3 ATK this attack.

Whenever that defender stuns an attacker this turn, you may put a +1 ATK / +1 DEF counter on that defender.

If the target stuns an attacker during attack conclusion, the triggered effect doesn't go on the chain until after the attack concludes. If so, "that defender" will no longer be a defender when the effect resolves, but it can still get a counter (even if stunned).

Crisis on Infinite Earths, Team-Up (DJL-174)
Rare, 2, Plot Twist, Ongoing

Ongoing: Characters you control, as well as cards in your hand, KO'd pile, and deck lose all team affiliations, have the Crisis affiliation, and cannot have any team affiliation other than Crisis.

Character cards you own are not unique.

Whenever you recruit a character, KO all characters you control with both the same name and version as that card.

Character cards you own are not unique in every zone including the chain, so the uniqueness rule essentially does not apply to your characters while you control Crisis on Infinite Earths. The last power triggers whenever you put a character's recruit effect on the chain, so the triggered effect will resolve before the recruit effect. The triggered effect KO's characters (rather than putting them into the KO'd pile like the uniqueness rule), so it can be stopped by Lazarus Pit, for example. It triggers even when you recruit an Army character and will KO other Army characters with the same name.

Die for Darkseid! (DJL-215)
Uncommon, 2, Plot Twist

As an additional cost to play Die for Darkseid!, KO a character you control.

Target player loses 4 endurance. If you played Die for Darkseid! from your resource row and you control a Darkseid's Elite character, you may replace a face-up non-ongoing plot twist.

Check the affiliation of characters you control on resolution, after paying the additional cost on announcement. You may replace a face-up non-ongoing plot twist controlled by any player, including Die for Darkseid! itself.

Evan McCulloch ◇ Mirror Master, Smoke and Mirrors (DJL-082)
Common, 4, Concealed Character, 8 ATK / 6 DEF, Injustice Gang, Range

Concealed—Optional (You may have this character come into play in the hidden area.)

Pay 1 endurance >>> Return two target character cards from different KO'd piles to their owners' hands if they share the same cost. Use this power only once per turn.

The two targets need not share the same cost, but the effect will do nothing on resolution if they don't. However, the text "from different KO'd piles" is a targeting specification. On resolution, if one or both targets are no longer in a KO'd pile, then the targets fail to satisfy the specification "from different KO'd piles," so the effect will be negated.

Fatality, Emerald Assassin (DJL-202)

Rare, 2, Character, 3 ATK / 2 DEF, Emerald Enemies, Flight, Range

Willpower 1

KO a resource you control >>> If you control four or fewer resources, negate target payment effect or non-ongoing plot twist effect. Use this power only once per turn.

Count resources you control on resolution, after paying the cost on announcement. A “non-ongoing plot twist effect” is an effect from a non-ongoing plot twist.

Glass Jaw (DJL-178)

Common, 1, Plot Twist

Target character gets -3 DEF while defending this turn.

Whenever that character defends this turn, exhaust it.

You need not target a defender. If you target a non-defender, whenever it becomes a defender this turn, it will exhaust and get -3 DEF while defending. If you target a defender, it will get -3 DEF while defending but won't exhaust unless it defends again this turn.

Guy Gardner, Egomaniac (DJL-049)

Common, 7, Dual Affiliation Character, 16 ATK / 12 DEF, JLI / Green Lantern, Flight, Range

Willpower 4

Other characters you control get +1 willpower.

Each JLI defender and Green Lantern defender you control gets +X DEF, where X is that character's willpower.

Each defender you control gets +X DEF if it has either or both affiliations. The bonus is not doubled if a defender you control has both affiliations. Characters you control other than Guy include the +1 willpower from his modifier in calculating X.

Hal Jordan, Hard-Traveling Hero (DJL-011)

Common, 6, Dual Affiliation Character, 12 ATK / 13 DEF, JLA / Green Lantern, Flight, Range

Willpower 5

At the start of the combat phase, the controller of target character with cost less than the total willpower of characters you control moves that character to a different position.

At the start of the combat phase, if there are one or more characters in play with cost less than the total willpower of characters you control, you must target one such character with the triggered effect (even if you control it). Otherwise, the effect is immediately removed from the chain.

