

Card No.	Card Name	Question	Answer
ST03-001	Divine Moonsky Beast Fanatech Elk	What is the meaning of "this spirit cannot be destroyed by your opponent's destruction effects or as the result of battle"?	It means you ignore effects that explicitly say to destroy the spirit, and you do not destroy the spirit after comparing BP during battle resolution, even if it has the lower BP.
ST03-001	Divine Moonsky Beast Fanatech Elk	After losing one life during my opponent's attack step, I activate my BSS01-127 Absolute Ice Shield burst, increasing my life by one. If I control an ST03-001 Divine Moonsky Beast Fanatech Elk, can I use the effect on it at the end of my opponent's turn to place one core from their life into their trash, even though my life total remained the same?	Yes, you can.
ST03-002	Greygarmr	I block with a LV2 ST03-002 Greygarmr and my opponent uses a BSS01-133 Angelic Pressure during the flash window following blocking to reduce its BP by 3000. When the turn ends, will my spirit be destroyed when its BP becomes zero?	No, because all effects become inactive simultaneously.
ST03-004	Mechawing Duck	Does the effect on Mechawing Duck activate when a spirit card returns from the trash to the hand?	No, it does not activate.
ST03-008	Buffalong Bill	Can the While This Spirit Blocks effect on an attacking spirit be activated by the effect on this spirit?	No, because it is not a When This Spirit Blocks effect.
ST03-008	Buffalong Bill	Will a When This Spirit Attacks or Blocks effect activate twice?	No, only once.
ST03-008	Buffalong Bill	I attack with this spirit while it has two cores on it then use the LV2 effect on ST03-013 Heaven-Piercing Castle to place two cores onto it, raising it to LV3. At this point, can the When This Spirit Blocks effect on this spirit be activated by its other effect?	No, it cannot. The spirit must be LV3 when the attack is declared to activate that effect.
ST03-010	Iceblader Brigid	Does a spirit selected by the effect on this spirit never refresh?	It does not refresh during the refresh step of the turn following when it was selected. On later turns it will refresh normally.
ST03-011	Frostree Goddess Eir	Can I use the effect on this spirit to place a core onto a LV1 spirit which gains a When This Spirit Blocks effect at LV2?	No. You must confirm the spirit fulfills the conditions at its current level.
ST03-011	Frostree Goddess Eir	Can I use the effect on this spirit to place a core onto a spirit possessing a When This Spirit Attacks or Blocks effect?	Yes, you can.
ST03-011	Frostree Goddess Eir	Can I use the effect on this spirit to place a core onto a spirit possessing a While This Spirit Blocks effect?	No, you cannot.
ST03-012	Spring of Norn	Can I use the effect on this nexus to refresh a LV1 spirit which has no effect at LV1 and only gains an effect at LV2 or higher?	No, you cannot.
ST03-012	Spring of Norn	Can I use the effect on this nexus to refresh a spirit which has gained [Armor] from the effect on BSS01-067 Armored Dragonship Enterprise?	No, you cannot.
ST03-013	Heaven-Piercing Castle	Can I use the effect on this nexus and pay a soul core to draw a card when my opponent adds a magic card to his hand from his deck using the effect on ST04-009 Grimoire Fairy?	No, you cannot.
ST03-013	Heaven-Piercing Castle	When I attack using a spirit with a When This Spirit Blocks effect, can I place my soul core from my trash onto that spirit?	Yes, you can place up to two cores onto it, including both regular cores and soul cores.