On resolution of the triggered effect, if the target's cost is no longer less than the total willpower of characters you control, the effect is negated. Otherwise, the target's controller must move that character to a different position (in the same area).

H'ronmeer's Curse (DJL-180)
Rare, 4, Plot Twist, Ongoing

Ongoing: At the start of your attack step, if you control a non-stunned character, each player stuns a non-stunned character he controls with cost 2 or less.

When the triggered effect resolves, each player who controls one or more applicable characters must choose one. A player may choose a character that cannot be stunned (like Mr. Mxyzptlk, for example) even if he or she controls a non-stunned character with cost 2 or less that can be stunned.

Joseph Jones ♦ General Glory, Lady Liberty's Champion (DJL-051)
Common, 3, Character, 5 ATK / 4 DEF, JLI

Whenever three or more JLI team attackers you control stun a defender, KO that defender.

His power triggers whether or not he himself is team attacking. The triggered effect goes on the chain after the attack has concluded (and “that defender” is no longer a defender). When the effect resolves, KO the character stunned by the JLI team attackers, whether or not it is still stunned.

Kooley Kooley Kooley (DJL-069)
Rare, 2, Location

KO Kooley Kooley Kooley >>> If you control four or fewer resources and a JLI character, search your deck for a card, put it into your hand, and shuffle your deck.

Count resources and check the affiliation of characters you control on resolution, after paying the cost on announcement.

Lair of the Mastermind (DJL-182)
Common, 2, Location

Characters you control can team attack as though they had all team affiliations.

Activate >>> Target unaffiliated defender you control has reinforcement this attack.

Characters you control that can legally attack can legally team attack while you control Lair of the Mastermind. Unaffiliated characters don't become affiliated, and affiliated characters don't gain any additional affiliations. You can't, for example, announce that characters you control are team attacking as Gotham Knights characters so that you can play Dynamic Duo.

Lex Luthor, Nefarious Philanthropist (DJL-090)

Uncommon, 3, Dual Affiliation Character, 4 ATK / 5 DEF, Injustice Gang / Revenge Squad

At the start of the build phase, each of your opponents draws two cards. If he does, that opponent cannot play more than one plot twist this turn.

Leader: Characters adjacent to Lex Luthor have the Injustice Gang affiliation.

Each of your opponents must draw two cards at the start of the build phase. If an opponent has already played one or more plot twists this turn when the triggered effect resolves, that opponent cannot play any more plot twists this turn. If an opponent has less than two cards in his or her deck, that opponent must draw anyway, but he or she won't be affected by the plot twist restriction this turn.

Mageddon, Weapon of Universal Destruction (DJL-160)

Rare, 10, Character, 27 ATK / 27 DEF, Flight, Range

Whenever a character an opponent controls leaves play, that opponent loses the game.

During the recovery phase wrap-up, endurance totals are compared (and the game possibly ends) before stunned characters are KO'd. As the recovery phase wrap-up begins, if you have 0 endurance and control Mageddon, and your opponent has 1 endurance and controls two or more stunned characters, you will lose the game before Mageddon's power triggers.

Manhunter Conqueror, Grandmaster (DJL-207)

Uncommon, 6, Character, 12 ATK / 12 DEF, Manhunter, Flight, Range

When Manhunter Conqueror comes into play, ready all Army characters you control.

Exhaust an Army Manhunter character you control >>> Target player loses 1 endurance.

When he comes into play, you may put his triggered effect on the chain, then use his payment power any number of times in response. His payment power requires you to exhaust an Army Manhunter character, but his triggered power readies all Army characters you control regardless of affiliation.

Metamorpho, Rex Mason (DJL-056)

Common, 6, Character, 12 ATK / 12 DEF, JLI, Flight, Range

Whenever Metamorpho attacks or defends, you may choose one: Metamorpho gets -2 ATK / +2 DEF this attack; or Metamorpho gets +2 ATK / -2 DEF this attack.

His triggered effect is both optional and modal. You may choose either or neither of the modes as the effect goes on the chain. Depending on your choice, Metamorpho becomes 10 ATK/14 DEF, or 14 ATK/10 DEF, or remains at 12 ATK/12 DEF.

Plastic Man, Eel O'Brian (DJL-017)
Rare, 3, Character, 0 ATK / 0 DEF, JLA, Range

Evasion

At the start of the combat phase, Plastic Man gets +X ATK this turn, where X is the tens digit of your endurance, and +Y DEF this turn, where Y is the ones digit of your endurance.

Assuming no other modifiers, Plastic Man has 0 ATK / 0 DEF before the combat phase each turn. Check your endurance once per turn on resolution of the triggered effect. If your endurance is 50, Plastic Man becomes 5 ATK / 0 DEF this turn. If your endurance is 1, Plastic Man becomes 0 ATK / 1 DEF. If your endurance is 123, Plastic Man becomes 2 ATK / 3 DEF. If your endurance is 0 or less, Plastic Man remains at 0 ATK / 0 DEF. A character with 0 DEF does not become automatically stunned.

Power Siphon (DJL-109)
Rare, 1, Plot Twist

Exhaust target Injustice Gang defender you control. If you do, it gets -X ATK / +X DEF this attack, where X is the number of cards in target opponent's hand.

You need not target a ready character, but you must exhaust the target character on resolution to get this card's effect. If you can, the target character loses ATK and gains DEF equal to the number of cards in target opponent's hand on resolution. If you can't because the target character is already exhausted, the effect resolves but does nothing.

Queen of Fables, Wickedest Witch (DJL-163)
Common, 3, Character, 4 ATK / 5 DEF

Activate >>> Replace target non-Team-Up ongoing plot twist. If you do, search your deck for an Army character card with cost 1, put it into your front row, and shuffle your deck.

If the target is illegal on resolution, the entire effect is negated. If the target is legal on resolution, but the target's controller's deck is empty, KO the target but don't search your deck (because you didn't finish replacing the target). Otherwise, after replacing the target, you must search your deck even if it doesn't contain an Army character card with cost 1, but you need not find such a card even if your deck contains one.

Ray Palmer ◊ The Atom, World's Smallest Hero (DJL-018)
Rare, 1, Concealed Character, 2 ATK / 1 DEF, JLA

Concealed

Return Ray Palmer to his owner's hand >>> Negate target effect targeting a JLA character you control.

The target effect may have any number of other targets in addition to a JLA character you control. You may not return Ray to his owner's hand this way unless there is an applicable effect to target.

Red Tornado, John Smith (DJL-019)
Common, 2, Character, 2 ATK / 3 DEF, JLA, Flight, Range

If a team attacker you control would become stunned, instead, you may stun Red Tornado.

Whenever Red Tornado is put into a KO'd pile from play, you may return him to his owner's hand.

The second power above updates the printed card text. It triggers whether or not Red is stunned as he leaves play. His first power allows you to replace an event that would stun a team attacker you control with, "Red stuns himself." If more than one team attacker would become stunned simultaneously, you may replace only one of those stun events, because stunning Red is a replacement cost (see 203.7 and 513.5e). You may replace a stun event whether or not Red himself is team attacking.

Rocket Red #4, Dmitri Pushkin (DJL-059)
Common, 3, Character, 4 ATK / 3 DEF, JLI, Flight, Range

Activate >>> Rocket Red #4 gets +1 DEF this turn for each resource you control.

Activate >>> Rocket Red #4 gets +1 ATK this turn for each resource you control.

Boost 1: When Rocket Red #4 comes into play, ready him.

You may boost him, put his triggered effect on the chain, and then use either activated power in response. Count resources you control on resolution of either activated effect.

Scarecrow, Fearmonger (DJL-135)
Common, 5, Dual Affiliation Character, 10 ATK / 9 DEF, Secret Society / Arkham Inmates

Whenever Scarecrow stuns a character, put a +1 ATK / +1 DEF counter on Scarecrow.

At the start of the combat phase, you may remove a counter from target character. If you do, put a +1 ATK / +1 DEF counter on target character you control.

The first power above updates the printed card text. Whenever he stuns a character, put a counter on Scarecrow, not the character he stunned. His second triggered effect has two targets, and you can't choose a single character to be both targets of the same effect. You may remove any type of counter from the first target. Only the second target must be a character you control; the first one is not required to be.

Secret Files (DJL-111)
Common, 2, Plot Twist

Play Secret Files only if you control an Injustice Gang character.

Each player *in turn* searches his deck for an affiliated character card, reveals it, puts it into his hand, and shuffles his deck.

The last sentence above updates the printed card text. The primary player searches, reveals, and shuffles first, followed by the player to his or her left, and so on. Each player must search his or her deck even if it doesn't contain an affiliated character card, but he or she need not find such a card even if the deck contains one.

Shadow-Thief, Carl Sands (DJL-098)
Common, 3, Concealed Character, 4 ATK / 4 DEF, Injustice Gang

Concealed

When Shadow-Thief comes into play, search your deck for an Army character card with cost 1, put it into your front row, and shuffle your deck.

When Shadow-Thief comes into play, you must search your deck even if it doesn't contain an Army character card with cost 1, but you need not find such a card even if your deck contains one.

Silver Sorceress, Laura Cynthia Neilsen (DJL-061)
Common, 3, Character, 5 ATK / 3 DEF, JLI, Range

Willpower 2

At the start of your attack step, if you control four or fewer resources, the controller of target unprotected character moves it to his hidden area. At the start of the recovery phase, that character's controller moves it to his visible area.

You need not target a visible character. If the target is hidden when the triggered effect resolves, its controller may move it to the same position or any empty position in his or her hidden area. The target's controller must move it to his or her visible area at the start of the recovery phase, even if that character, Silver Sorceress, or both are stunned, or Silver Sorceress has left play.

Solomon Grundy, Buried on Sunday (DJL-137)
Rare, 7, Character, 15 ATK / 15 DEF, Secret Society

Solomon Grundy gets +3 ATK / +3 DEF while defending against a single character.

While you have no cards in your deck, Solomon Grundy cannot leave play, and if he would become stunned, instead, move him to your hidden area.

Solomon gets the ATK / DEF bonus while defending against a non-team attack or a team attack in which all characters but one have lost the attacker characteristic. While you have no cards in your deck and Solomon is non-stunned, he cannot leave play by any means, including by being put into the KO'd pile by the uniqueness rule. While you have no cards in your deck, Solomon can still be stunned to pay a cost (because actions taken to pay costs can't be replaced), but any other event that would stun him is replaced. If he's already in your hidden area, you may move him to the same position or any empty position in that area. Moving him doesn't exhaust him.

Sorcerer's Treasure (DJL-149)
Rare, 2, Plot Twist

As an additional cost to play Sorcerer's Treasure, discard a Secret Society character card.

Choose a plot twist card in your KO'd pile. You may play that card from your KO'd pile this turn. Whenever you do, remove that card from the game.

Sorcerer's Treasure doesn't target a plot twist card in your KO'd pile; rather, you choose one on resolution. Playing that card from your KO'd pile is similar to playing it from your hand, except a triggered effect goes on the chain immediately on top of it. When that triggered effect resolves (before the plot twist effect does), the plot twist card is removed from the game, but its effect stays on the chain to resolve normally.

If the plot twist effect is negated before the triggered effect resolves, the plot twist card goes back into your KO'd pile. However, it can no longer be played from your KO'd pile this turn, because it's no longer the same card after changing zones.

The Creeper, Jack Ryder (DJL-218)
Rare, 3, Character, 5 ATK / 3 DEF, Gotham Knights

Evasion

Whenever The Creeper recovers, draw a card.

The Creeper has the team affiliations of each character you control.

His power triggers only when he recovers from being stunned. For example, if he evades and is then recovered by Lanterns In Love during the combat phase, that recovery will trigger his power. However, the triggered effect at the start of the recovery phase later that turn will not trigger his power a second time if he is not stunned when it resolves.

The Joker, Headline Stealer (DJL-089)
Common, 4, Dual Affiliation Character, 8 ATK / 7 DEF, Injustice Gang / Arkham Inmates

Each opponent cannot play plot twists from his hand with cost less than the number of cards in his hand.

Each opponent checks whether he or she can play a plot twist from hand before the card itself goes on the chain, so the plot twist counts as one of the cards in hand. For example, an opponent could not play Savage Beatdown (threshold cost 4) if it were one of five or more cards in hand, but he or she could do so if it were in a hand of four cards or less.

The Mist, Jonathan Smythe (DJL-130)
Common, 3, Character, 4 ATK / 4 DEF, Secret Society, Range

Evasion (Stun this character >>> Recover this character at the start of the recovery phase this turn.)

Whenever The Mist becomes stunned during the combat phase, you may have target opponent move a non-stunned visible character he controls to his hidden area.

Target opponent chooses which non-stunned visible character to move and where to move it. If The Mist becomes stunned during attack conclusion, the triggered effect goes on the chain after the attack has concluded.

T. O. Morrow, Thomas Oscar Morrow (DJL-166)
Uncommon, 3, Character, 2 ATK / 6 DEF

Pay 1 resource point >>> You may pay 1 resource point rather than pay the recruit cost of non-Army character cards with cost 2 this turn.

The payment power above updates the printed card text. His power doesn't change the recruit cost of non-Army character cards with cost 2; it just allows you to pay 1 resource point rather than their recruit cost. Any additional recruit costs must still be paid, and any optional recruit costs (like boost) may still be paid.

Tomorrow Woman, Trojan Telepath (DJL-167)
Rare, 2, Character, 4 ATK / 3 DEF, Flight

When Tomorrow Woman comes into play, you may move her to target opponent's front row.

Cosmic: At the start of the combat phase, discard a card.

While Tomorrow Woman has a cosmic counter, her controller (who may or may not be her owner) discards a card at the start of the combat phase.

Ultra-Humanite, Evolutionary Antecedent (DJL-138)
Common, 7, Character, 16 ATK / 14 DEF, Secret Society

Willpower 4

Whenever Ultra-Humanite stuns a character with cost less than or equal to his willpower, you may move that character to your front row.

Leader: Attackers adjacent to Ultra-Humanite get +1 ATK for each non-Army character you control.

His power triggers whenever he stuns a character with cost less than or equal to Ultra-Humanite's willpower. If Ultra-Humanite is stunned at the same time, compare the cost of the character he stunned with Ultra-Humanite's willpower just before he was stunned. If you move a character to your front row, you gain control of that character.

UN General Assembly (DJL-074)
Rare, 2, Plot Twist

You may exhaust a JLI character you control. If you do, search your deck for a character card with two or more team affiliations, reveal it, put it into your hand, and shuffle your deck.

You may search for a dual affiliation character card (such as John Stewart, Emerald Architect) or a teamed-up character card (such as Fire, while you control World's Greatest Heroes).

Wall of Will, Construct (DJI-037)
Common, 2, Plot Twist

Exhaust target JLA defender you control. If you do, lose 3 endurance and that defender gets +X DEF this attack, where X is its willpower.

You need not target a ready character, but you must exhaust the target on resolution to get this card's effect. If you can, you lose 3 endurance and the target gains DEF equal to its willpower on resolution. If you can't because the target character is already exhausted, the effect resolves but does nothing.

Wheel of Misfortune (DJI-197)
Uncommon, 2, Plot Twist

Negate target power-up effect. You may power-up an unaffiliated attacker or defender you control.

You need not control an unaffiliated character. A power-up effect is any effect whose modifier could power-up one or more characters (see Section 1.1 in this FAQ). As a result, Wheel of Misfortune's effect is itself a power-up effect, even if there are no unaffiliated characters in play. An effect cannot target itself, but one Wheel of Misfortune effect can target another.

Wonder Woman, Princess Diana (DJI-023)
Common, 7, Character, 16 ATK / 15 DEF, JLA, Flight

Willpower 4

Leader: Whenever a character adjacent to Wonder Woman attacks or defends, if this is the first time that character has attacked or defended this turn, power-up that character.

Her power triggers whenever an adjacent character gains either the attacker or defender characteristic if that character has had neither characteristic earlier that turn. It does not trigger if that character has attacked earlier that turn and then defends for the first time, and vice versa. It does not trigger if a character has gained either characteristic while not adjacent to Wonder Woman earlier that turn and then attacks or defends while adjacent.

World's Greatest Heroes, Team-Up (DJI-154)
Common, 2, Plot Twist, Ongoing

Play only if you control a JLA character and a JLI character. Draw a card.

Ongoing: Characters you control, as well as cards in your hand, deck, and KO'd pile with either the JLA or JLI team affiliation have both affiliations.

World's Greatest Heroes cannot be the target of effects your opponents control.

The JLA character and the JLI character can be the same character. As soon as this card is flipped in your resource row (before even its "draw a card" effect resolves), your opponents may not play effects targeting this card, and this card will be an illegal target for any opponent-controlled effects still on the chain.